

Hotkeys

To

Cycle through last 5 sound events
Cycle through idle villagers
Cycle through idle military units
Cycle through Barracks, Markets,
Archery Ranges, etc.

Center view on selected unit

Return to the last 10 map locations

Assign group number to units

Select group assigned to this number

Select this group in addition to
currently selected units

Display game time

Display online tech tree

Display score

Select all units of one type

Garrison selected unit(s)

Delete selected unit or building

Pause game

Display chat interface

Select Town Center

Insert chapters in a recorded game

Capture screenshots of your victory

Capture screenshot of entire game map

To

Build House

Build Farm

Build Tower

Build building

Build military building

Rebuild expired Farm

Press

Middle mouse button or HOME key

PERIOD [.] key

COMMA [,] key

CTRL+B, CTRL+M, CTRL+A, etc.

SPACEBAR

BACKSPACE

CTRL+1-9

1-9

SHIFT+1-9

F11

F2

F4

Double-click a unit of that type

ALT+right-click building

DELETE key

PAUSE key

ENTER key

H

F9

PRINT SCREEN key (bitmaps are
saved in the Screenshots folder)

CTRL+F12 (bitmaps are saved in
the Screenshots folder)

Click a villager, then

Press B, then E

Press B, then F

Press B, then T

B, then hotkey for the building

V, then hotkey for the military building

Right-click Farm



* X 0 5 - 7 2 7 9 8 *



Microsoft®

AGE
of
EMPIRES
The
CONQUERORS
EXPANSION

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Chapter I

Getting Started

Age of Empires II®: The Conquerors Expansion continues the epic medieval combat and empire-building of The Age of Kings® — with many new challenges.

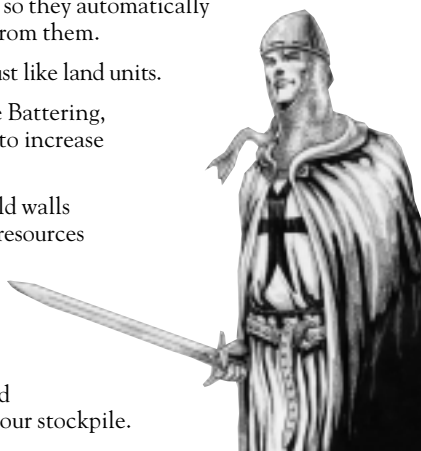
This manual assumes that you have played Age of Empires II: The Age of Kings and explains only the new features in The Conquerors Expansion. If you haven't played The Age of Kings yet, the easiest way to master the basics of the game is to play the William Wallace learning campaign (on the main menu, click **Learn to Play**). You can also refer to The Age of Kings manual for complete information about the game.

What's new

Age of Empires II: The Conquerors Expansion includes these new features.

- ⊕ **Civilizations** – Aztecs, Huns, Koreans, Mayans, and Spanish. For information about each civilization's abilities, see Civilization Attributes in the Appendix. For historical information about each civilization, click **History** on the main menu.
- ⊕ **Units** – Conquistadors, Eagle Warriors, Halberdiers, Hussars, Jaguar Warriors, Missionaries, Petards, Plumed Archers, Tarkans, Turtle Ships, and War Wagons. For information about the units, see Chapter III.
- ⊕ **Technologies** – Bloodlines, Caravan, Herbal Medicine, Heresy, Parthian Tactics, Theocracy, and Thumb Ring. In addition, each civilization can research a unique technology that improves its unique unit or team bonus. For information about the technologies, see Chapter IV.

