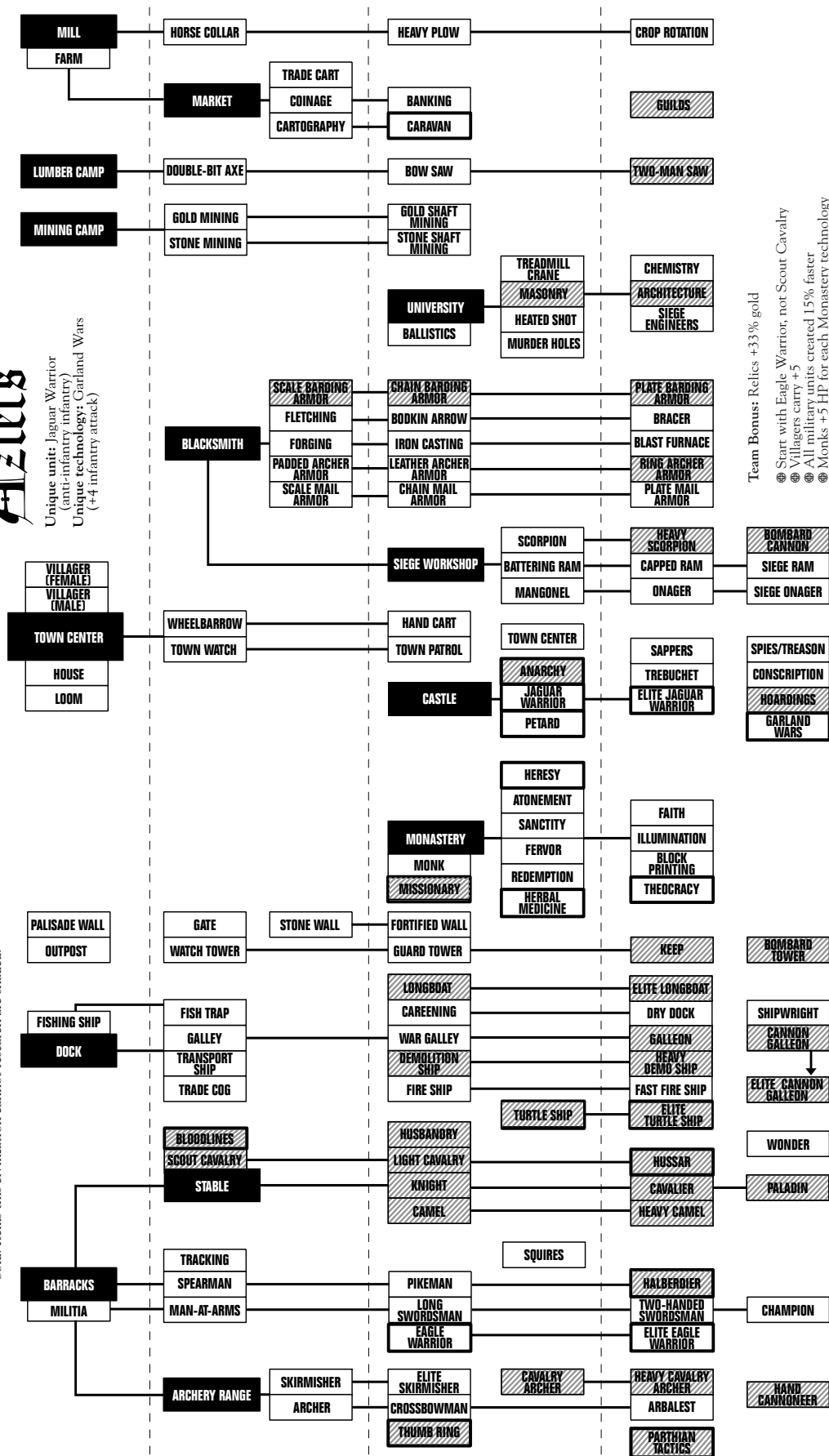


Unique unit: Jaguar Warrior
(anti-infantry infantry)
Unique technology: Garland Wars
(+4 infantry attack)

