

Unique unit: Jaguar Warrior
(anti-infantry infantry)
Unique technology: Garland Wars
(+4 infantry attack)

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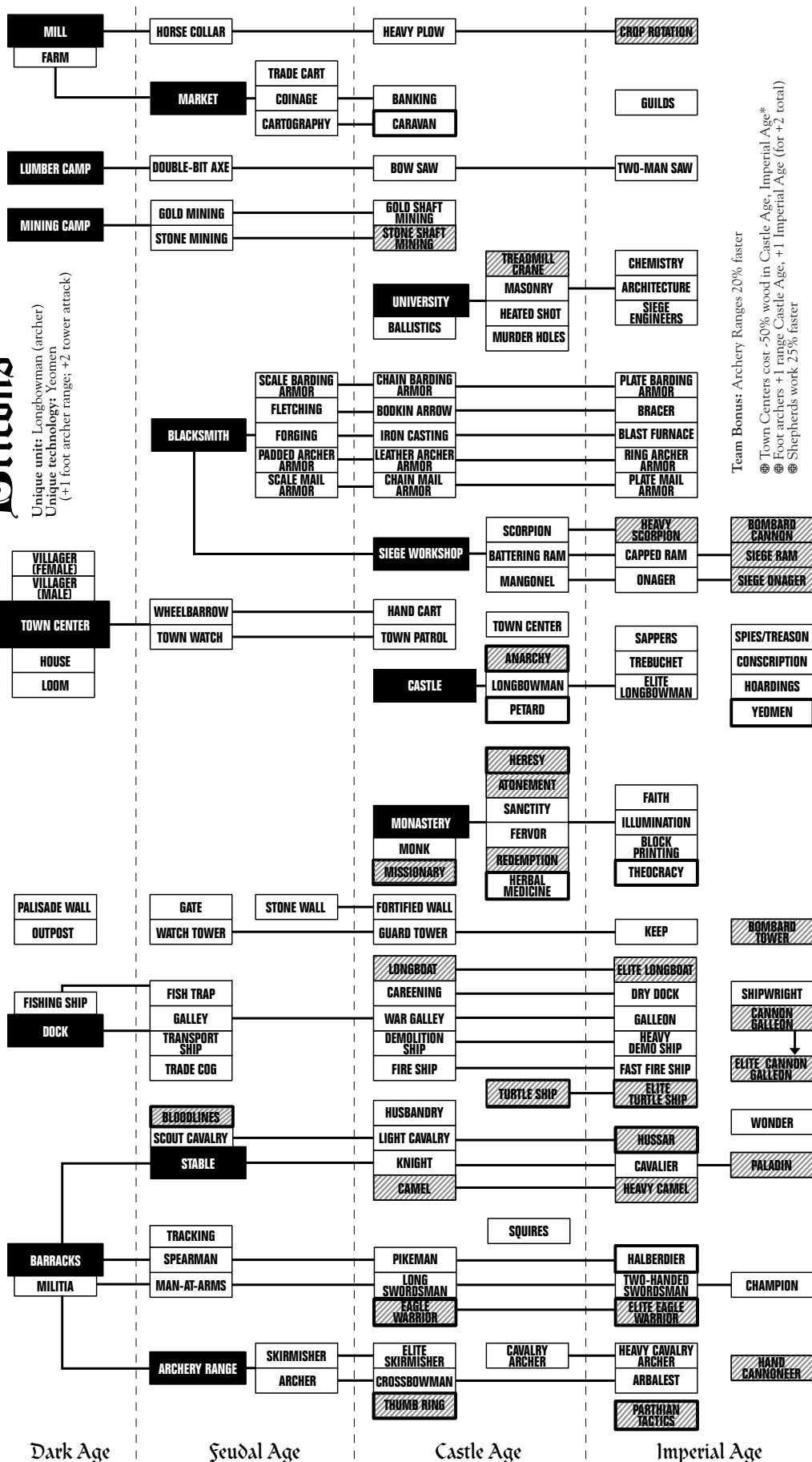
Team Bonus: Relics +33% gold

- Start with Eagle Warrior, not Scout Cavalry
- Villagers carry +5
- All military units created 15% faster
- Monks +5 HP for each Monastery technology

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

Britons

Unique unit: Longbowman (archer)
Unique technology: Yeomen
(+1 foot archer range, +2 tower attack)



Team Bonus: Archery Ranges 20% faster

⦿ Town Centers cost -50% wood in Castle Age, Imperial Age*

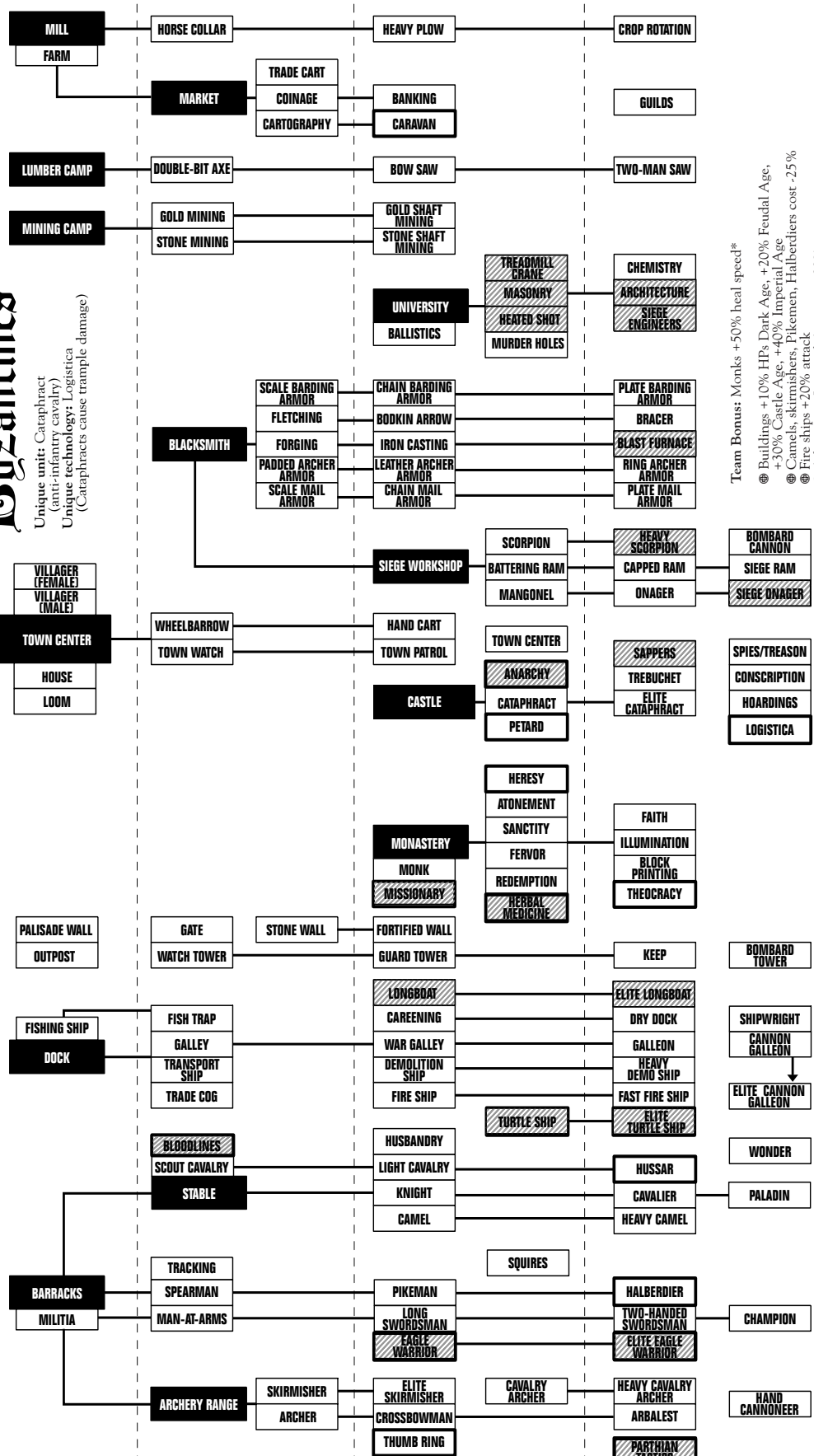
⦿ Foot archers +1 range, Castle Age, +1 Imperial Age (for +2 total)

