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

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
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

Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.
The diagram outlines the unique unit and technology for the civilization of Celts. The Celts have a unique unit called the "Woad Raider," which is a fast infantry type. Their unique technology is "Furor Celtica," which provides a +50% HP boost to 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 line of sight

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In addition, the Celts have a series of buildings and resources available to them, including various workshops, training centers, and a university. These resources include Blacksmiths, Siege Workshops, Castles, and more. The diagram provides a visual representation of the Celts' strategic options and military capabilities.
Chinese

Unique unit: Chu Ko Nu
(fast-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
**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% HP's
* Farm upgrades free (require Mill)
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

* Villagers +5 attack vs. wild boar; Hunters carry +15 meat
* +10 population Imperial Age
Unique unit: Tarkan (anti-building cavalry)
Unique technology: Atheism (+100 years Wonder/Relic victory time; -50% Spies/Treason cost)

Team Benefits:
- Stable 20% faster
- Don't need Houses but start -100 wood
- Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- Trebuchets +30% accuracy

Don't harm Tarkan.

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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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, -30% Imperial Age
CAREENING

Persians

Unique unit:

War Elephant (cavalry)

Unique technology:

Mahouts (+30% 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

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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
(+30 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
Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

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)
Teutons

Unique unit: Teutonic Knight
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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**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