- ⊕ **Campaigns** – Battle as Attila the Hun, El Cid, Montezuma, and other remarkable conquerors. New difficulty settings let anyone play to win. Campaign objectives now include a **Scouts** tab that provides reconnaissance information about the map and your enemies.
- ⊕ **New game types** – King of the Hill, Wonder Race, Defend the Wonder.
- ⊕ **Real world maps** – Based on geographical locations, such as Britain, France, Italy and, of course, Texas.
- ⊕ **More maps** – Arena, Ghost Lake, Mongolia, Nomad, Oasis, Salt Marsh, Scandinavia, Yucatan, and Random Land.
- ⊕ **Winter and tropical terrain** – On winter maps, walk across ice and leave footprints in the snow. On tropical maps, herd turkeys instead of sheep and fend off jaguars instead of wolves.
- ⊕ **Last Man Standing victory condition** – After defeating the enemy, team members turn on each other until one player wins.
- ⊕ **Farms automatically replant** – Queue Farms so they automatically replant after all the food has been gathered from them.
- ⊕ **Ship formations** – Ships move in formation just like land units.
- ⊕ **Ram garrisoning** – Units can garrison inside Battering, Capped, and Siege Rams for protection and to increase the ram's speed and attack.
- ⊕ **Smart villagers** – Villagers work smarter, build walls more intelligently, and automatically gather resources after constructing a drop-off building.
- ⊕ **Smart siege weapons** – Mangonels, Onagers, and Siege Onagers don't auto-attack if they would harm friendly units.
- ⊕ **Improved trading & tributes** – Buy, sell, and tribute lots of 500, or tribute everything in your stockpile.
- ⊕ **Improved chatting** – See messages in each player's color.
- ⊕ **Improved Diplomacy UI** – See other players' stances toward you.
- ⊕ **Friend or foe colors** – Change player colors to see enemies in one color, allies in another.
- ⊕ **Command allied computer players** – Use chat commands to order allied computer players to attack, tribute resources, and build an economy, military, or a Wonder.
- ⊕ **Return to previous view** – Press the **BACKSPACE** key to return to the previous location on the map. For example, if the screen is centered on your army and you jump back to your Town Center to tend your economy, press the **BACKSPACE** key to return to your army. Press the key multiple times to display the last 10 locations.
- ⊕ **Random teams option** – Players who select a question mark (?) as their **Team** setting before starting a game are randomly placed on the teams of players who have chosen team numbers. If all players select random teams, two teams are created.



- ⊕ **Improved game recording** – Record chat text and insert chapter markers so you can easily play back important battles.
- ⊕ **Full-size map screenshots** – Choose the reduction ratio and create a screenshot of the entire game world.
- ⊕ **Improved map editor** – New scenario triggers, including the ability to change unit names and attributes.
- ⊕ **Customizable random maps** – Create your own random map scripts that tell the computer what terrain, elevation, and resources to place when creating random maps. To learn how to do this, see the Random Map Script Guide (RMSG.doc) in the Docs folder on The Conquerors Expansion CD.

For more information about most of these features, see Chapter II.

The Age of Kings changes

The Conquerors Expansion includes several changes to The Age of Kings civilizations, units, and technologies.

Civilization changes

The Conquerors Expansion includes these changes to The Age of Kings civilizations.

- ⊕ **Britons** – Town Centers cost 50% less wood, but only in the Castle Age and Imperial Age.
- ⊕ **Byzantines** – Team bonus: Monks heal 50% faster.
- ⊕ **Chinese** – Start with -50 wood.
- ⊕ **Goths** – Hunters now carry +15 meat.
- ⊕ **Teutons** – Town Centers have +5 line of sight (LOS) instead of +5 range.
- ⊕ **Turks** – Hussar upgrade free; gunpowder units +25% HPs, not +50%.
- ⊕ **Vikings** – Docks cost -25%, not -33%.

In addition, each Age of Kings civilization can create the new units and research the new technologies in The Conquerors Expansion. For information about the units and technologies available to each civilization, see New Units & Technologies in the Appendix.



Unit changes

The Conquerors Expansion includes these changes to The Age of Kings units.

- ⊕ **Cavalry Archer & Heavy Cavalry Archer** – Move, fire, and are created faster.
- ⊕ **Camel & Heavy Camel** – Move faster.
- ⊕ **Bombard Cannons** – More attack vs. siege weapons; more hit points; fire faster; no upgrade cost (except Chemistry).