⦿ Shepherds work 25% faster

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Byzantines

Unique unit: Cataphract
(anti-infantry cavalry)
Unique technology: Logistica
(Cataphracts cause trample damage)

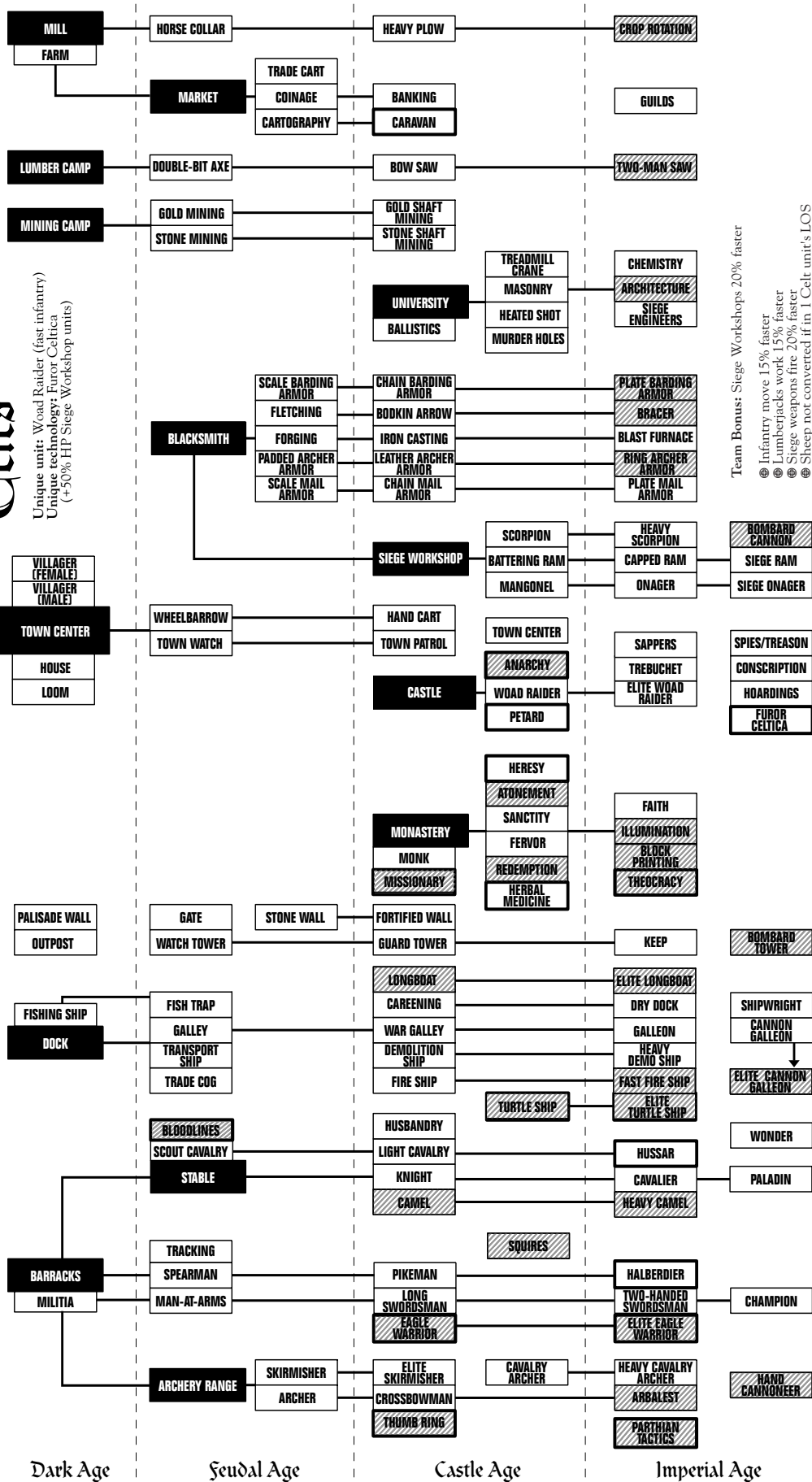


Team Bonus: Monks +50% heal speed*
● Buildings +10% HPs Dark Age, +20% Feudal Age, +30% Castle Age, +40% Imperial Age
● Camels, skirmishers, Pikemen, Halberdiers cost -25%
● Fire ships +20% attack
● Advance to Imperial Age costs -33%

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Celts

Unique unit: Wood Raider (fast infantry)
Unique technology: Furor Celtica (+50% HP Siege Workshop units)



Team Bonus: Siege Workshops 20% faster

Infantry move 15% faster

Lumberjacks work 15% faster

Siege weapons fire 20% faster

Sheep not converted if in 1 Celt unit's LOS

Unique unit: Chu Ko Nu
(fast-firing crossbowman)
Unique technology: Rocketry
(+2 Chu Ko Nu pierce attack, +4
scorpions)

