

EGYPTIAN

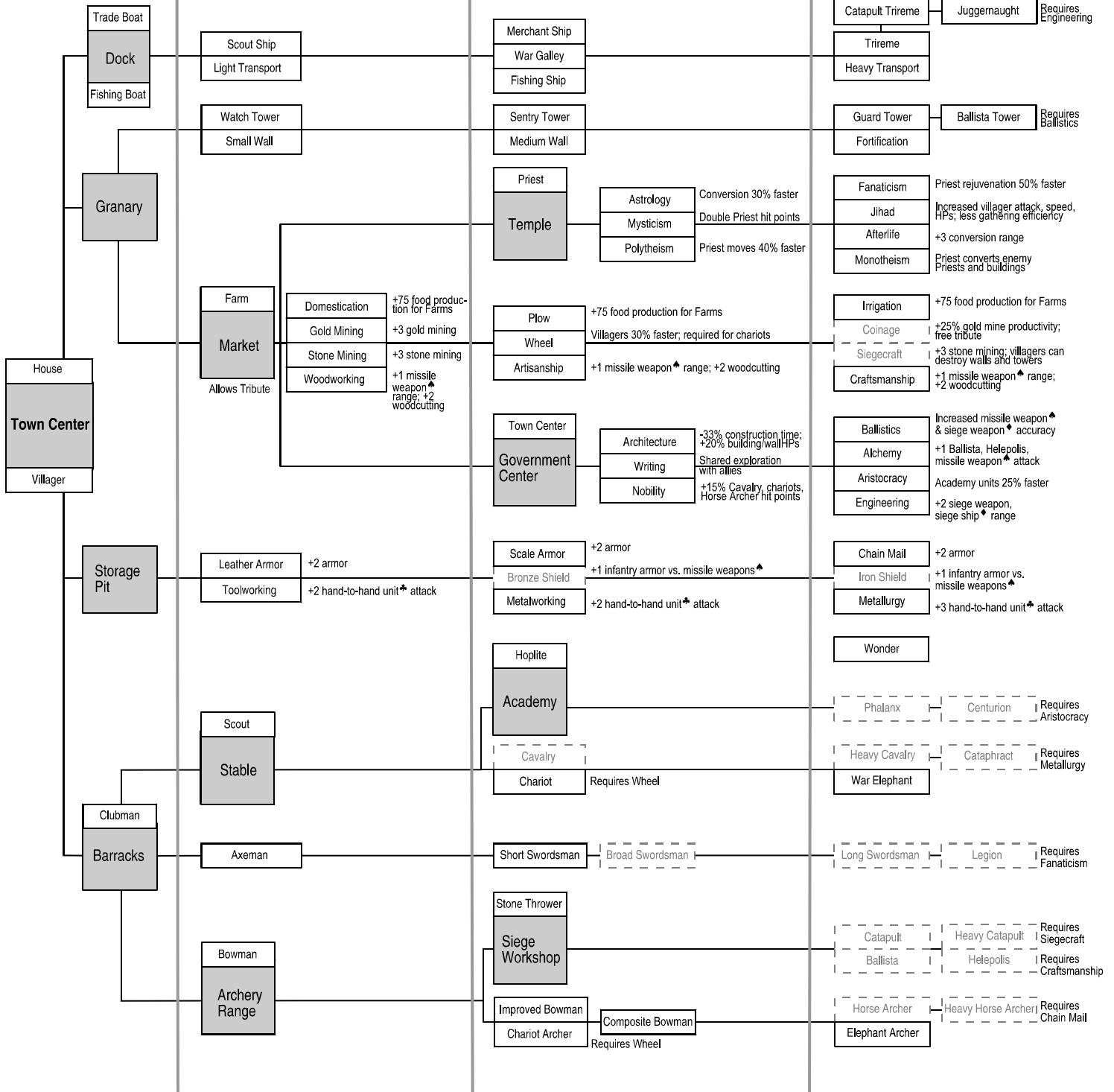
- +20% gold mining.
- +33% Chariot and Chariot Archer hit points.
- +3 Priest range.

STONE AGE

TOOL AGE

BRONZE AGE

IRON AGE



- ◆ Siege weapons/siege ships: Stone Thrower, catapults, Ballista, Helepolis, Catapult Trireme, Juggernaught.
- ▲ Missile weapons: Archery Range units, towers, Scout Ship, War Galley, Trireme.
- ♣ Hand-to-hand units: Barracks, Academy, Stable units (except War Elephant).