- ⊗ **Hand Cannoneers** – Increased anti-infantry attack; no upgrade cost (except Chemistry).
- ⊗ **Janissary & Elite Janissary** – Attack increased.
- ⊗ **Huskarls** – Attack increased vs. archers; piercing armor.
- ⊗ **Pikemen** – Attack bonus vs. camels decreased.
- ⊗ **Mangonel, Onager & Siege Onager** – Move and fire faster; bonus damage vs. siege units; don't auto-attack if it may harm friendly units.
- ⊗ **Samurai** – Move faster; attack bonus vs. other unique units increased.
- ⊗ **Scorpion & Heavy Scorpion** – Pass-through damage and range increased but cannot be upgraded with Fletching, Bodkin Arrow, or Bracer (at the Blacksmith).
- ⊗ **Scout Cavalry, Light Cavalry & Hussar** – Bonus attack vs. Monks; more resistant to conversion by Monks and Missionaries.
- ⊗ **Swordsmen, berserks, samurai & woad raiders** – Have piercing armor.
- ⊗ **Woad Raiders** – Creation speed increased.

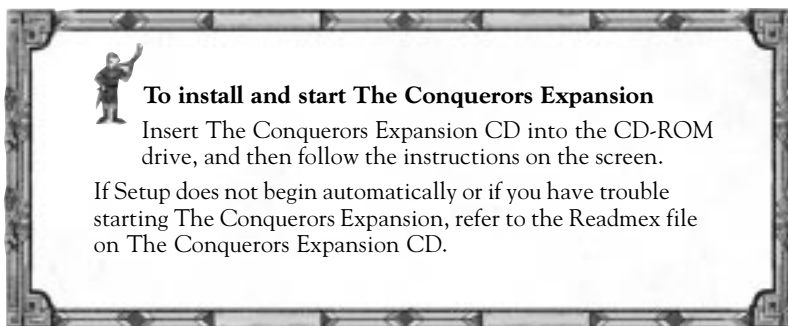
Other changes

The Conquerors Expansion includes these changes to The Age of Kings.

- ⊗ **Town Center** – Cost increased to 275 wood and 100 stone; takes longer to build; Fletching, Bodkin Arrow, and Bracer (at the Blacksmith) improve Town Center attack and LOS (not range).
- ⊗ **Outpost** – Cost decreased to 25 wood and 10 stone; LOS increased.
- ⊗ **Relics** – Generate more gold.

Installing & starting

You must have Age of Empires II: The Age of Kings installed before you can install Age of Empires II: The Conquerors Expansion.



Chapter II

About the New Features

New campaigns

The Conquerors Expansion includes four new campaigns that let you recreate historic battles waged by Attila the Hun, El Cid, Montezuma, and other conquerors in a series of historically based scenarios.



To play the new campaigns

Click **Single Player** on the main menu, click **The Conquerors Campaigns**, and then click the name of the campaign you want to play.

New game types

The Random Map game in The Age of Kings is now called the standard game, and the interface is simplified to make it easier to choose which type of standard game to play.



To play a single player standard game

Click **Single Player** on the main menu, click **Standard Game**, and then choose the **Game** you want to play (Random Map, Regicide, Death Match, scenario, or one of the new games below).

For information about starting a multiplayer game, see The Age of Kings manual.

The Conquerors Expansion includes three new game types.

- ⊕ **King of the Hill** – To win, control the Monument in the center of the map for the specified time period. To take control of the Monument from an enemy, kill all of the enemy units near the Monument and move one of yours nearby. The map style greatly affects this game. For example, on Coastal maps, you can defend with walls and Castles; on Island maps, you can defend only with ships; on Ghost Lake maps, you can defend only with land units.
- ⊕ **Wonder Race** – No combat; the first player to build a Wonder wins. All players are allied and cannot change alliance or form teams. However, you can play a cooperative multiplayer game, where two players control the same civilization. There are no walls, Siege Workshops, or Trebuchets.
- ⊕ **Defend the Wonder** – One player starts with a Wonder surrounded by walls and defends it from enemy players to win. All players begin in the Imperial Age with all technologies researched, large stockpiles of resources, and several villagers.

Automatic Farm replanting

Farms can now be queued at the Mill so they are automatically replanted when all of the food has been collected from them and they expire. If there are Farms in the queue when a Farm expires, you do not receive a “Farm expired” notification.



To automatically replant Farms

Click the Mill, and then click the **Reseed Farm** button. Click multiple times to replant several Farms.

Automatically replanting costs the same as building a new Farm, so you must have enough wood in your stockpile for each Farm you add to the queue. You can use any of your Mills to add or delete Farms from the queue. If all of your Mills are destroyed the queued Farms continue to be replanted. If you research technology that improves your Farms, queued Farms also benefit.