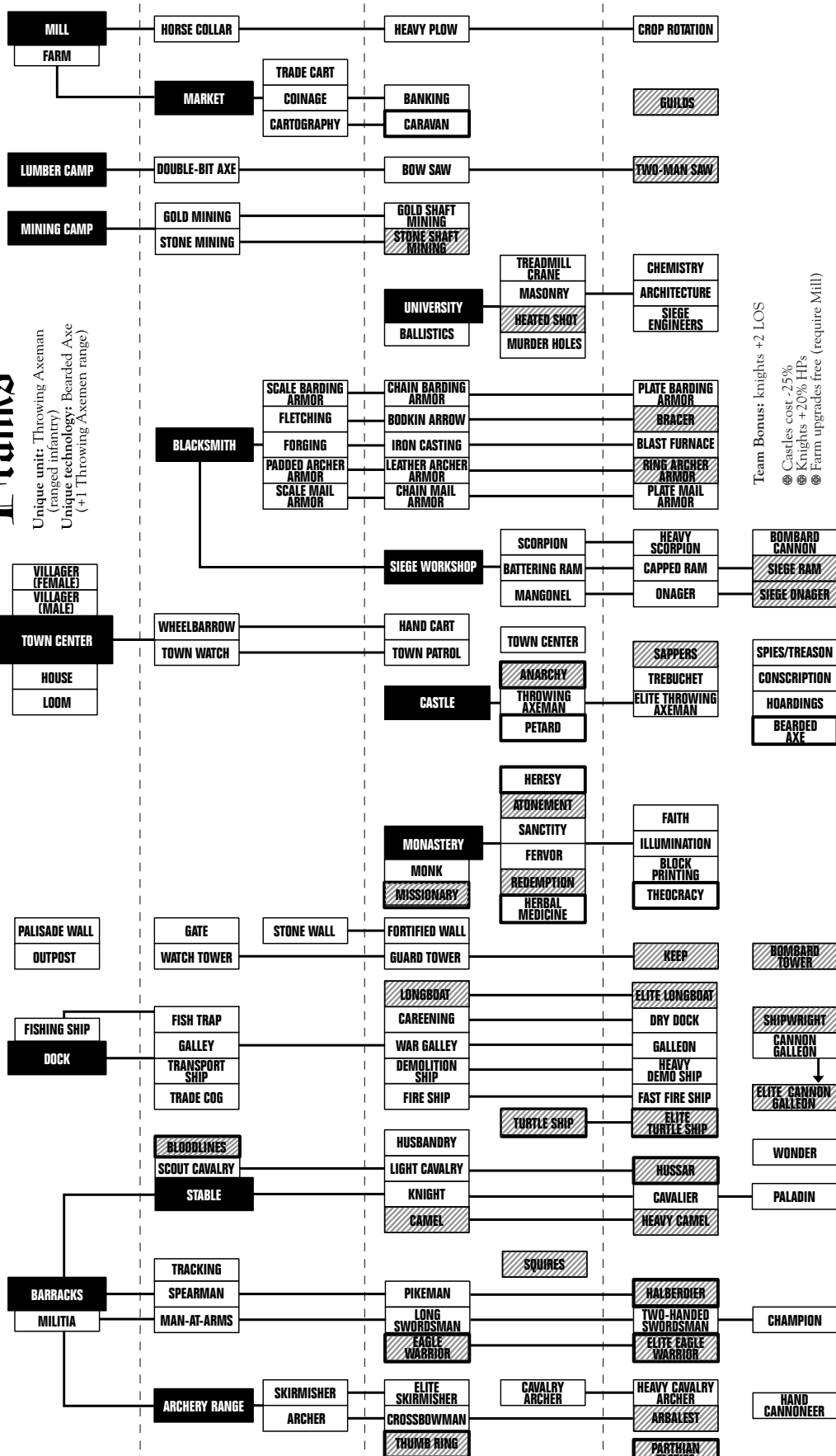
Imperial Age



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Franks

Unique unit: Throwing Axeman
(ranged infantry)
Unique technology: Bearded Axe
(+1 Throwing Axemen range)



Team Bonus: knights +2 LOS

Castles cost -25%

Knights +20% HPs

Farm upgrades free (require Mill)

Dark Age

Feudal Age

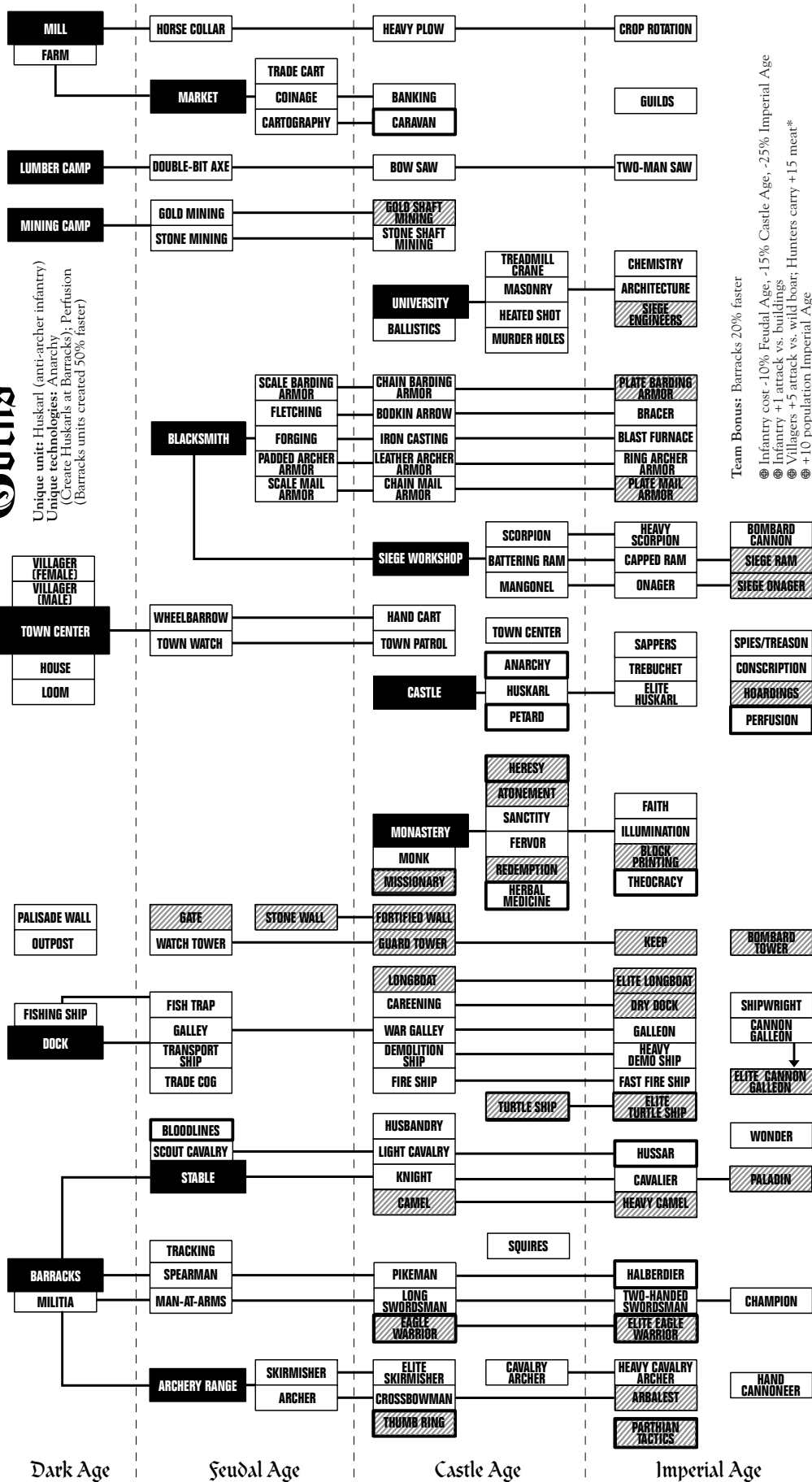
Castle Age

Imperial Age

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Goths

Unique unit: Huskarl (anti-archer infantry)
Unique technologies: Anarchy
(Create Huskarls at Barracks); Perfusion
(Barracks units created 50% faster)