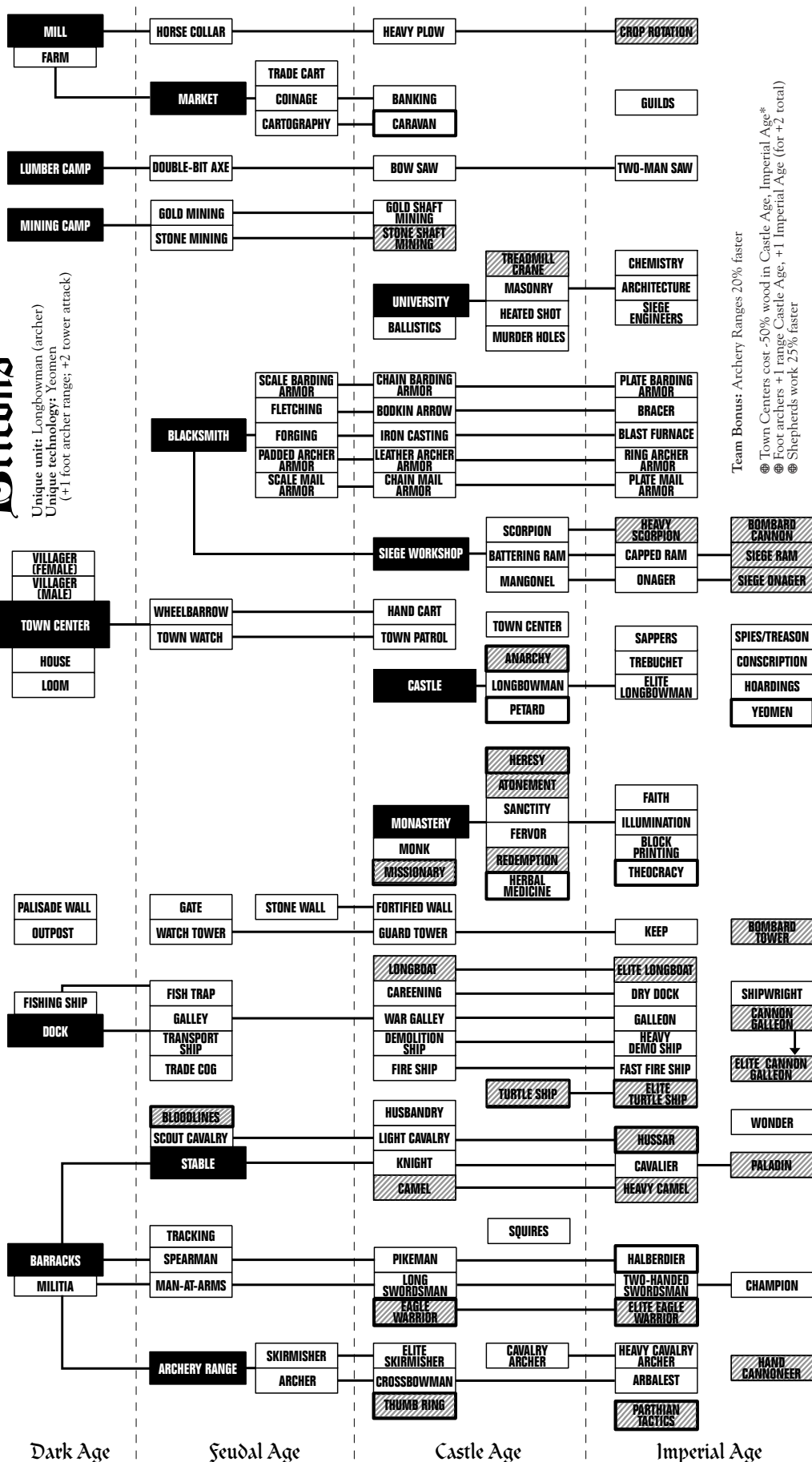
Imperial Age



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

Britons

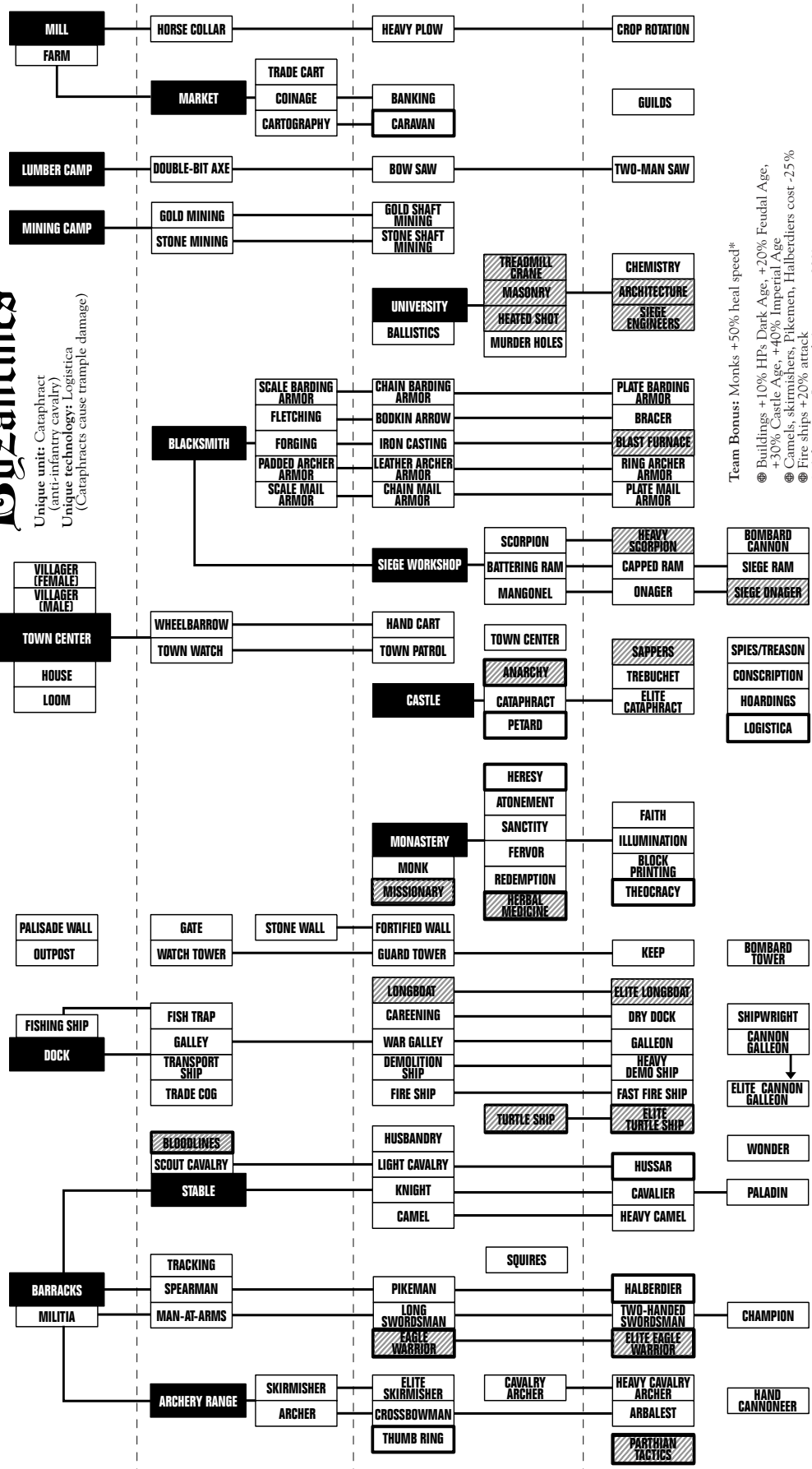
Unique unit: Longbowman (archer)
Unique technology: Yeomen
(+1 foot archer range, +2 tower attack)



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Byzantines

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

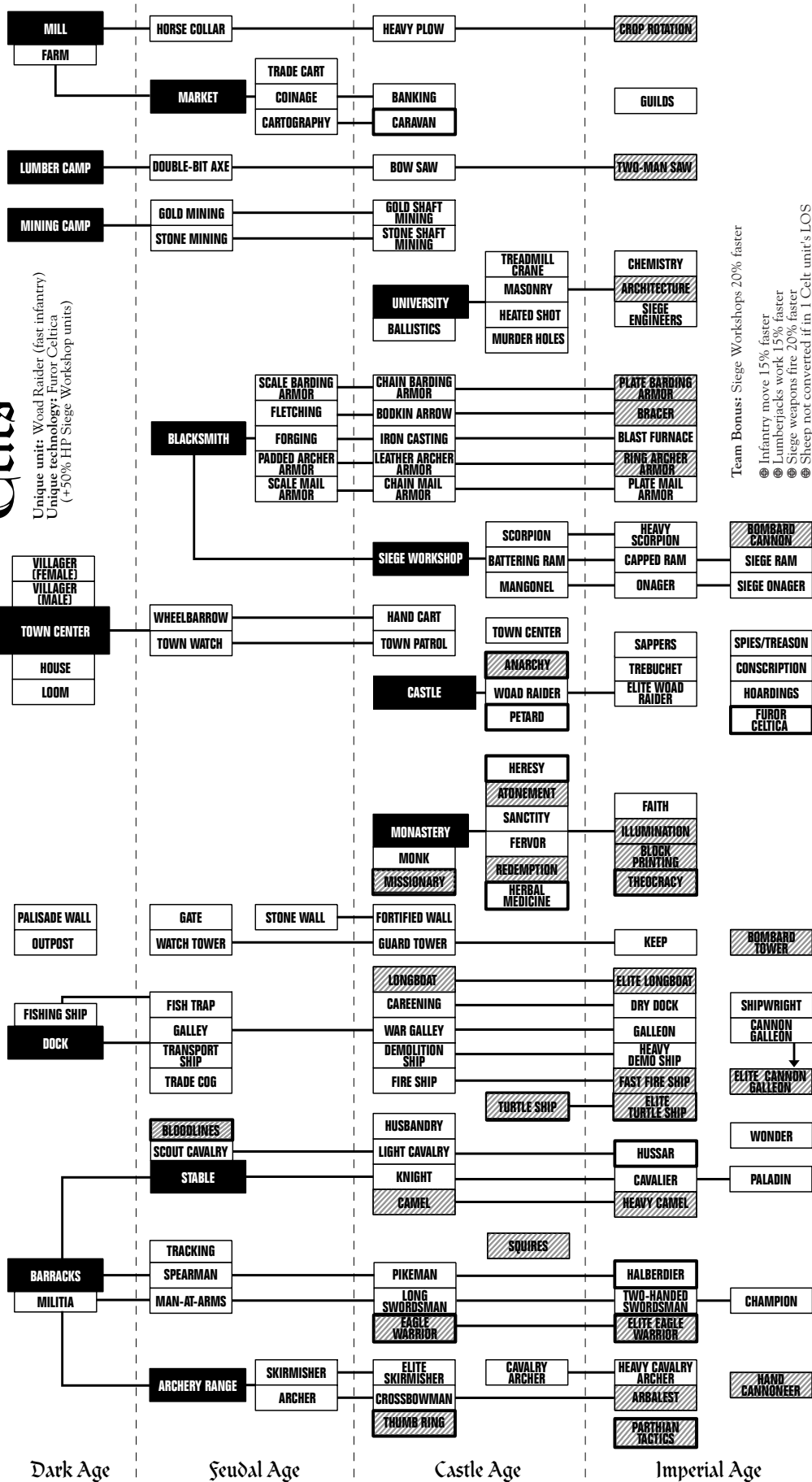


Team Bonus: Monks +50% heal speed*
● Buildings +10% HPs Dark Age, +20% Feudal Age, +30% Castle Age, +40% Imperial Age
● Camels, skirmishers, Pikemen, Halberdiers cost -25%
● Fire ships +20% attack
● Advance to Imperial Age costs -33%

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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

