

Age of Mythology: The Titans

Age of Mythology is one of the best real-time strategy games ever produced. Ensemble Studios's classic offered three unique and balanced mythologies, a proven counterbalancing combat system, and dozens of units rooted in deep and intriguing mythology. Age of Mythology: The Titans Expansion enhances the original game with an exciting set of changes and new features. This chapter covers the most important gameplay alterations in Titans. We'll discuss changes to mythological units, each mythology's updates and unique technology, and of course, the new Titan super unit.



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Important Changes from Age of Mythology

Age of Mythology: The Titans Expansion offers many important balance tweaks and additional improvements over the original game. This section lists all of the general tweaks to all mythologies, then covers the Greek, Egyptian, and Norse mythology changes and new improvements, and how they affect strategies.

◆ **Mythological units are more important and valuable in gameplay.** Many of the Greek, Egyptian, and Norse mythological unit statistics have been tweaked to make mythological units much more powerful in gameplay. Here are a few examples: the Greek Cyclops now has 650 hit points instead of 500; the cost of the Greek Medusa has been reduced to 250 gold, 32 favor instead of 250 gold, 40 favor; attack damage of the Egyptian Phoenix increased to 30 hack instead of 20 hack; cost of the Norse Mountain Giant reduced to 300 food, 27 favor instead of 300 food, 30 favor. All of the changes in the expansion pack make mythological units more valuable and vital to your military.

TIP



See Appendix A for complete statistics of all Atlantean, Greek, Egyptian, and Norse mythological units.

◆ **A free mythological unit appears at the Temple at each Age advance.** Each time you advance an Age, you receive a free mythological unit from the Temple (see Figure 1.1). The particular mythological unit depends on which Minor God you chose to worship. For example, if you worship the Atlantean Minor God Prometheus at the Classical Age, look for a free Promethean at the Temple.



Figure 1.1: Visit your Temple upon each Age advance to receive a free mythological unit.

◆ **Heroic Fleet technology is available to all mythologies.** Each mythology can research the Heroic Fleet technology at the Dock upon reaching the Classical Age. The Heroic Fleet improvement adds 50% bonus damage to all ship attacks against mythological units (both naval and land units).

◆ **Town Centers can be built in the Classical Age.** Expansion can be accomplished much earlier; you can now build Town Centers on unclaimed settlements as early as the Classical Age.



- ◆ **Garrison Fishing Boats in Docks, which allows Docks to shoot at ships.** Protect your fishing operation by garrisoning your Fishing Boats in your Dock, which also causes the Dock to fire on any enemy ships within range. You could build a Fishing Boat for the sole purpose of garrisoning in the Dock to add the defensive attack.
- ◆ **All unit-producing buildings have a Repeat Build button.** Every building that can produce units has a Repeat Build button. It allows you to continue to produce a particular set of units indefinitely while concentrating on other micromanagement tasks, such as setting up an economy or conducting a battle.

Greek Mythology

The most important Greek change in *Titans* increases the usefulness of the unique Greek Major God units. The unique Major God Greek units (Hetairoi, Myrmidon, and Gastraphetes) can now be trained from all Greek military structures, not just the Fortress. Train Poseidon's Hetairoi at the Stable and the Fortress; train Zeus's Myrmidon at the Military Academy and Fortress; and train Hades' Gastraphetes at the Archery Range and Fortress. Now when you need these units on the front line, you can train them from the cheaper and faster-built military structures instead of the more-expensive and slower-to-build Fortress.

Beast Slayer Improvement



The Greeks have the new Beast Slayer improvement, which you can research at the Fortress upon reaching the Mythic Age. Beast Slayer improves the attack against mythological units (adds 0.5 bonus damage) of the Greek unique Fortress units Hetairoi (Poseidon), Myrmidon (Zeus), and Gastraphetes (Hades). This adds to the value of these unique units against the improved mythological units. Keep them with your Heroes and have them fight mythological units during battles.

