

# EGYPTIAN

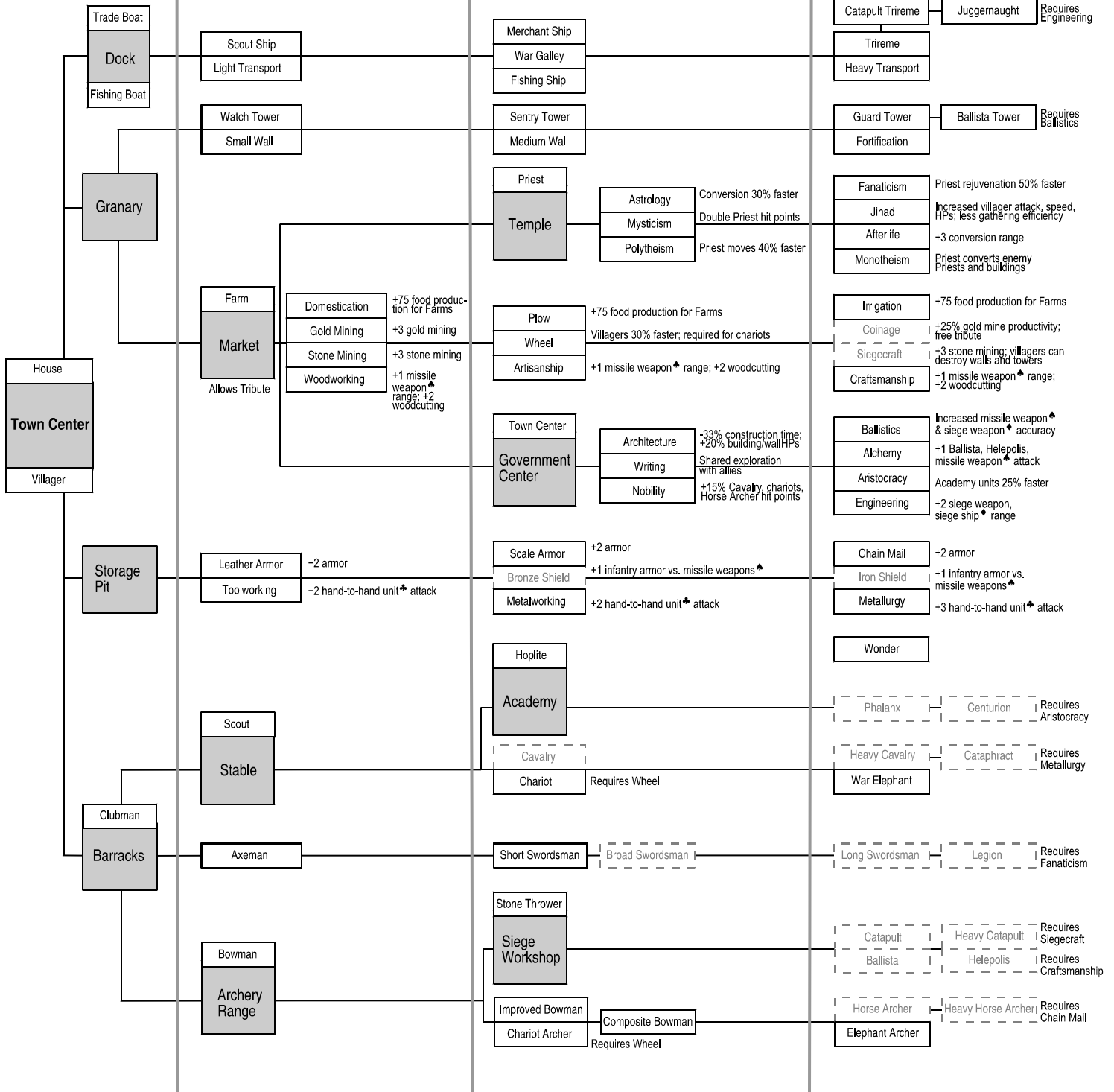
- +20% gold mining.
- +33% Chariot and Chariot Archer hit points.
- +3 Priest range.

## 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).