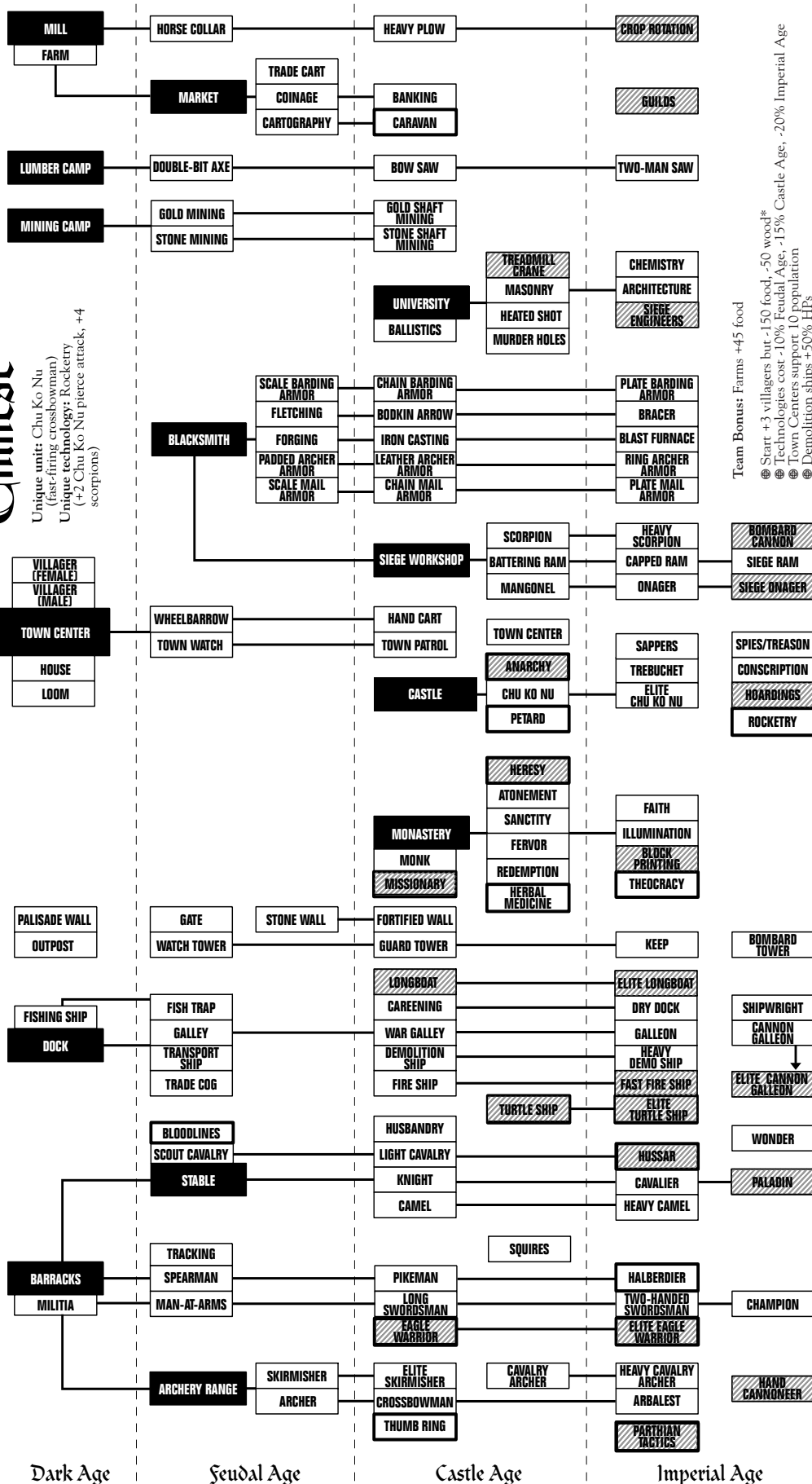
Siege weapons fire 20% faster

Sheep not converted if in 1 Celt unit's LOS

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Chinese

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



Team Bonus: Farms +45 food

Start +3 villagers but -150 food, -50 wood*

Technologies cost -10% Feudal Age, -15% Castle Age, -20% Imperial Age

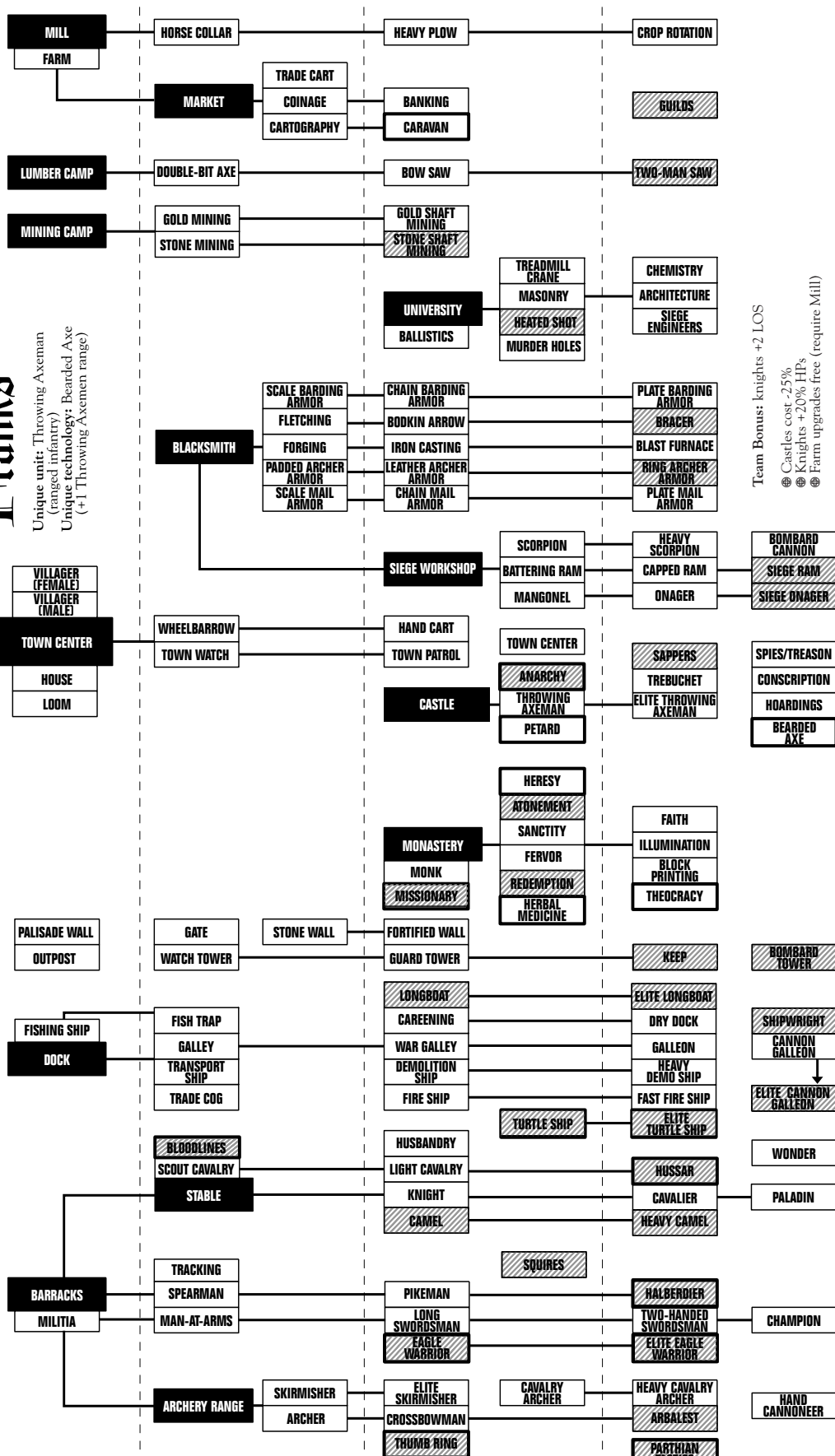
Town Centers support 10 population

Demolition ships +50% HPs

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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%

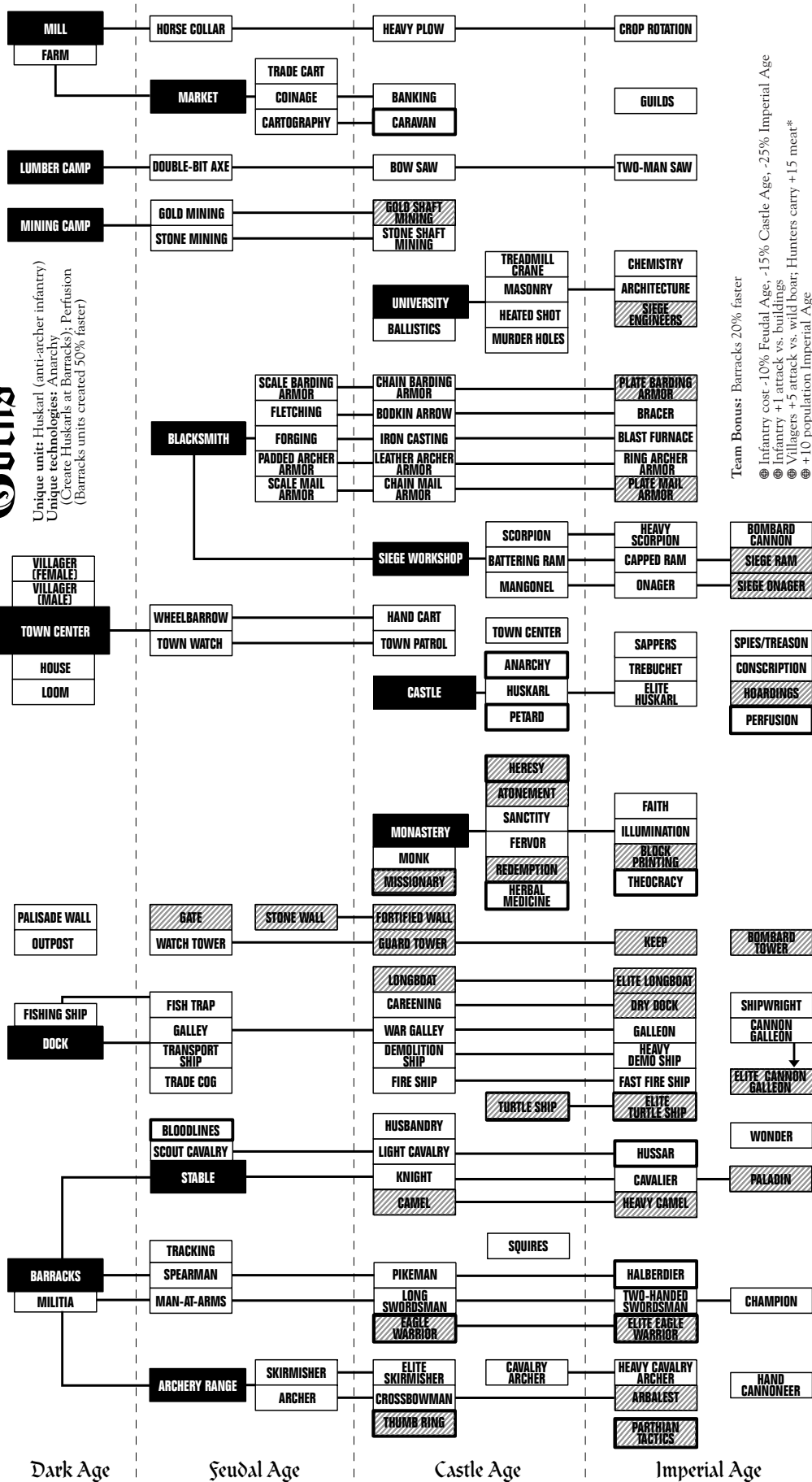
Knights +20% HPs

Farm upgrades free (require Mill)