Garrisoning units inside rams

All foot units (infantry and archers) can garrison inside a ram; villagers, Monks, Petards, Kings, mounted units, and siege weapons cannot. Garrisoned infantry and pikemen increase the ram's speed and attack vs. buildings. Units garrisoned inside a ram are not damaged during an attack, and garrisoned archers do not attack.

Battering Rams and Capped Rams can garrison four units. Siege Rams can garrison six units. A flag appears on rams with garrisoned units. Allied players can garrison units inside each other's rams (and ungarrison them at will). Units are automatically ejected if the ram is destroyed, converted by a Monk or Missionary, or if allied players change their diplomatic stance.

When a garrisoned ram is loaded aboard a transport ship, the ram and each garrisoned unit count toward the ship's capacity. For example, if three units are garrisoned inside a ram, then four units are loaded onto the transport ship.



To garrison units inside a ram

Click a unit (or select a group), and then right-click a Battering Ram, Capped Ram, or Siege Ram.

To ungarrison all units

Click a Battering Ram, Capped Ram, or Siege Ram, and then click the **Ungarrison** button.

You can also ungarrison units individually or in groups using the **CTRL** and **SHIFT** keys in the same way that you ungarrison units from buildings.

Smarter villagers

Villagers are now smarter so resource gathering and wall building are easier.

- ⊕ Villagers automatically begin gathering resources that are nearby after building a Mill, Mining Camp, Lumber Camp, or Town Center.
- ⊕ If a villager is carrying resources when you order it to construct a building, the resources are deposited in your stockpile before the villager gathers a new resource. For example, if a villager is carrying 8 food from hunting and you assign it to build a Lumber Camp, the food is added to your stockpile before the villager begins chopping wood.
- ⊕ When you send a group of villagers to a single Farm, the villagers automatically spread themselves among any untended Farms nearby.
- ⊕ When two or more villagers are assigned to build a wall, they space themselves out so the wall is built more quickly and efficiently. Also walls are now built starting from the outside and working toward the middle so they end properly at the edge of water and forests.

Improved trading & tributes

You can buy, sell, and tribute the resources in your stockpile in lots of 500 or tribute your entire stockpile of a resource.



To buy, sell, or tribute lots of 500

Press the **SHIFT** key, and then click the button of the resource to buy, sell, or tribute.

To tribute your entire stockpile of a resource

Press the **CTRL** key, and then click the button of the resource to tribute.

Improved chatting

Chat text is shown in each player's color and there are two new ways to send messages to specific players. As in *The Age of Kings*, you can begin a message with a semicolon (;) to chat only with your allies. Now you can use an exclamation mark (!) to send a message only to your enemies or an asterisk (*) to send a message to everyone.

Friend or foe colors

The friend or foe option uses a simpler color scheme to indicate which players are your allies and which are your enemies. When you set the friend or foe option, colors are not unique for each player. Instead, enemies are red, allies are yellow, neutral players are gray, and your units are blue. The colors are determined by your diplomatic stance toward each player (not theirs toward you).



To use the friend or foe colors option

On the main menu, click **Options** (or while you are in a game, click the **Menu** button, and then click **Options**), then select **Friend or Foe Colors**. Or press the hotkey (default ALT+G) during a game.

Commanding allied computer players

If you are playing a standard game (not a campaign scenario), you can use the **Commands** button in the chat interface to send commands to allied computer players.

The computer player recognizes the following commands:

- ⊕ **3: Food, please** – Computer player tributes 100 food to you.
- ⊕ **4: Wood, please** – Computer player tributes 100 wood to you.
- ⊕ **5: Gold, please** – Computer player tributes 100 gold to you.
- ⊕ **6: Stone, please** – Computer player tributes 100 stone to you.
- ⊕ **31: Attack an enemy now!** – Computer player uses any available units to attack the most dangerous enemy. If you have sent a “Wait for my signal to attack” command, the computer will not attack until it receives this command.
- ⊕ **32: Cease creating extra villagers** – Computer player focuses on building its military.
- ⊕ **33: Create extra villagers** – Computer player focuses on building its economy.
- ⊕ **34: Build a navy** – Computer player focuses on building combat ships.
- ⊕ **35: Stop building a navy** – Computer player stops building combat ships.
- ⊕ **36: Wait for my signal to attack** – Prevents computer player from attacking until you send the “Attack an enemy now!” message. The computer player automatically attacks unless you send this command.