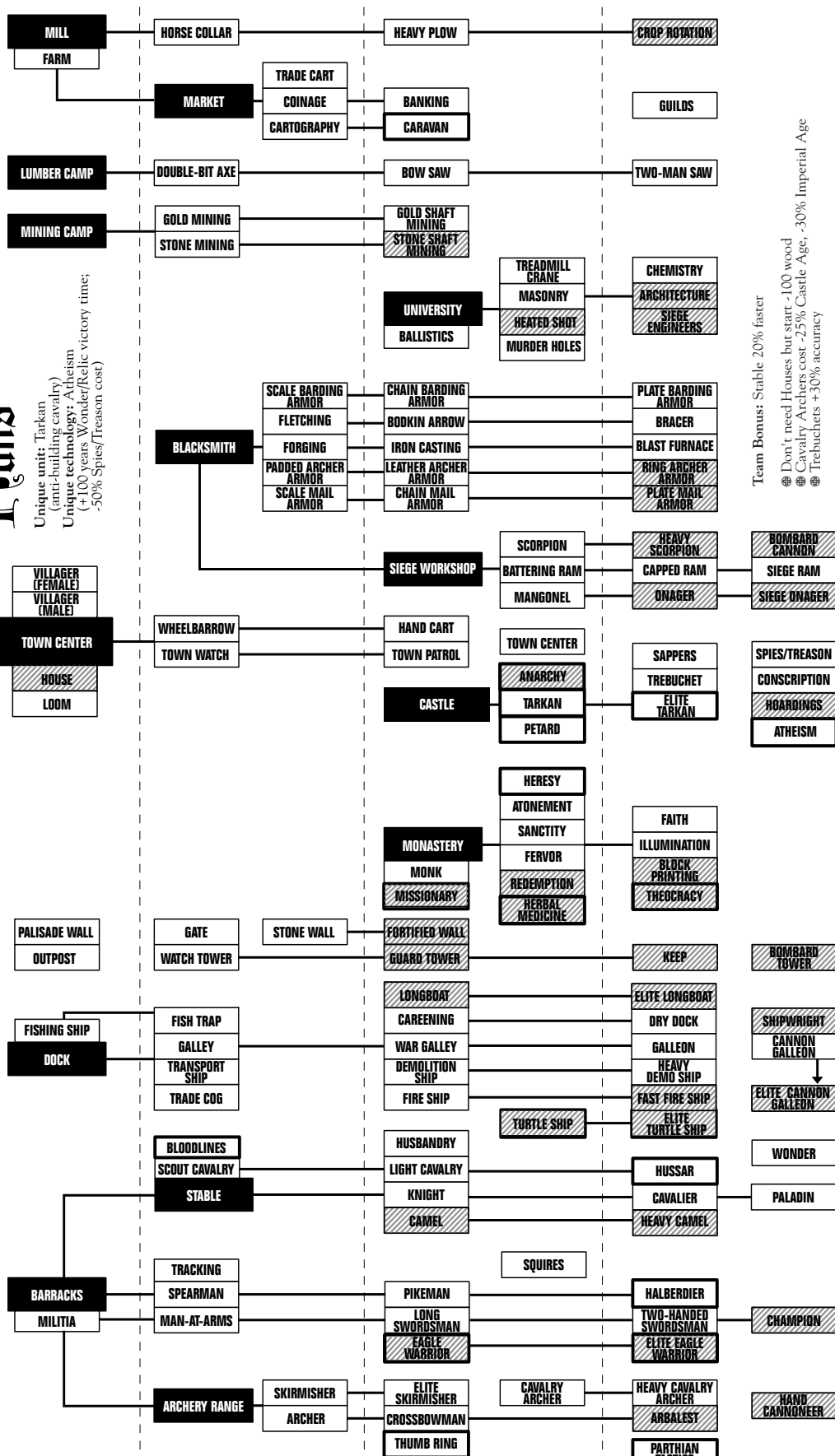
Team Bonus: Barracks 20% faster

- Infantry cost -10% Feudal Age, -15% Castle Age, -25% Imperial Age
- Infantry +1 attack vs. buildings
- Villagers +5 attack vs. wild boar, Hunters carry +15 meat*
- +10 population Imperial Age

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Humans

Unique unit: Tarkan
(anti-building cavalry)
Unique technology: Atheism
(+100 years Wonder/Relic victory time;
-50% Spies/Treason cost)



Team Bonus: Stable 20% faster

- ⌚ Don't need Houses but start -100 wood
- ⚔ Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- ⚔ Trebuchets +30% accuracy

Unique unit: Samurai
(anti-unique unit infantry)
Unique technology: Kataparuto
(Trebuchets fire, pack/unpack faster)

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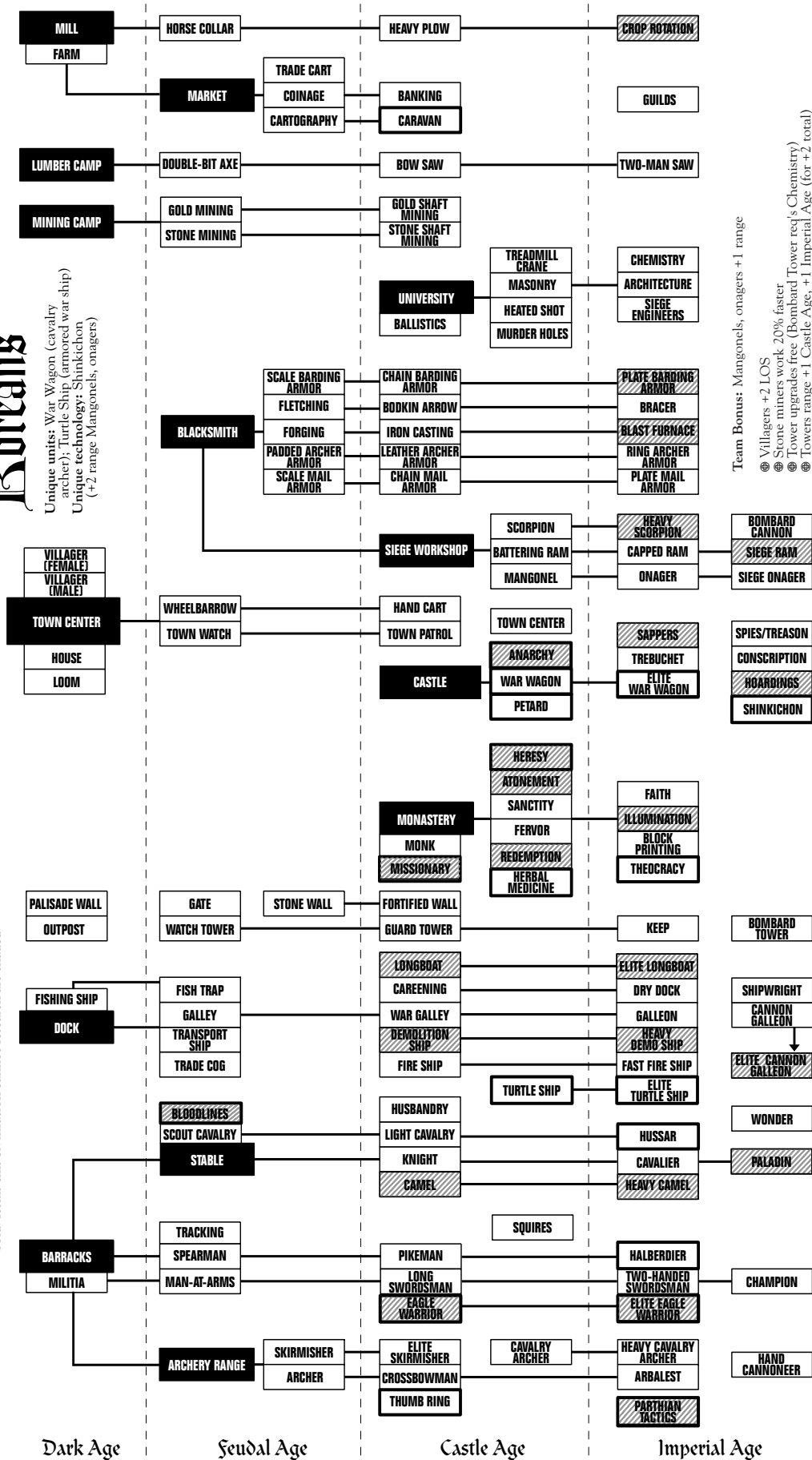
Team Bonus: galleys +50% LOS

- ♣ Fishing Ships 2X HPs, +2P armor; work rate +5% Dark Age, +10% Feudal Age, +15% Castle Age, +20% Imperial Age
- ♣ Mill, Lumber Camp, Mining Camp cost -50%
- ♣ Infantry attack 10% faster Feudal Age, 15% Castle Age, 25% Imperial Age