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Goths

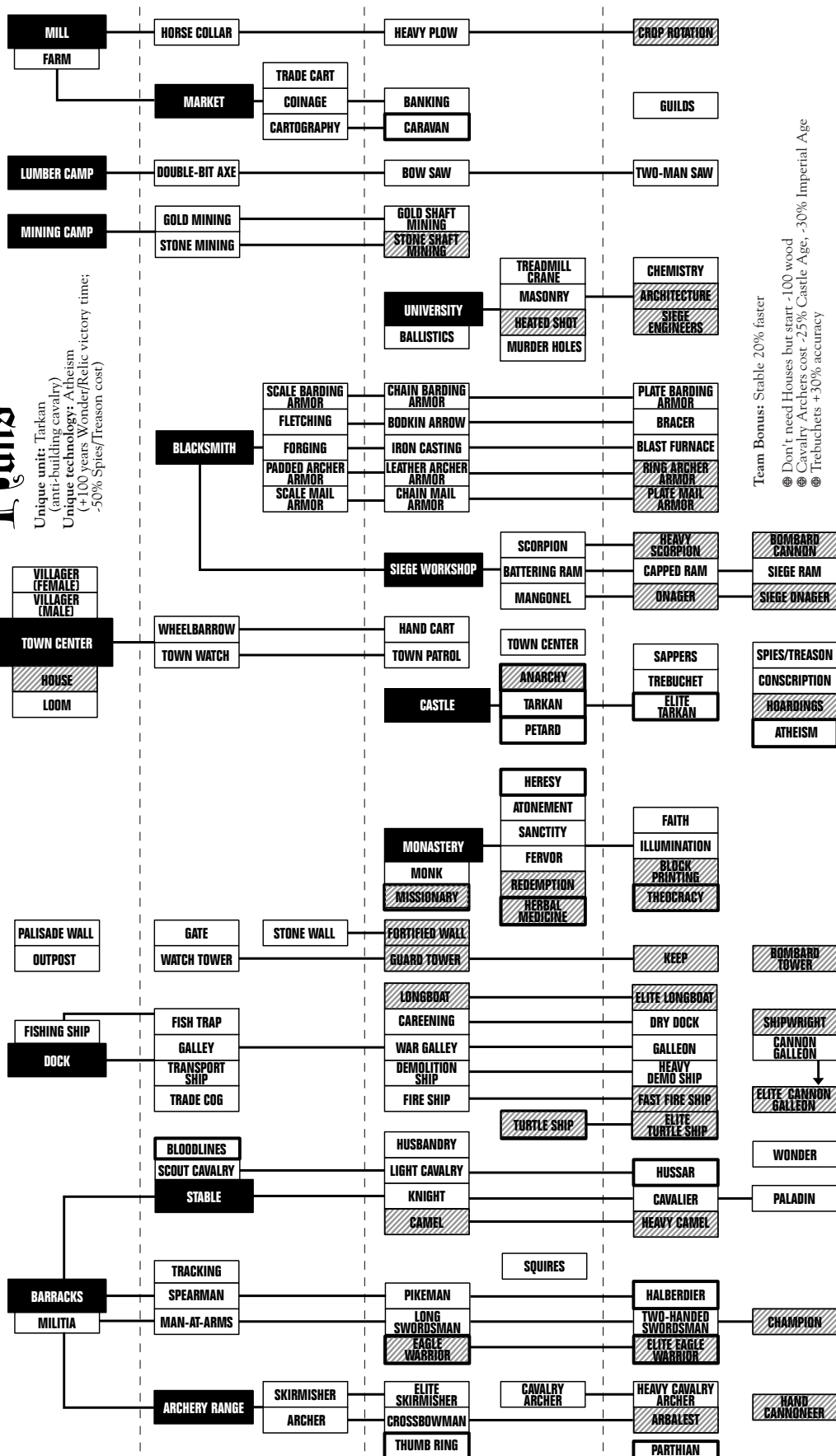
Unique unit: Huskarl (anti-archer infantry)
Unique technologies: Anarchy
(Create Huskarls at Barracks); Perfusion
(Barracks units created 50% faster)



