

Major upgrades in Age of Empires

In Age of Empires, there are many different upgrades that make your army stronger. Do you understand all of these upgrades? The following guide will help you learn about upgrades in Age of Empires.

What buildings are included in upgrades in Age of Empires ? If you're wondering, TipsMake will answer right away: there are four buildings: the Storage Pit (BS), the Market (BM), the Government Center (BC), and finally the Temple (BP). All four of these buildings have many upgrades in Age of Empires that you need to know about.



To play Age of Empires (AOE) better and faster, understanding upgrades is fundamental for any player. You may not know how each upgrade will affect your gameplay and the accuracy of each unit in Age of Empires.

Guide to upgrading in Age of Empires

1. Upgrade the Storage Pit - BS building.

The Storage Pit, also known as the BS, is where players store food, wood, or hunted meat. Additionally, it allows players to upgrade the damage and defense of each unit type.

- Upgrade to generation 2:



- Toolworking: +2 attack for all melee units.
- Leather Armor Infantry: +2 armor for infantry.
- Leather Armor Archers: +2 armor for archers.
- Leather Armor Cavalry: +2 armor for cavalry, including elephants and camels.

- Upgrade to generation 3:



- Metalworking: +2 attack for all melee units.
- Scarle Armor Infantry: +2 armor for infantry.
- Scarle Armor Archers: +2 armor for archers.
- Scarle Armor Cavalry: +2 armor for cavalry, including elephants and camels.
- Bronze Shield: +1 armor against ranged units.

Upgrade to generation 4:



Metallurgy: +2 attack for all melee units.

Chain Mail Infantry: +2 armor for infantry.

Chain Mail Archers: +2 armor for archers.

Chain Mail Cavalry: +2 armor for cavalry, including elephants and camels.

Iron Shield: +1 armor against ranged units.

Tower Shield: + armor against ranged units (usable by certain unit types).

2. Upgrades in the Market building - BM building.

The Market, also known as the marketplace, is where you can upgrade your mining, farming, and even some aspects of your troops' skills.

Upgrade to generation 2:



Woodworking: +2 additional trees cut, +1 range for archers, boats, watchtowers, catapults, and stone throwers.

Stone Mining: +3 additional stone mined, +1 range for troop units.

Gold Mining: +3 additional gold mined.

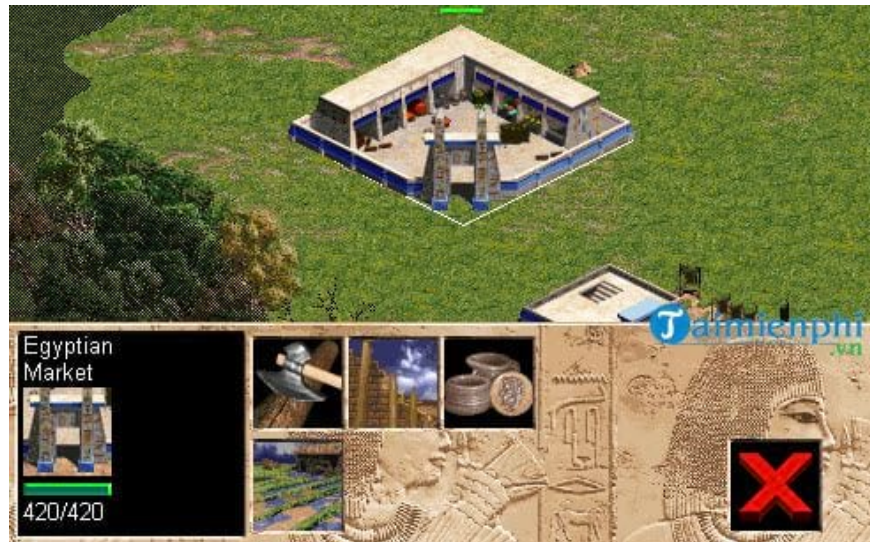
Domestication: +75 food for farms.

Upgrade to generation 3:



Artisanship: +2 additional trees cut, +1 range for archers, boats, watchtowers, archers, and catapults.
 Wheel: +30% faster movement speed for villagers.
 Plow: +75 food for farms.

Upgrade to generation 4:



Craftsmanship: +2 additional chopping trees, +1 range for archers, boats, watchtowers, archers, and catapults.
 Siegecraft: +3 additional quarrying stones, +1 range for siege units. Allows upgrading walls and towers.
 Coinage: Harvests 25% more gold and 33% faster.
 Irrigation: +75 food for farms.

3. Upgrade the Government Center building - building BC.

The Government Center is the most comprehensive upgrade because it significantly impacts the overall military stats as well as several other functions. To build the BC building, we must reach Age 3.



Upgrade to generation 3:

Nobility: Increases health by 15% for melee, single-strike, and archer cavalry. Also a prerequisite for upgrading double-strike cavalry.

Architecture: Increases wall health by 20% and builds 33% faster.

Writing: Allows map sharing with teammates.

Logistics: Every 2 melee units from the BB base count as 1 farm.

Upgrade to generation 4:

Aristocracy: Increases the movement speed of the Spearhead by 25%.

Ballistics: Helps watchtowers fire missiles, and also helps warships.

Alchemy: +1 attack for ranged units, adds fire when firing.

Engineering: +2 range for catapults, a requirement for upgrading the Divine Stone-Crashing Ship.

4. Upgrade the Temple House - BC House

Temples produce witches who can both capture enemy troops and heal them. They are a difficult unit to use, but are very effective for defense.



Upgrade to generation 3:

Astrology: Increases enemy troop recruitment speed.

Mysticism: Doubles the health of wizards, from 25 HP to 50 HP.

Polytheism: Increases movement speed by 40%.

Upgrade to generation 4:

Fanaticism: Transforms enemy troops 50% faster.

Monotheism: Allows capturing enemy wizards and buildings.

Afterlife: Increases range by 3.

Medicine: Increases villager health regeneration speed.

Sacrifice: Sacrifices oneself to instantly capture enemy troops (does not apply to enemy buildings or wizards).

Above are the upgrades in Age of Empires (AOE) with 4 different buildings. Of course, the upgrades in Age of Empires only upgrade the units themselves, not necessarily the unit types. We will introduce and discuss the different unit types in AOE in detail in the next article.

From the article above, you've learned that every building and structure has its own keyboard shortcuts, and mastering the Age of Empires (AOE) shortcuts will help you get acquainted with the game faster. Most importantly, it reduces your actions; if you want to participate in professional Age of Empires matches, knowing the AOE shortcuts is essential.

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