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Koreans

Unique units: War Wagon (cavalry archer); Turtle Ship (armored war ship)
Unique technology: Shinkichon (+2 range Mangonels, onagers)



Team Bonus: Mangonels, onagers +1 range

⊗ Villagers +2 LOS

⊗ Stone miners work 20% faster

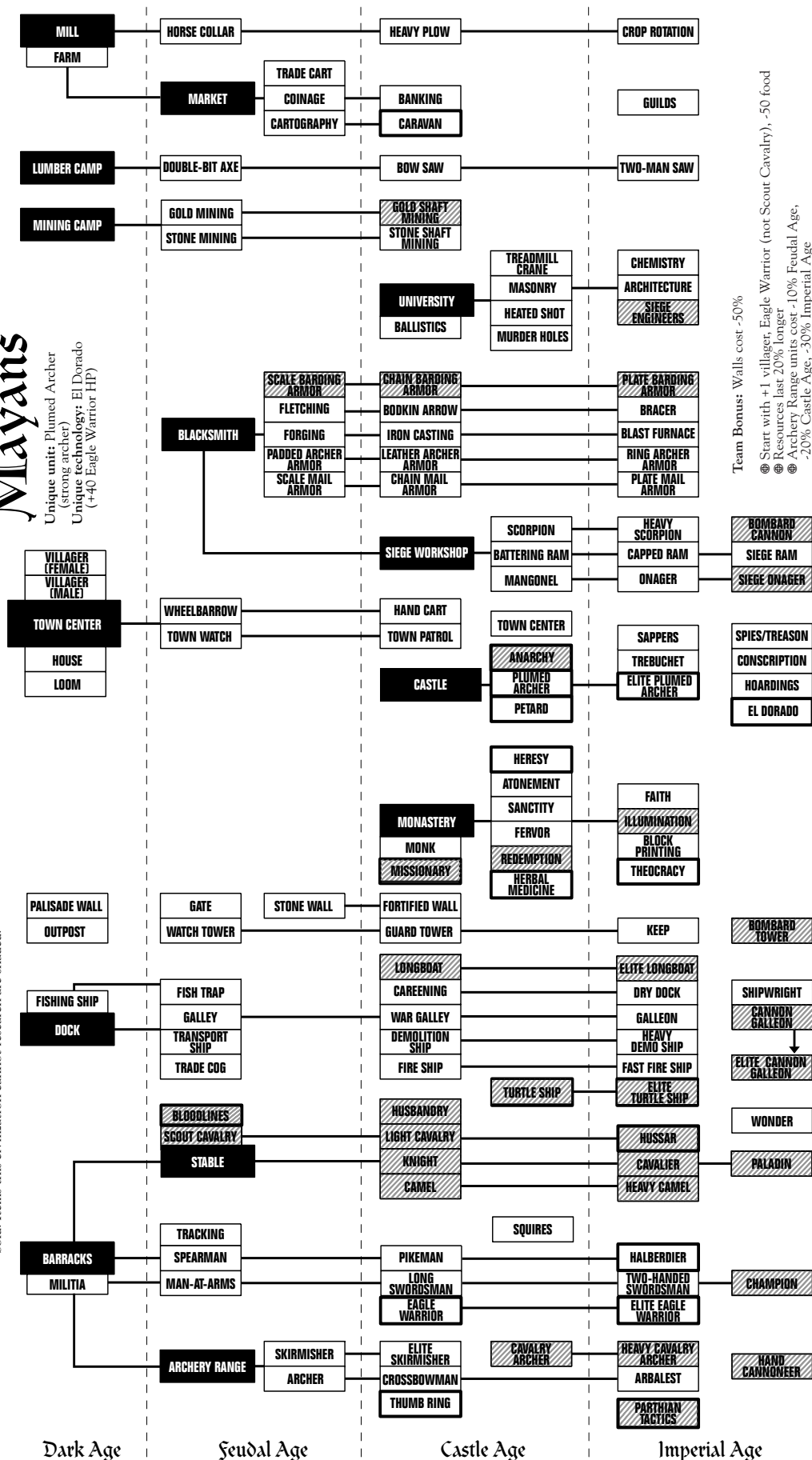
⊗ Tower upgrades free (Bombard Tower req's Chemistry)

⊗ Towers range +1 Castle Age, +1 Imperial Age (for +2 total)

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Mayans

Unique unit: Plumed Archer (strong archer)
Unique technology: El Dorado (+40 Eagle Warrior HP)



Team Bonus: Walls cost -50%

Start with +1 villager, Eagle Warrior (not Scout Cavalry), -50 food

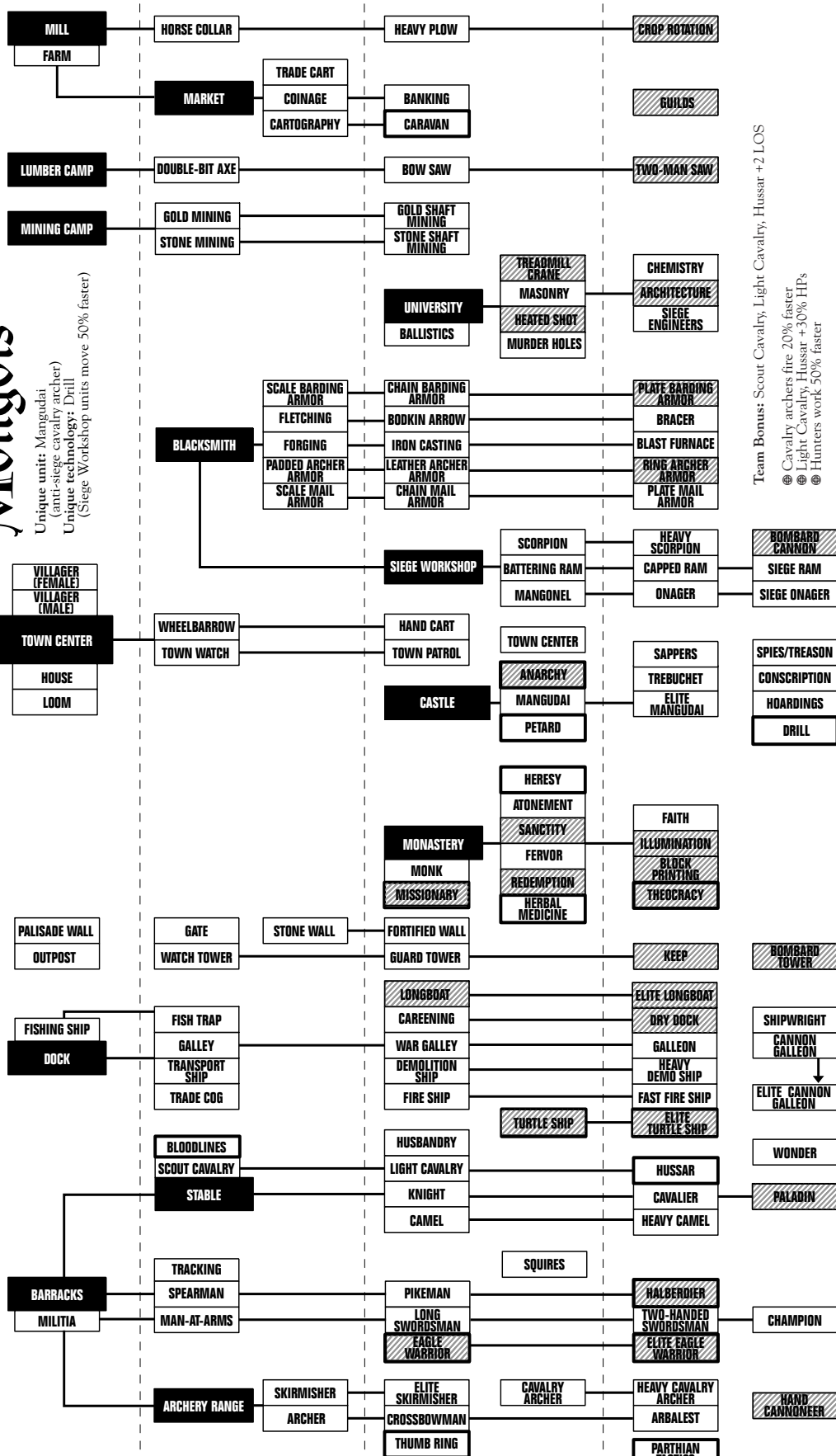
Resources last 20% longer

Archery Range units cost -10% Feudal Age, -20% Castle Age, -50% Imperial Age

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Mongols

Unique unit: Mangudai
(anti-siege cavalry archer)
Unique technology: Drill
(Siege Workshop units move 50% faster)