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Humans

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



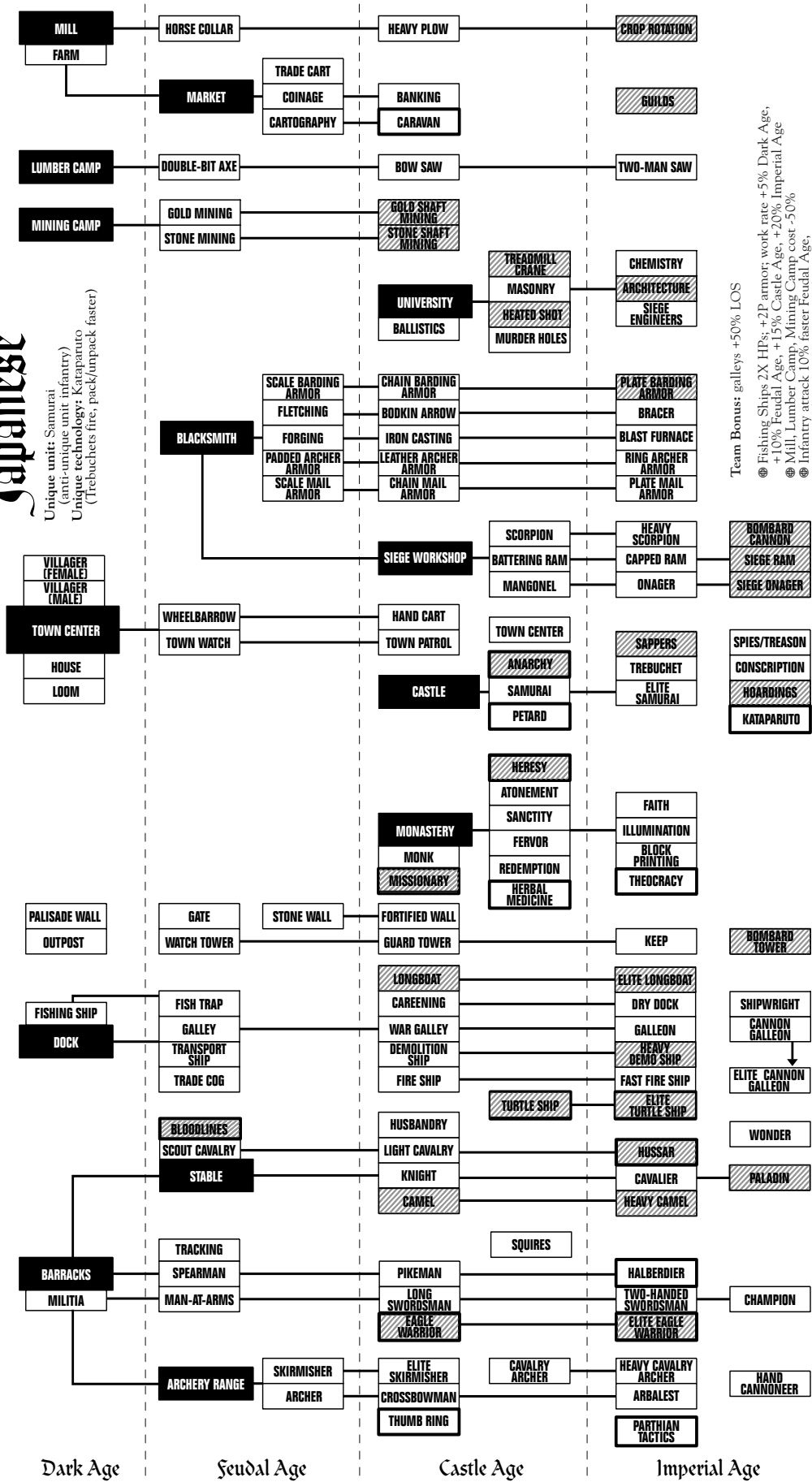
Team Bonus: Stable 20% faster

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

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Japanese

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



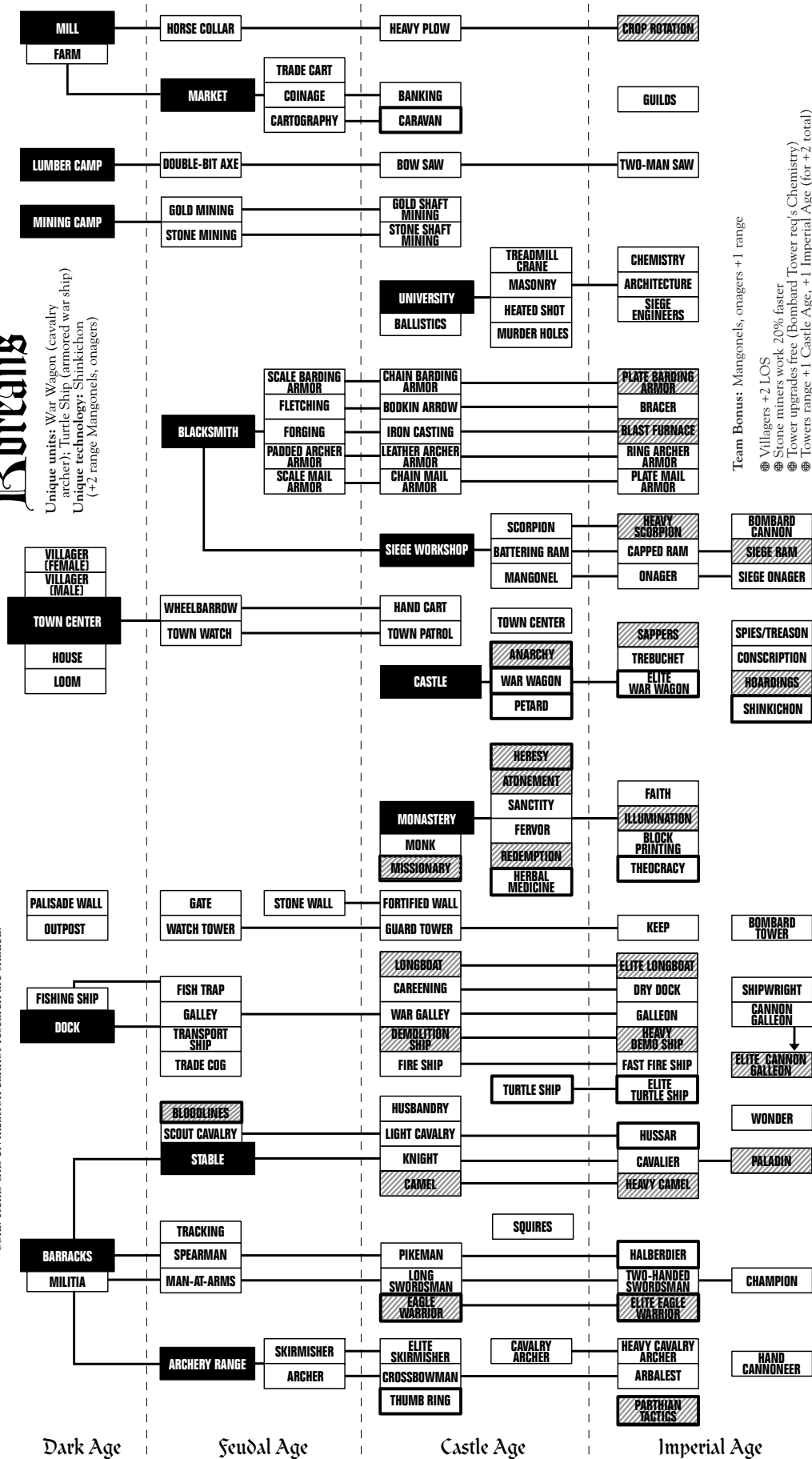
Team Bonus: galleys +50% LOS

- ⊕ 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

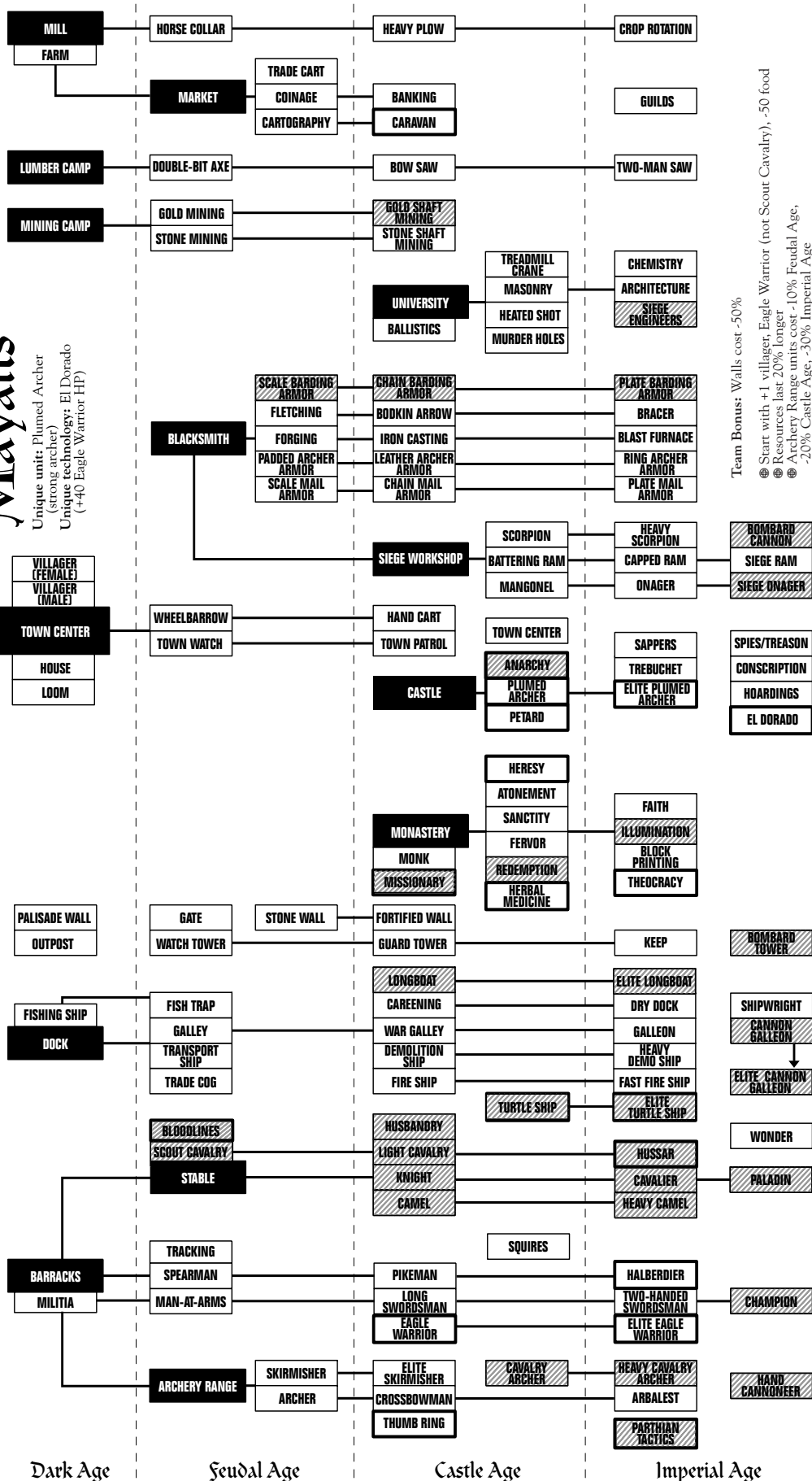
⊗ Tower upgrades free (Bombard Tower req's Chemistry)