- ⊕ **37: Build a Wonder** – Computer player hoards resources and attempts to build a Wonder when its stockpile is large enough.
- ⊕ **38: Give me your extra resources** – Computer player sends you any resources it can spare.
- ⊕ **42: What age are you in?** – Computer player tells you the age it has reached.

Improved game recording

Recorded games now save chat messages, and you can insert chapter markers so you can easily find important battles when you play back the recording.



To insert chapter markers

While recording a game, click the **Menu** button, and then click **Save Chapter** (or press **F9**).

To jump between chapters during playback

Click the **Next Chapter** button or **Previous Chapter** button.

Full-size map screenshots

It is now possible to create a screenshot of the entire game map exactly as it appears on the screen, including fog of war. You can save screenshots at any time during a single player game, but you must wait until after a multiplayer game has ended to save screenshots from it. In order to create a screenshot while using the map editor, you must either play or test the scenario.



To reveal the entire game map

Type **Marco** (reveal map) and/or **Polo** (remove fog of war) in the chat window. In a multiplayer game, the **Allow Cheats** option must be enabled to use these commands.

To create a screenshot of a full-size map

Press **CTRL+F12**, and then click the button to select the reduction ratio (1:3 is the largest image; 1:8 is the smallest).

The map image is saved in the Screenshots folder where you installed the game.

Units

Chapter III

The Conquerors Expansion includes several new units. For more information about which units a civilization can research, see New Units & Technologies in the Appendix.

Infantry



Eagle Warrior & Elite Eagle Warrior

Fast infantry with extensive line of sight, piercing armor, resistance to conversion, attack bonus vs. Monks, and a slight attack bonus vs. siege weapons and mounted units. Civilizations without cavalry (Aztecs and Mayans) start the game with an Eagle Warrior instead of Scout Cavalry.

Created at	Barracks
Strong vs.	archers, Monks, siege weapons
Weak vs.	infantry, hand cannons
Upgrades	HP — El Dorado (Mayan unique technology at Castle) Attack — Forging, Iron Casting, Blast Furnace (Blacksmith); Garland Wars (Aztec unique technology at Castle) Armor — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith) Sight — Tracking (Barracks) Speed — Squires (Barracks) Unit creation speed — Conscription (Castle) Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

The Aztecs prized fighting skills, and soldiers earned increased status in society through distinction in combat and promotion in rank. One of the higher ranks was that of Eagle Warrior. These fighters wore great colorful headdresses made of eagle feathers and costumes that enhanced their military bearing. Because they were lightly armored and unencumbered, they were able to move quickly. They were the fast, light troops of the Aztec armies, quickly pouncing on enemies. However, they proved to be at a great disadvantage in combat against Europeans wearing steel armor and using steel weapons.

The best of the Eagle Warriors were promoted to Elite status. These were the champions of the Eagle Warrior formations and led the attempts to disable and capture enemies.



Halberdier

Stronger than Pikeman. Attack bonus vs. mounted units and War Elephants.

Created at
Strong vs.
Weak vs.
Upgrades

Barracks

Mounted units, War Elephants

infantry, archers, scorpions, mangonels, hand cannons

Attack — Forging, Iron Casting, Blast Furnace (Blacksmith)

Armor — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith)

Sight — Tracking (Barracks)

Speed — Squires (Barracks)

Unit creation speed — Conscription (Castle)

Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

The Halberd was a pike weapon invented in the Middle Ages for use against armored men, especially on horseback. It consisted of a six-foot shaft with an axe head at the front, a spear point at the top, and thin point at the rear. The spear was used to ward off cavalry. The thin rear point could be chopped down on an armored man to penetrate the strongest armor. The axe head brought down with both hands could chop through armor, arms, and helmets. Wielding the Halberd left the soldier exposed momentarily, so it was best used in formation with other men at hand for protection.



Jaguar Warrior & Elite Jaguar Warrior

Aztec unique unit. Attack bonus vs. other infantry.