ES TIP



In Age of Mythology: The Titans, Town Centers can be built on settlements in the Classical Age. A good Greek strategy is to worship Hermes in the Classical Age for his Cease Fire god power. Build a second Town Center as quickly as possible in the Classical Age; if your enemy rushes, save yourself by invoking Cease Fire, which prevents all combat on the map for a short time. —Matt "Maimin_Matty" Scadding

For complete details on Age of Mythology: The Titans's new fourth mythology, Atlantis, see Chapter 4, which contains information on important differences between Atlantis and the other mythologies, complete analysis of all Major and Minor Gods, mythological units, unique improvements, and military units.



Egyptian Mythology

Primary Egyptian changes in *Titans* include adjustments to three god powers and added bonus damage for the Egyptian Kebenits.

Bast's Classical Age Eclipse god power has been given a significant boost. Eclipse increases the attack and speed of your mythological units for a short period of time. Eclipse also blocks enemy god powers during the same period. The god power now features the following effects:

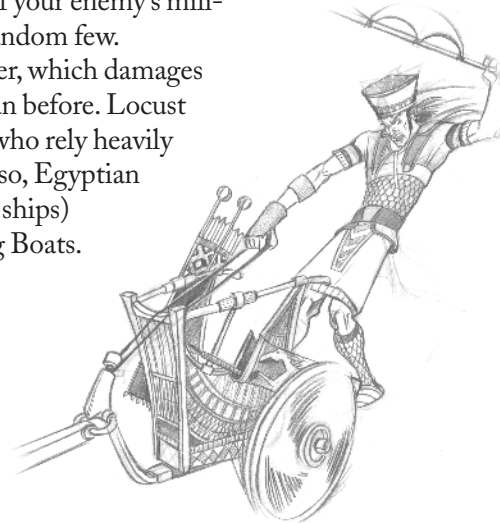


Figure 1.2: Eclipse is a powerful god power that increases the potency of the already improved mythological units.

- ◆ Boosts all mythological unit attacks and special attacks by 50%
- ◆ Increases mythological unit speed by 20%
- ◆ Increases all mythological unit hack armor by 15%
- ◆ Decreases mythological unit special ability recharge time by 50%
- ◆ Increases Egyptian favor-generation by 30%

Eclipse is a formidable Classical Age god power and best used when you have trained a large mythological unit force (see Figure 1.2). Use it to assist a Classical Age mythological unit rush or save it for late in the game to aid during a key battle.

Ptah's Classical Age Shifting Sands god power is also improved. Shifting Sands now transports all of your enemy's military units in its range of influence, not just a random few. Hathor's Heroic Age Locust Swarm god power, which damages Fishing Boats and Farms, now lasts longer than before. Locust Swarm can be particularly deadly to enemies who rely heavily on Fishing Boats and Farms for their food. Also, Egyptian Kebenits (archer ships strong versus ramming ships) now feature 1.5 bonus damage against Fishing Boats.



Hands of the Pharaoh Improvement



The Egyptians have been awarded the Hands of the Pharaoh improvement, which is researched at the Temple beginning in the Archaic Age. Research Hands of the Pharaoh to allow Priests to pick up relics. Formerly an Egyptian player had to use a Pharaoh to grab relics, which made the Egyptians one of the slowest relic-gatherers in the game. This technology allows any of your Priests to grab a valuable relic and return it to the Temple to gain its benefit.

Norse Mythology

Primary Norse changes in *Titans* include adjustments to two god powers and a new feature for the Norse Longboats.

Norse Minor God Forseti's Healing Spring god power has a much larger range, so now you don't have to cram all of your Norse units around the spring to receive its healing benefits (though you still must be close to the spring to be healed). The Mythic Age Minor God Hel's Nidhogg god power has also been enhanced: The Nidhogg now possesses 2,000 hit points. Also, Norse Longboats (archer ships strong against ramming ships) can transport military and mythological units.

Axe of Muspell Improvement



The Norse have gained the Axe of Muspell improvement, which is researched at the Longhouse beginning in the Classical Age. Axe of Muspell rewards Throwing Axemen with +2 hack damage against flying units. The Throwing Axeman is the Norse's only human ranged unit, and this improvement provides a much-needed boost against the formidable late-game aerial units.