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

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Mayans

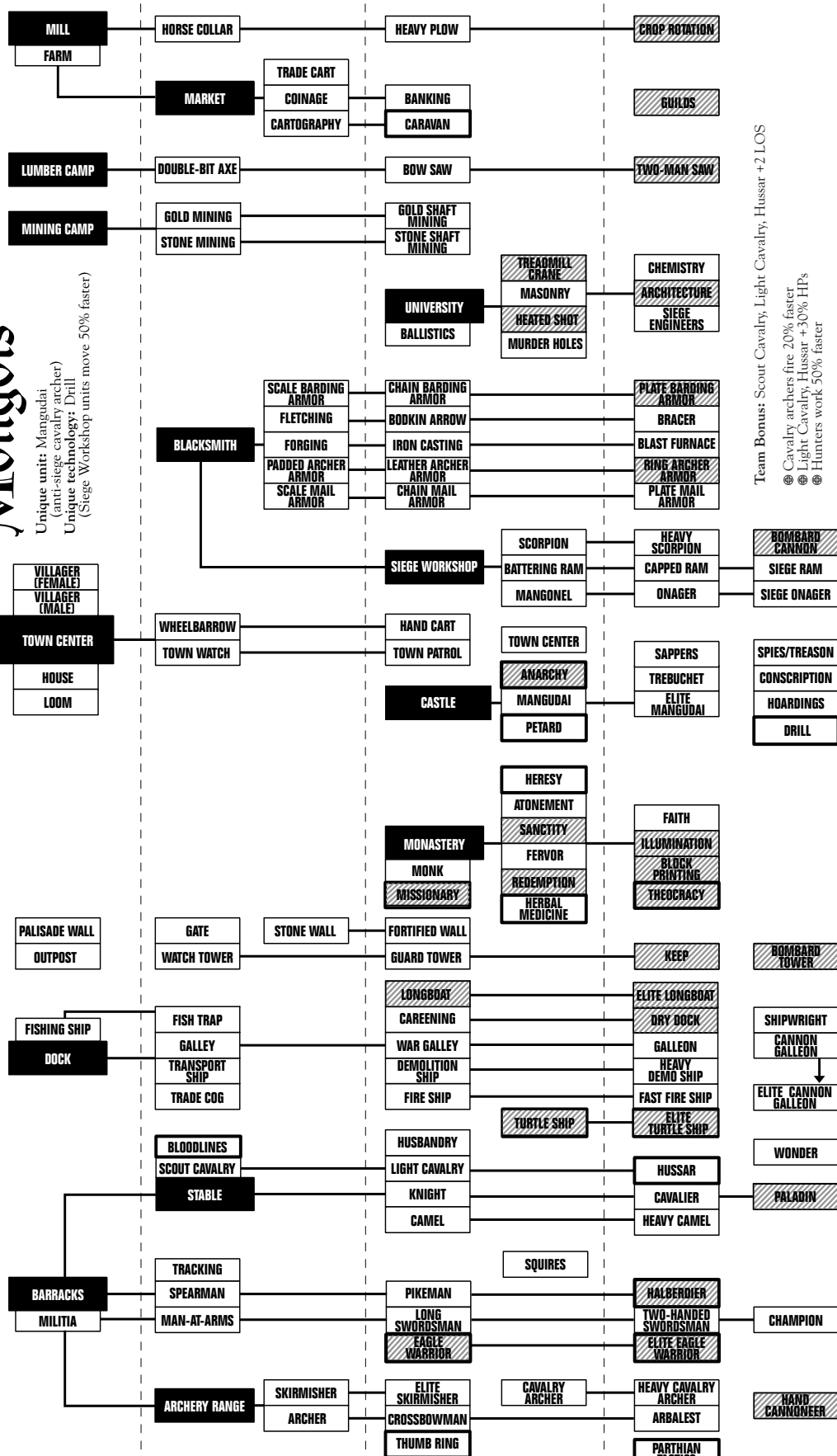
Unique unit: Plumed Archer (strong archer)
Unique technology: El Dorado (+40 Eagle Warrior HP)



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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