Created at
Strong vs.
Weak vs.
Upgrades

Castle

infantry

archers, mangonels, hand cannons, cavalry archers

Attack — Forging, Iron Casting, Blast Furnace (Blacksmith); Garland Wars (Aztec unique technology at Castle)

Armor — Scale Mail Armor, Chain Mail Armor, Plate Mail Armor (Blacksmith)

Sight — Tracking (Barracks)

Speed — Squires (Barracks)

Unit creation speed — Conscription (Castle)

Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

Another rank of Aztec fighter was the Jaguar Warrior, who was more heavily armed and armored than the Eagle Warrior. Their role was probably to be the heavy infantry of the army and to engage the enemy main body. They likely had the advantage in combat against lighter troops that were caught off-guard or foolish

enough to engage the heavier Jaguar Warrior. These warriors wore jaguar headpieces and clothing that represented jaguar fur. The jaguar was chosen as the totem for warriors because it was the fiercest predator in the Central American jungles. In combat, they used an obsidian-bladed sword known as a macana. Although it lacked the penetration power of steel weapons, the macana was able to keep a razor-sharp edge.

The best of the Jaguar Warriors were promoted to Elite status. These were veterans of demonstrated skill who carried the best weapons and were the best fighting soldiers available.

Archers



Plumed Archer & Elite Plumed Archer

Mayan unique unit. Stronger, faster, and better armored than other archers, but have less attack.



Created at
Strong vs.
Weak vs.
Upgrades

Castle
other archers, slow units (Monks, Teutonic Knights, War Elephants)
cavalry, skirmishers, other fast units (Eagle Warriors, Wood Raiders)
Attack — Chemistry (University)
Attack, Range — Fletching, Bodkin Arrow, Bracer (Blacksmith)
Armor — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith)
Targeting — Ballistics (University), Thumb Ring (Archery Range)
Unit creation speed — Conscription (Castle)
Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

The natives of Central America had developed the bow and used it in combat. Their bow technology was not far advanced, however, in comparison to the Asian composite bow or English longbow. Archers could be ordered to wound when capture of enemies was more important than killing. Like all other Mayan warriors, archers wore distinctive costumes so commanders could distinguish their troops and place the right group where needed. The status of archers was low in comparison to other warrior ranks, so men of lower standing and skill entered their ranks. Men of status and ambition joined the ranks of the Eagle Warrior where they could have the opportunity to take captives.

The better skilled and experienced bowmen became Elite Plumed Archers. They were especially important when absolute victory was required because they had the ability to kill enemies quickly and break enemy army morale under a barrage of well-aimed arrows.



War Wagon & Elite War Wagon

Korean unique unit. Heavily armored archery unit. (The Koreans have two unique units; the other is the Turtle Ship, a Dock unit.)

Created at
Strong vs.
Weak vs.
Upgrades

Castle
infantry, archers
cavalry, skirmishers, pikemen, camels
Attack — Chemistry (University)
Attack, Range — Fletching, Bodkin Arrow, Bracer (Blacksmith)
Armor — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith),
Targeting — Ballistics (University), Thumb Ring (Archery Range)
Speed — Husbandry (Stable)
Unit creation speed — Conscription (Castle)
Units resist enemy Monks, Missionaries — Faith (Monastery)

The Korean kingdom of Koryo was often under attack from all sides — by China, by barbarian civilizations to the north like the Mongols, and by sea raiders. To survive, they needed a strong military. We have hints from scant records that the Koryo were innovative warriors, perhaps being the first to use rockets in combat and carriages of some type. Trains of these wagons could be arranged into temporary fortifications in open areas, providing a mobile, yet substantial, defensive position against mounted enemies. So became the war wagon, a classic chariot with scythed blades and mobile forts from which archers could fire with some protection.

Cavalry



Conquistador & Elite Conquistador

Spanish unique unit. Cavalry hand cannoner. Powerful close attack; not accurate at range. (The Spanish have two unique units; the other is the Missionary, a Monk unit.)