Team Bonus: Scout Cavalry, Light Cavalry, Hussar +2 LOS

- Cavalry archers fire 20% faster
- Light Cavalry, Hussar +30% HPs
- Hunters work 50% faster

Dark Age

Feudal Age

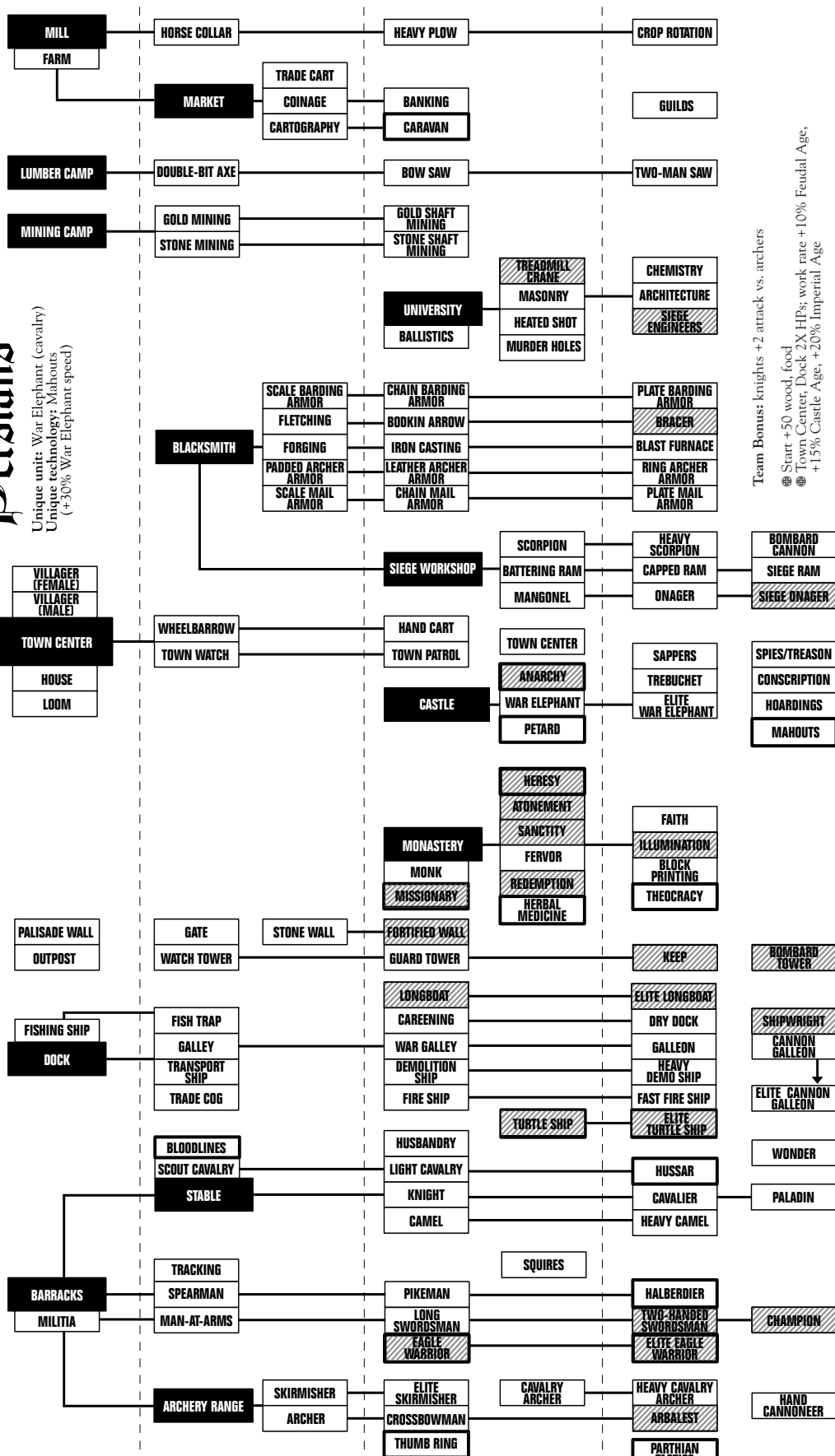
Castle Age

Imperial Age

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Persians

Unique unit: War Elephant (cavalry)
Unique technology: Mahouts
(+50% War Elephant speed)