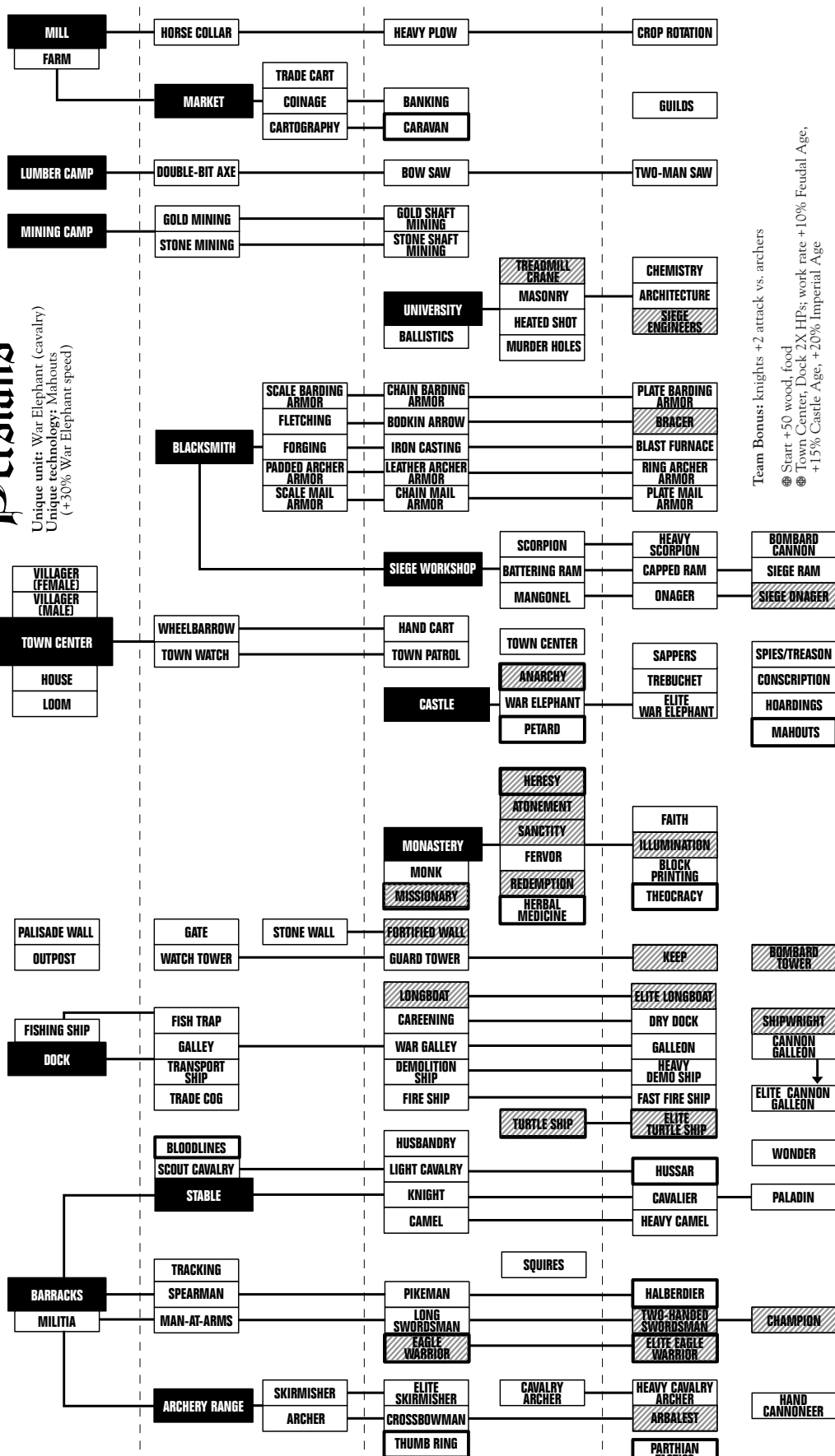
Castle Age

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

Dark Age

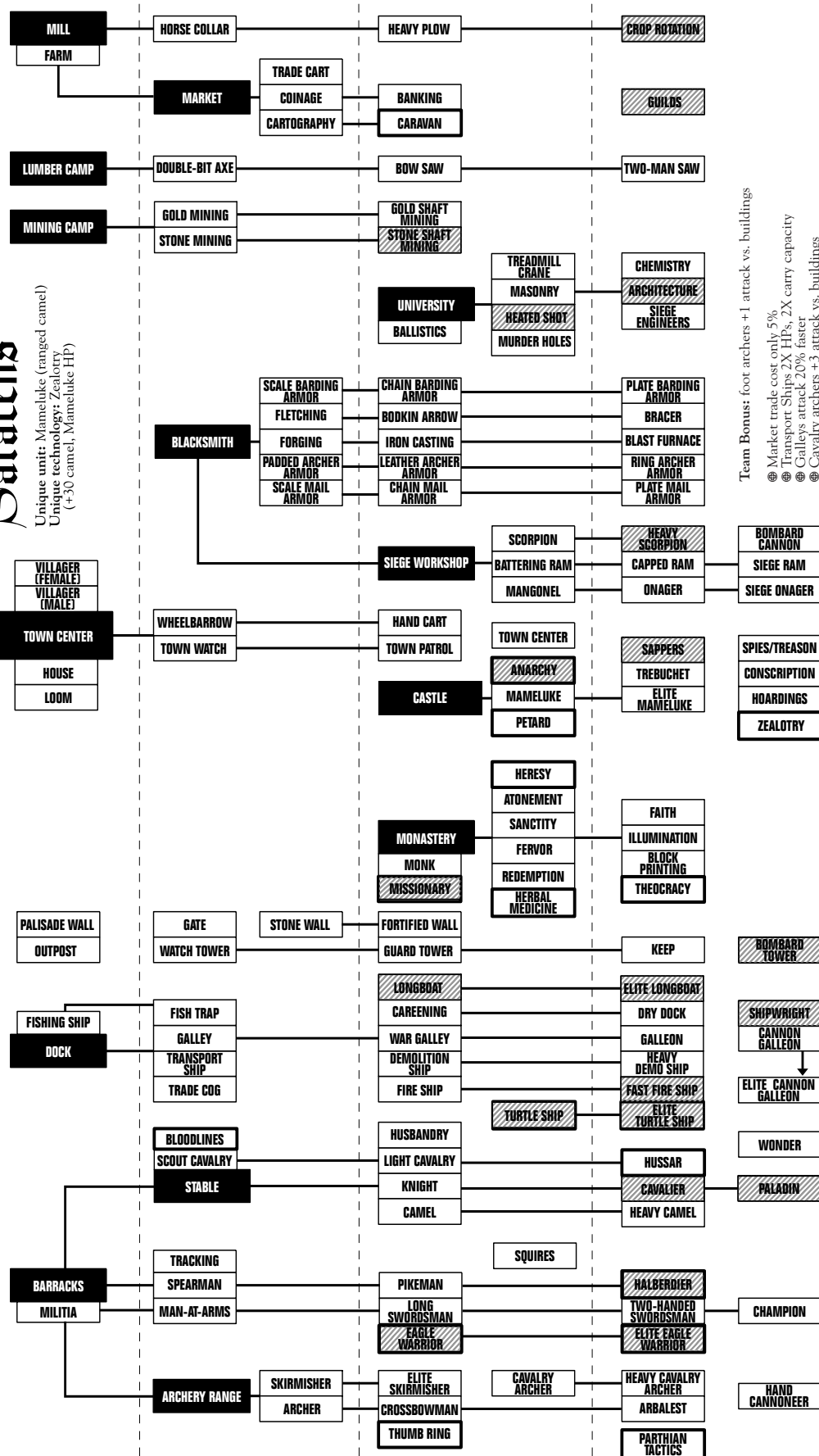
Feudal Age

Castle Age

Imperial Age

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

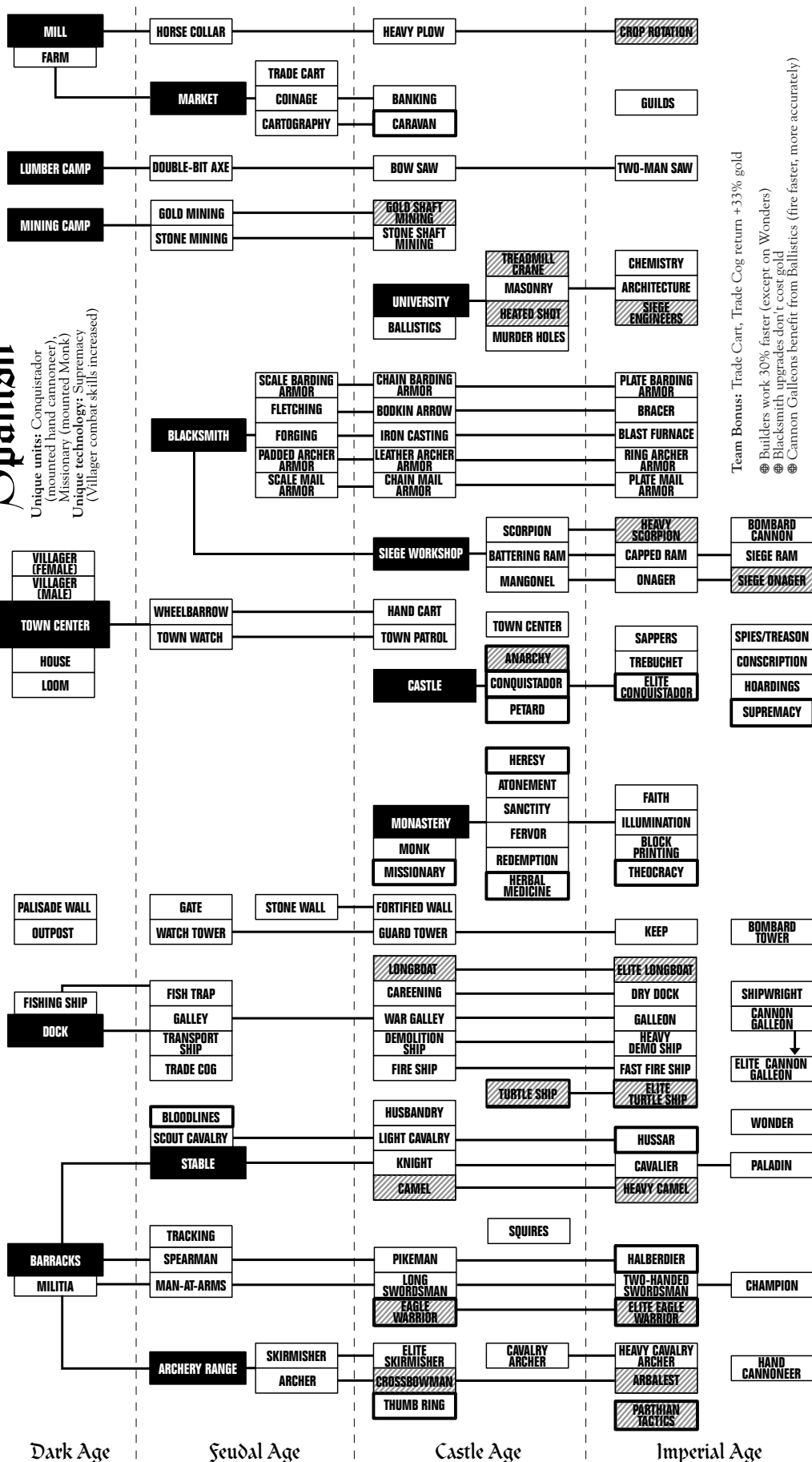


Team Bonus: foot archers +1 attack vs. buildings
Market trade cost only 5%
Transport Ships 2X HPs, 2X carry capacity
Galleys attack 20% faster
Cavalry archers +3 attack vs. buildings

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Spanish

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



Team Bonus: Trade Cart, Trade Cog return +33% gold

⊕ Builders work 30% faster (except on Wonders)

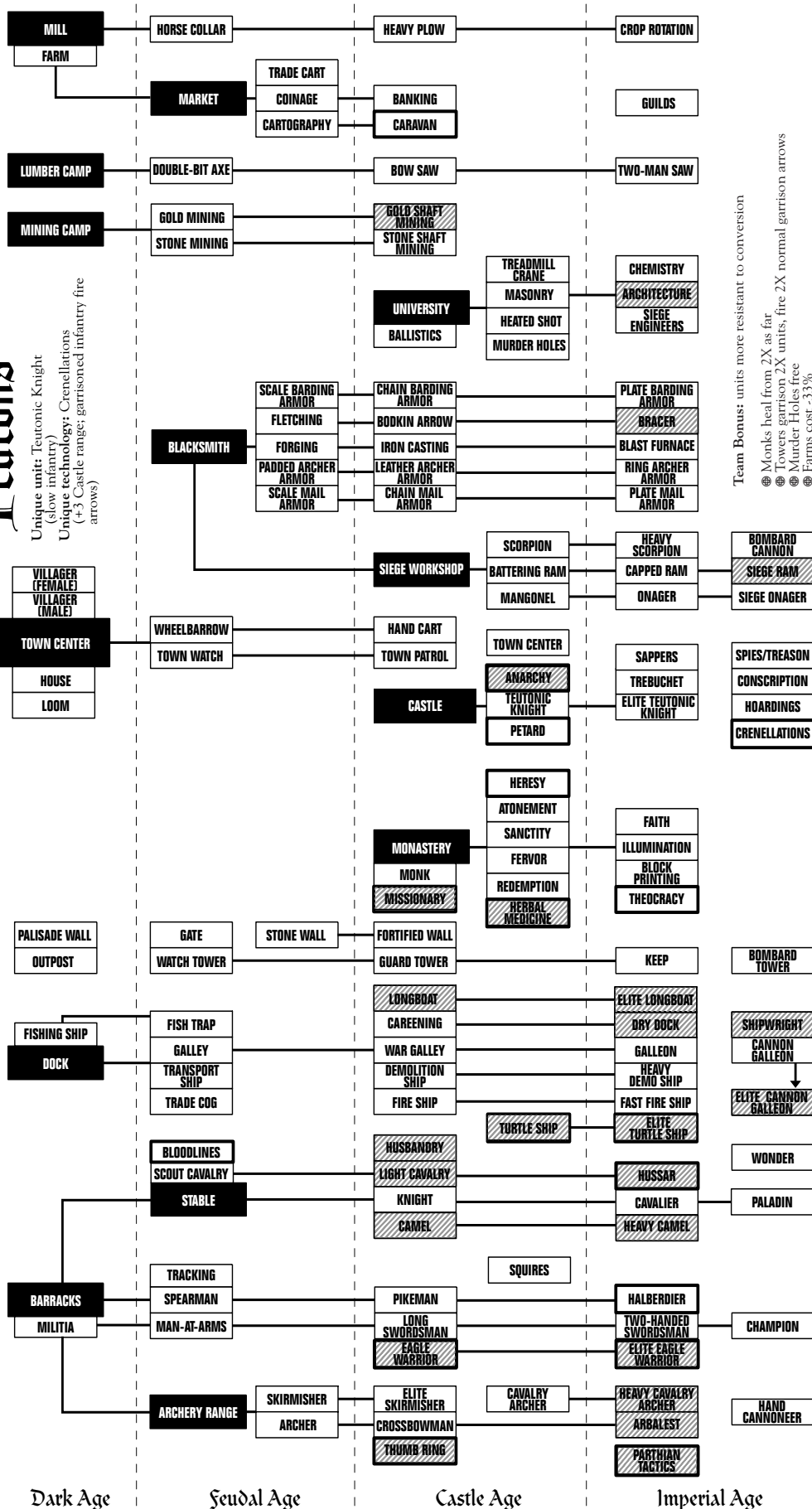
⊕ Blacksmith upgrades don't cost gold

⊕ Cannon Galleons benefit from Ballistics (fire faster, more accurately)

