

		AoC	Expansions	Buildings, Units & Technology	% of civ with the technology		
Buildings		1		Stone Wall	94,44	100,00	-5,56
		3	2	Fortified Wall	83,33	84,62	-1,28
		2		Guard Tower	88,89	100,00	-11,11
		7	4	Keep	61,11	69,23	-8,12
		10	8	Bombard Tower	37,50	33,33	4,17
		5	9	Arrowslits	72,22	30,77	41,45
		7	1	Heated Shot	61,11	92,31	-31,20
		7	3	Treadmill Crane	61,11	76,92	-15,81
		2	1	Masonry	88,89	92,31	-3,42
		8	7	Architecture	55,56	46,15	9,40
Economy		6	4	Hoardings	66,67	69,23	-2,56
		4	3	Gold Shaft Mine	77,78	76,92	0,85
		7	3	Stone Shaft Mine	61,11	76,92	-15,81
		4	5	Two-Man Saw	77,78	61,54	16,24
		10	2	Crop Rotation	44,44	84,62	-40,17
Stable		8	3	Guilds	55,56	76,92	-21,37
		5	4	Sappers	72,22	69,23	2,99
		1		Light Cavalry	93,75	100,00	-6,25
		6	5	Hussar	62,50	58,33	4,17
			1	Knight	100,00	91,67	8,33
		1	1	Cavalier	93,75	91,67	2,08
		9	11	Paladin	43,75	8,33	35,42
		8	6	Heavy Cavalry	50,00	50,00	
		10	8	(Heavy) Camel	37,50	33,33	4,17
		2	1	Husbandry	87,50	91,67	-4,17
Infantry		6	2	Bloodlines	62,50	83,33	-20,83
		6	2	Plate Barding A.	62,50	83,33	-20,83
		2	1	Blast Furnace	88,89	92,31	-3,42
		1		Pikeman	94,44	100,00	-5,56
		5	3	Halberdier	72,22	76,92	-4,70
		1		2H Swordsman	94,44	100,00	-5,56
		3	3	Champion	83,33	76,92	6,41
		1	3	Squires	94,44	76,92	17,52
		2	3	Plate Mail Armor	88,89	76,92	11,97
		1		Elite Skirmisher	94,44	100,00	-5,56
Archers		2	3	Hvy Cav Archer	87,50	75,00	12,50
		1		Crossbowman	94,44	100,00	-5,56
		8	5	Arbalest	55,56	61,54	-5,98
		6	3	Thumb Ring	66,67	76,92	-10,26
		10	8	Parthian Tactics	37,50	33,33	4,17
		4	2	Bracer	77,78	84,62	-6,84
		5	1	Ring Archer Armor	72,22	92,31	-20,09
		6	4	Atonement	66,67	69,23	-2,56
			2	Fervor	100,00	84,62	15,38
		10	3	Redemption	44,44	76,92	-32,48
Monks		3	1	Sanctity	83,33	92,31	-8,97
		6	3	Block Printing	66,67	76,92	-10,26
		7	2	Illumination	61,11	84,62	-23,50
		4	1	Theocracy	77,78	92,31	-14,53
		6	6	Heresy	66,67	53,85	12,82
(Anti-)		5		Herbal Medicine	72,22	100,00	-27,78
			3	Faith	100,00	76,92	23,08
		6	5	Heavy Scorpion	66,67	61,54	5,13
Siege		6	9	Siege Ram	66,67	30,77	35,90
		2		Onager	88,89	100,00	-11,11
		12	10	Siege Onager	33,33	23,08	10,26
		8	2	Siege Engineers	55,56	84,62	-29,06
		6	6	Hand Cannoneer	62,50	50,00	12,50
Gunpowder		7	2	Bombard Cannon	56,25	83,33	-27,08
		1		Cannon Galleon	93,75	100,00	-6,25
		9	4	E Cannon Galleon	43,75	66,67	-22,92
		1		Galleon	94,44	100,00	-5,56
Ships		1		Fire Galley/Ship	94,44	100,00	-5,56
		6	6	Fast Fire Ship	66,67	53,85	12,82
		1		Demo Raft/Ship	94,44	100,00	-5,56
		3	8	Heavy Demo Ship	83,33	38,46	44,87
		6	7	Shipwright	66,67	46,15	20,51
		3		Dry Dock	83,33	100,00	-16,67

Arrowslits, Paladin, Faith, Siege Ram, Heavy Demo, Shipwright

Heated Shot, Crop Rotation, Guilds, Bloodlines, Plate Barding, Ring Archer Armor, Redemption, Illumination, Herbal Medicine, Siege Engineer, Bombard Cannon, Elite Cannon Galleon

(Heavy Cavalry=Paladin, Imperial Camel, Zaelotry Camels, Battle Elephant)