Team Bonus: knights +2 attack vs. archers

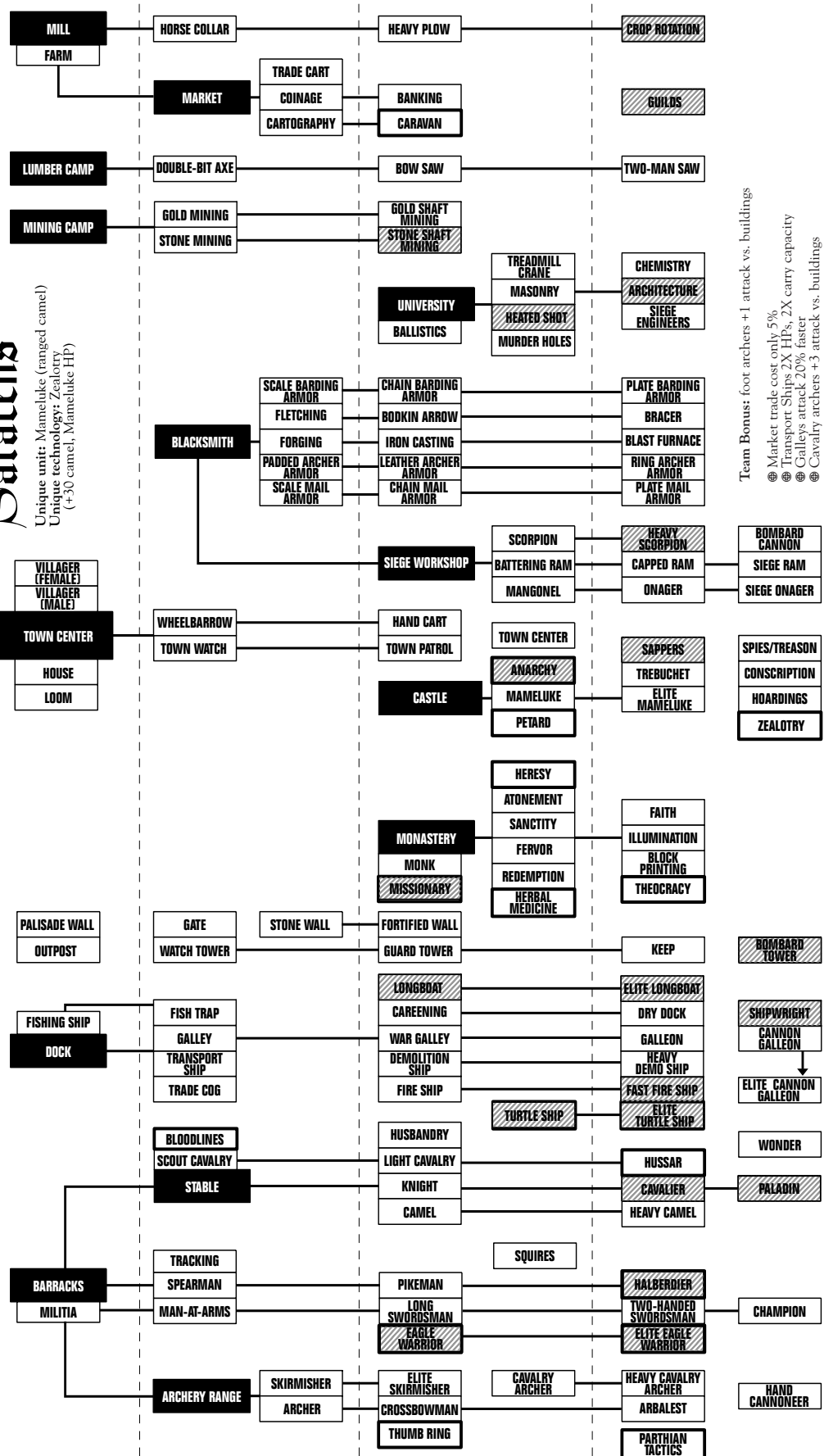
Start +50 wood, food

Town Center, Dock 2X HPs; work rate +10% Feudal Age,
+15% Castle Age, +20% Imperial Age

Saracens

Unique unit: Mameluke (ranged camel)
Unique technology: Zealotry (+50 camel, Mameluke HP)

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Team Bonus: foot archers +1 attack vs. buildings

- Market trade cost only 5%
- Transport Ships 2X HPs, 2X carry capacity
- Galleys attack 20% faster
- Cavalry archers +3 attack vs. buildings

Dark Age

Feudal Age

Castle Age

Imperial Age

Unique units: Conquistador (mounted hand cannoner), Missionary (mounted Monk)
Unique technology: Supremacy (Villager combat skills increased)

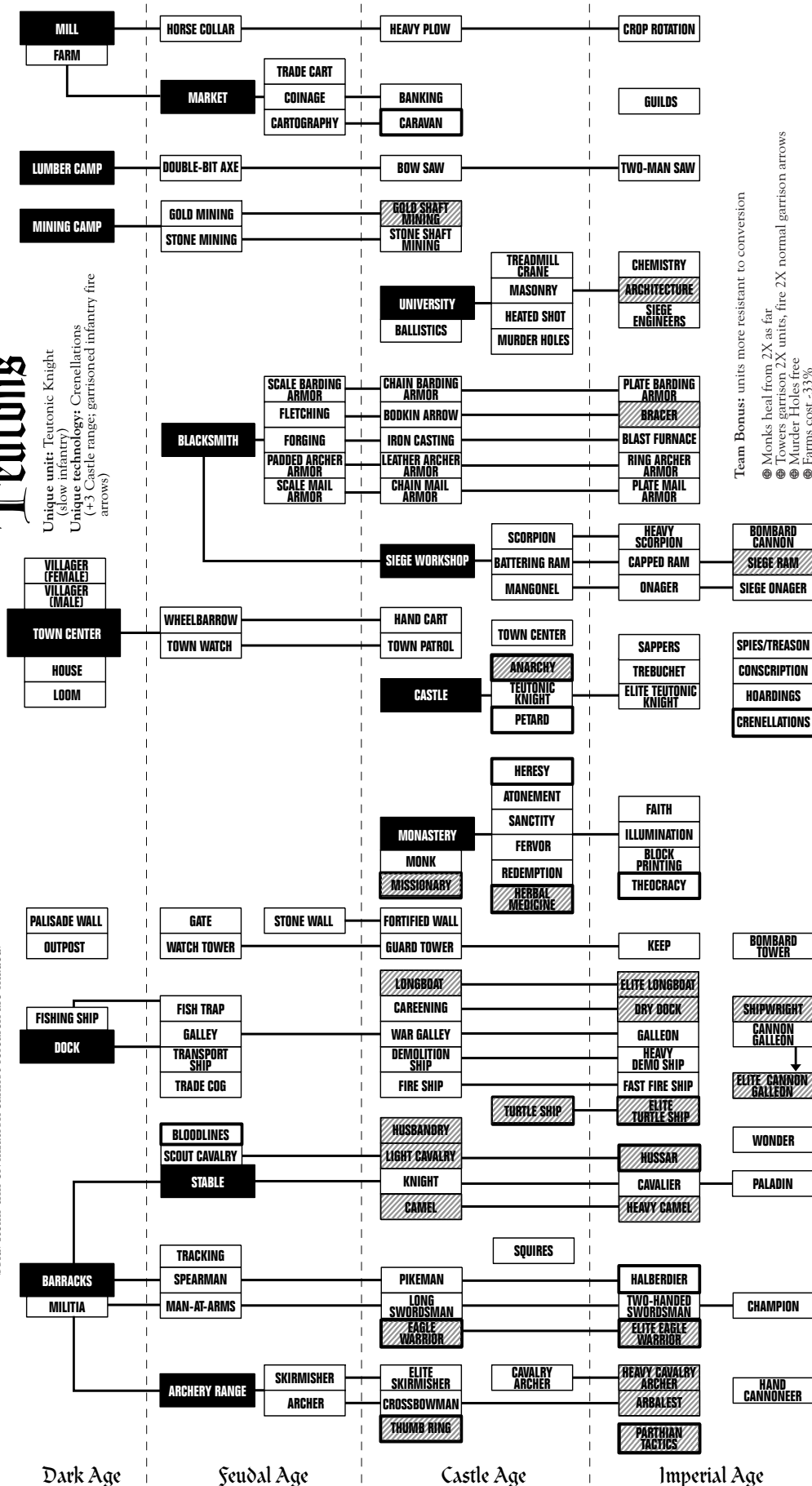
Imperial Age



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Teutons

Unique unit: Teutonic Knight
(slow infantry)
Unique technology: Crenellations
(+3 Castle range; garrisoned infantry fire arrows)



