

Galactic Empire

Civilization Bonus : Aircraft cost 5% less. Upgrade to Heavy Mechs are 10% less expensive than other civilizations.

Team Bonus : Mech Factory units gain +10% speed.

Fortress Bonus : Fortress build 10% faster.

Gungans

Civilization Bonus : Gungans can build Prefab Shelters underwater. Buildings have self-regeneration. Workers have a +10% Ore Mining Bonus in TL-3.

Team Bonus : Shipyards cost -15% less. Shield Generators cost -10% less.

Fortress Bonus : NONE

Rebel Alliance

Civilization Bonus : Carry capacity of farm droids is +1 greater.

Team Bonus : Farm Food maximum raised by +35.

Fortress Bonus : Fortresses have range, line of sight and search radius increased by +1.

Royal Naboo

Civilization Bonus : Nova collection is 10% faster, Holocron gives more Nova.

Team Bonus : Air Cruiser speed is increased by 10%.

Fortress Bonus : Increased attack against Mechs and Heavy Weapons.

Trade Federation

Civilization Bonus : Prefab Shelters are not necessary. Workers heal each other.

Team Bonus : Heavy Weapons Factory units gain +15% speed.

Fortress Bonus : Fortresses gain +3 Anti-Air range.

Wookies

Civilization Bonus : Carbon Collection in Tech Level 3 and above is 5% faster.

Team Bonus : Troopers gain +2 Line of Sight and +2 search radius.

Fortress Bonus : Fortresses gain +5 LoS, and +10% hit points.

Galactic Republic (you need expansion pack)

Civilization Bonus : Prefabs hold 1 more population. Holocron gives more Nova. Jedi and Jedi Temple are cheaper.

Team Bonus : Med Droids heal twice as fast. Jedi gain +10% speed.

Fortress Bonus : Fortresses heal garrisoned units 33% faster.

Confederacy Of Independent Systems (you need expansion pack)

Civilization Bonus : Workers gain Basic Training Upgrade automatically.

Predators can be produced at the Animal Nursery.

Team Bonus : Cargo Hovercraft returns +25% Nova crystals.

Fortress Bonus : NONE