The Titan

The most exciting change in *Titans* is the addition of the new superunit, the Titan. Each mythology can free a Titan in the Mythic Age via the Titan Gate god power. This section describes the steps required to free and command a Titan unit and reveals the Titan's statistics, abilities, and vulnerabilities.

ES TIP



The new Norse improvement Axe of Muspell is extremely useful in defense against aerial mythological units. Don't neglect to research the Axe of Muspell technology if your enemy trains Stymphalian Birds, Phoenixes, or invokes the Nidhogg god power. —Kevin "The Sheriff" Holme



Figure 1.3: Place the Titan Gate carefully; as soon as it's placed, your enemy will know its location and will likely mount an attack to prevent the gate from opening.

The following list shows the steps necessary to free and command each mythology's Titan unit.

1. Advance to the Mythic Age.
2. Select your mythology's Town Center and research the Secrets of the Titans technology, which costs 800 food, 800 wood, 800 gold, and 50 favor. Unlocking the Secrets of the Titans will give you the god power that allows placement of the Titan Gate.
3. When Secrets of the Titans research is complete, a new god power appears near the top of your screen. Select the Titan Gate god power and place the Titan Gate at a defensible location. Its site will be revealed to your opponent. Expect your enemy to mount an offensive against the gate; protect it with walls, Towers, and units (see Figure 1.3).

4. Once you've placed the Titan Gate, your villagers (or Norse infantry) must work on the gate to open the passage and free the Titan. The more villagers (or Norse infantry) working on the gate, the faster it opens. Train additional workers to open the gate as quickly as possible. Note that the Egyptian Pharaoh (or Ra's Priests) can empower the opening of the Titan Gate.
5. When your workers have opened the gate, the Titan emerges. Now control the Titan and unleash its devastating attacks against enemy units and structures!



The Titan is the most powerful unit in the game by a large margin. Below are its impressive unit statistics. Note that all mythologies' Titans possess identical statistics, and the Titan is technically a mythological unit so Heroes do inflict bonus damage against it.

UNIT	HIT POINTS	ATTACK DAMAGE	BONUS DAMAGE	HACK ARMOR	PIERCE ARMOR	CRUSH ARMOR	LINE OF SIGHT	MAX SPEED
Titan	7,000	70 crush, 70 hack	2 vs. humans and myth units; 5 vs. buildings, 20 vs. Titans	90%	95%	90%	25	3.75

The Titan is a gamebreaker. If your opponent is nearing completion of the Titan Gate and you haven't even started your own, you will be annihilated if the Titan is freed. You must stop the gate's completion. Even if you manage to kill the enemy's Titan, you will likely suffer so many casualties that your opponent can easily overrun you with his own military force.

Below are some additional notes and tips for using the powerful Titan and defending against it.

◆ Use everything at your disposal to stop the opening of the Titan Gate—including any remaining god powers, particularly the more devastating Mythic Age god powers.

◆ When protecting your Titan Gate, wall in so your opponent can't get line of sight on the gate to invoke god powers nearby. Use Egyptian Major God Isis's monuments to prevent your opponent from invoking god powers around the gate. If you worship the Atlantean Minor God Theia, place the Hesperides Tree near the gate because it also blocks god powers (see Figure 1.4).





Figure 1.4: *If you follow the Atlantean Minor God Theia, use the Hesperides god power to help protect the Titan Gate.*

- ◆ God powers have little effect on the Titan itself. For instance, Zeus's Bolt god power will not instantly kill a Titan, but instead will inflict approximately 30% damage.
- ◆ In a battle of Titan versus Titan, task as many Heroes as possible against the enemy Titan to assist your own in the fight. Heroes have bonus damage against the Titan. If you're Atlantean, convert all of your human military units to Heroes to assist your own Titan in battle against the enemy's Titan. If you're Egyptian, use your Pharaoh and train as many Priests as possible; if you're Greek, train all available Heroes; if you're Norse, train nothing but Hersir and Jarl.

- ◆ Healing structures or units (Apollo's Temple of Healing, Athena's Restoration, Forseti's Healing Spring, Freyja's Valkyries, Egyptian Priests, Oceanus's Caladriae and Servants) will not heal the Titan.