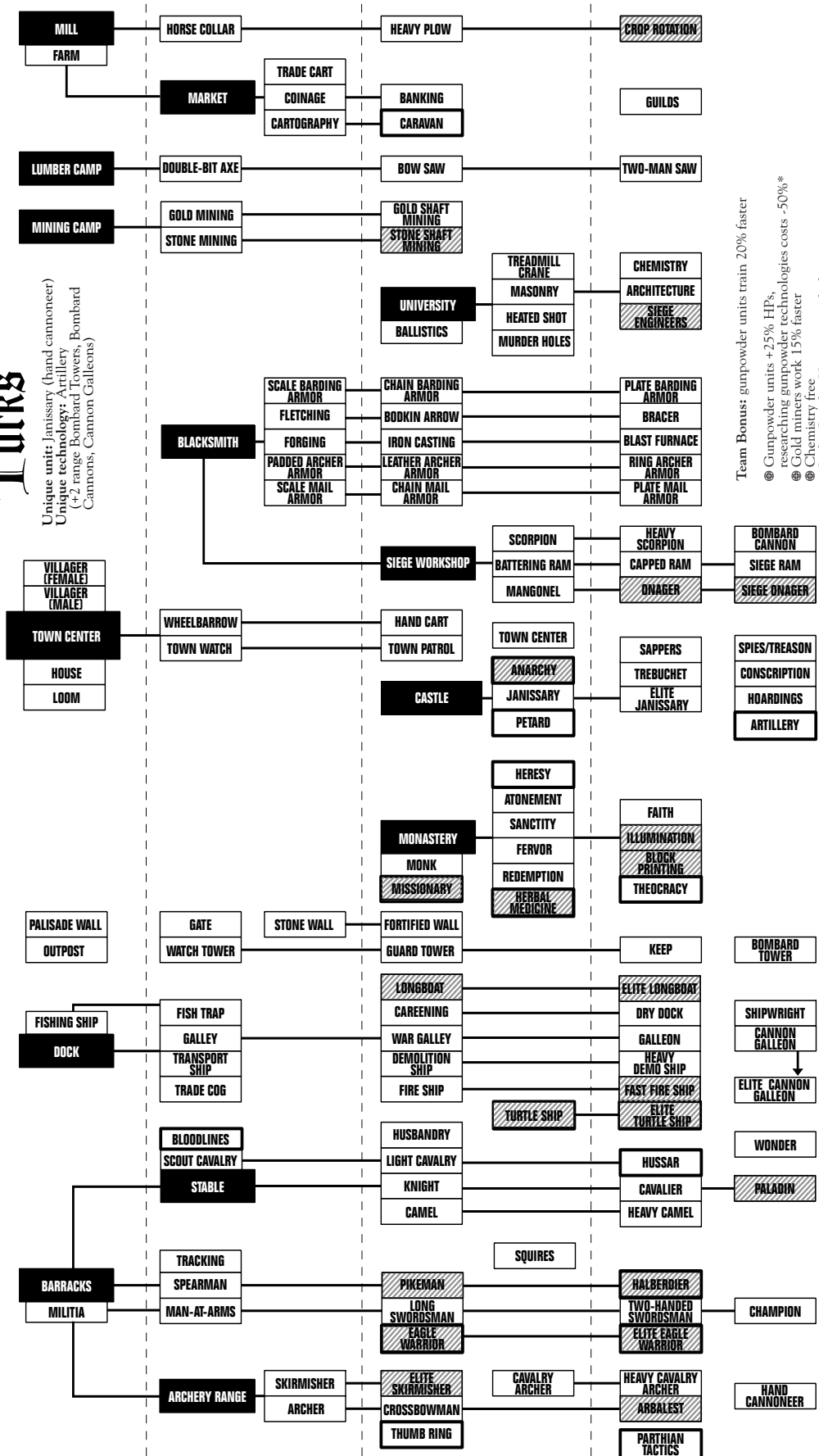
Team Bonus: units more resistant to conversion

- Monks heal from 2X as far
- Towers garrison 2X units, fire 2X normal garrison arrows
- Murder Holes free
- Farms cost -33%
- Town Center +2 attack/+5 LOS*

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Turks

Unique unit: Janissary (hand cannoner)
Unique technology: Artillery (+2 range Bombard Towers, Bombard Cannons, Cannon Galleries)

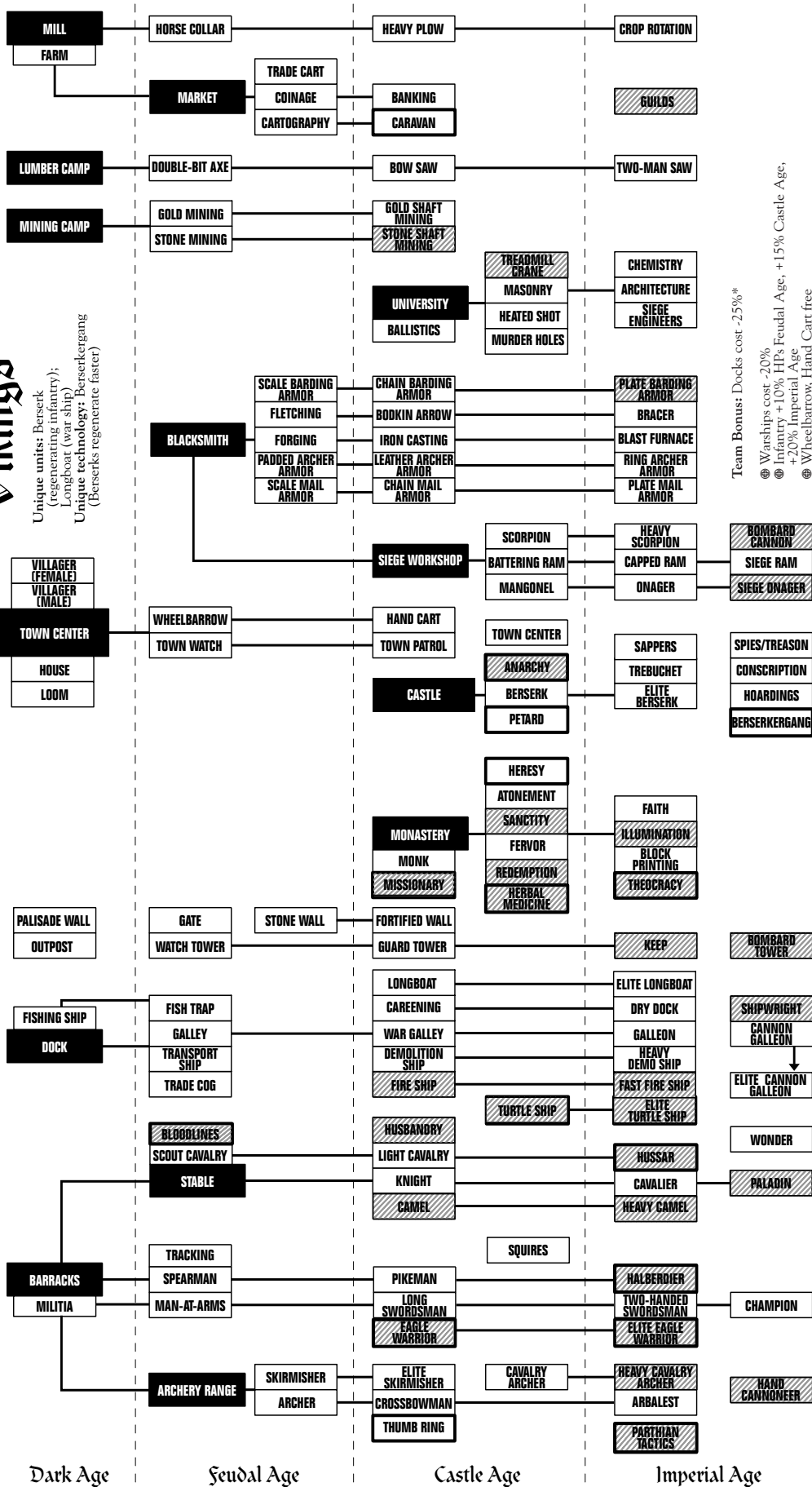


Team Bonus: gunpowder units train 20% faster
● Gunpowder units +25% HPs, researching gunpowder technologies costs -50%*
● Gold miners work 15% faster
● Chemistry free
● Light Cavalry, Hussar upgrade free

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Vikings

Unique units: Berserk
(regenerating infantry);
Longboat (war ship)
Unique technology: Berserkergang
(Berserks regenerate faster)



Team Bonus: Docks cost -25%*

- ⊗ Warships cost -20%
- ⊗ Infantry +10% HPs Feudal Age, +15% Castle Age, +20% Imperial Age
- ⊗ Wheelbarrow, Hand Cart free