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Teutons

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



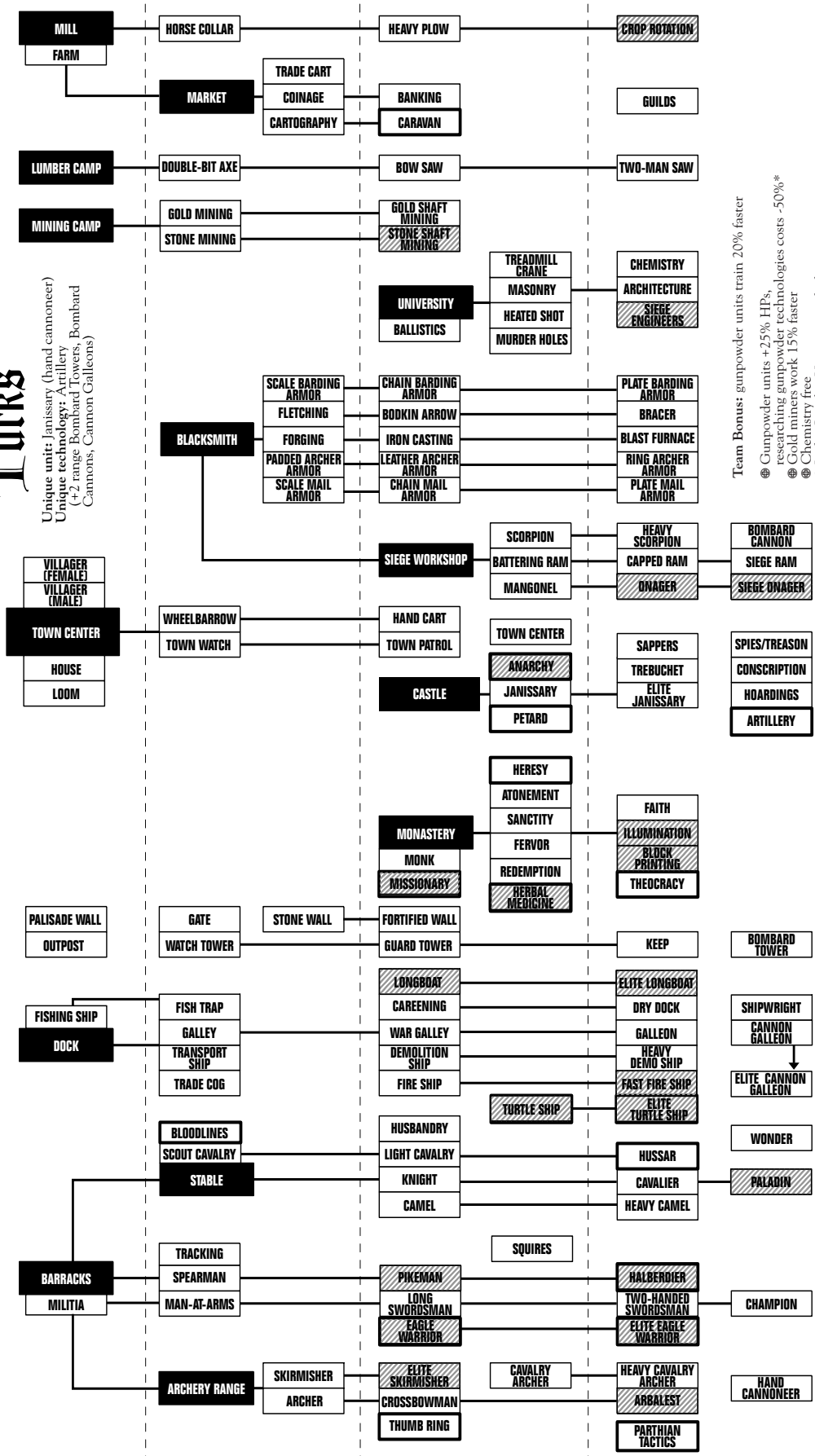
Team Bonus: units more resistant to conversion

- 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)

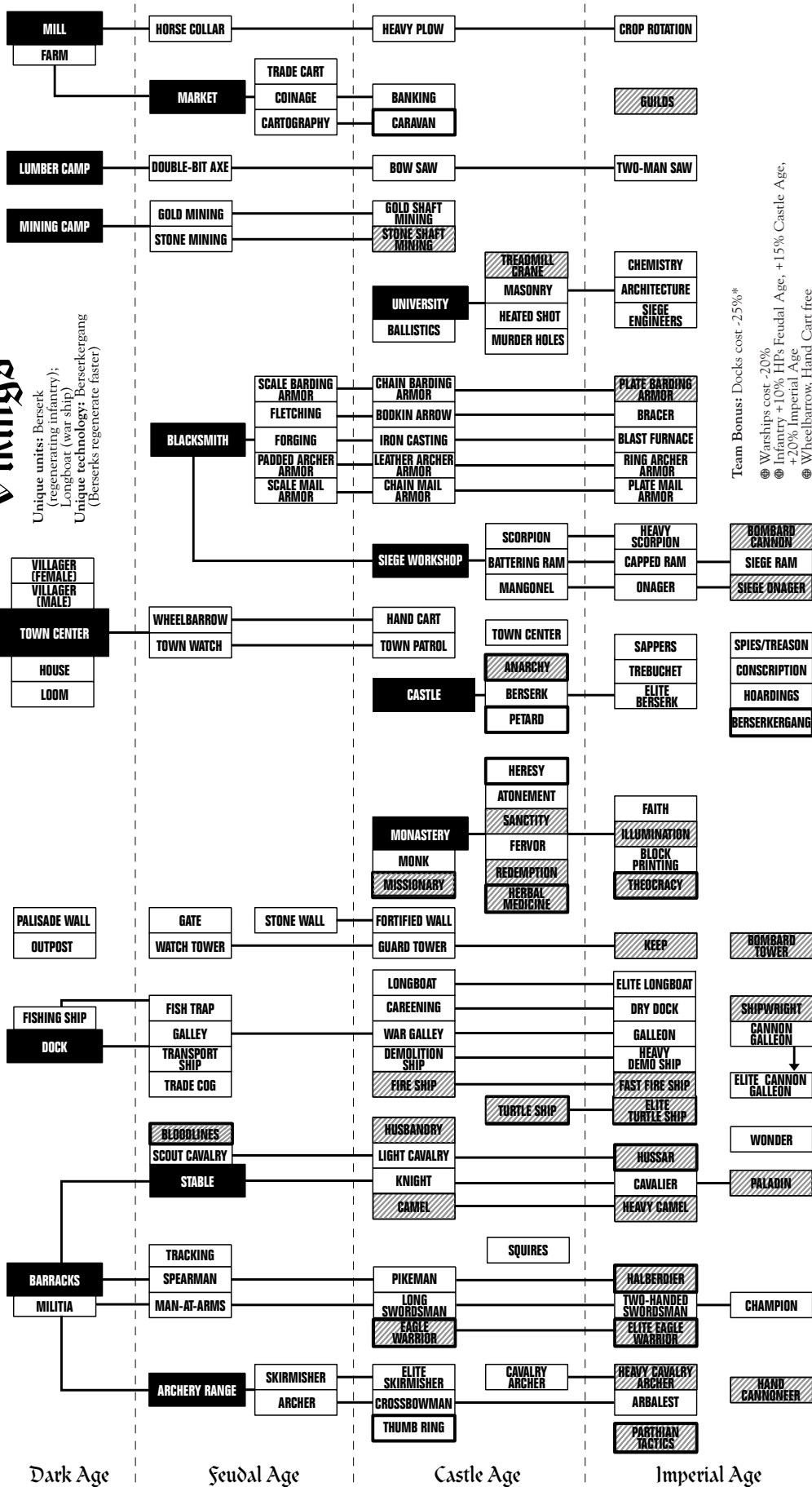


Team Bonus: gunpowder units train 20% faster
● Gunpowder units +25% HPs, researching gunpowder technologies costs -50%*
● Gold miners work 15% faster
● Chemistry free
● Light Cavalry, Hussar upgrade free

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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