Created at
Strong vs.
Weak vs.
Upgrades

Castle
swordsman, Monks, Teutonic Knights, War Elephants
knights, camels, pikemen
Armor — Padded Archer Armor, Leather Archer Armor, Ring Archer Armor (Blacksmith)
Hit points — Bloodlines (Stable)
Speed — Husbandry (Stable)
Unit creation speed — Conscription (Castle)
Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)



Spanish adventurers who set off to conquer the New World became known as Conquistadors. These men were an assortment of disposed sons of the nobility and soldiers of fortune looking for adventure and loot. Most were soldiers without employment. They arrived in the New World with a great technical advantage in weapons over the natives who could not stand up to steel swords, firearms, and mounted lancers. The horse was particularly terrifying to the first natives who encountered it. Mounted men were thought to be some sort of new creature, half man and half four-legged beast. Thanks to the spread of European diseases before them and advantageous use of native allies on occasion, ridiculously small armies of Conquistadors conquered with relative ease the two great American civilizations, the Aztecs and the Incas.

Within the ranks of the European adventurers who invaded the New World there were soldiers of superior ability and determination who became the Elite Conquistadors. These were the men who lead the charges against seemingly insurmountable odds and triumphed due to their superior weapons and grim resolve.



Hussar

Stronger than Light Cavalry; attack bonus vs. Monks; resistant to conversion.

Created at
Strong vs.
Weak vs.
Upgrades

Stable
archers, cavalry archers, siege weapons, Monks
Pikemen, knights, camels
Attack — Forging, Iron Casting, Blast Furnace (Blacksmith)
Armor — Scale Barding Armor, Chain Barding Armor, Plate Barding Armor (Blacksmith)
Hit points — Bloodlines (Stable)
Speed — Husbandry (Stable)
Unit creation speed — Conscription (Castle)
Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

In the 15th century the Hungarians deployed a corps of light cavalry soldiers that came to be known as Hussars. They were excellent horsemen, trained to ride from their youth on the grasslands of the Hungarian plain. They wore brightly colored uniforms that gave them added dash and distinction. On the march they scouted and raided as needed. In an emergency they could charge in battle, but were usually too lightly armed and armored to engage heavy cavalry or infantry. They were especially useful after an enemy routed and had become disorganized because the fast Hussar could easily run over and cut down the undisciplined troops. The bright uniforms and dashing demeanor were very attractive to other nations and Hussars were prominent in later armies, especially during the Napoleonic era. A British Hussar unit was deployed in the Korean War, although it was fighting in tanks by that time.



Tarkan & Elite Tarkan

Hun unique unit. Cavalry that is particularly effective against buildings, making Tarkans excellent vandals.

Created at

Castle

Strong vs.

buildings, archers, mangonels, cavalry archers, siege weapons, Monks

Weak vs.

Pikemen, knights, camels

Upgrades

Attack — Forging, Iron Casting, Metallurgy (Blacksmith)

Armor — Scale Barding Armor, Chain Barding Armor, Plate Barding Armor (Blacksmith)

Hit points — Bloodlines (Stable)

Speed — Husbandry (Stable)

Unit creation speed — Conscription (Castle)

Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

The use of the stirrup by the Huns gave them a technological advantage against other armies when they advanced toward the west in the 3rd century. They could set themselves in their stirrups and charge into a target with a lance. The impact of the lance point transferred the force of the combined moving man and horse, thanks to the stirrup. With rare exceptions (notably Alexander's Companion cavalry) horsemen prior to this had rarely been effective with a lance or spear. The appearance of thousands of barbarian cavalry using spears so effectively forced dramatic change in warfare at the end of antiquity. The Roman legions were forced to put more emphasis on cavalry in support of their legions and eventually hire barbarian horsemen as mercenaries. Heroes of Hunnic, and later Mongolian, armies were known as Tarkans.

The best of the Hunnic light horsemen were Elite Tarkan warriors. They rode hard, hit with surprise, and could withdraw as quickly if the situation was not advantageous. The mobility of the Elite Tarkan warriors made them devastating raiders, but their light cavalry status put them at a disadvantage against heavily armored horsemen in close combat.



Siege weapons



Petard

Demolition infantry unit armed with explosives.

Devastating to buildings; ineffective against other units.

Created at

Castle

Strong vs.

buildings, walls, siege weapons

Weak vs.

archers, scorpions, cavalry archers, mangonels

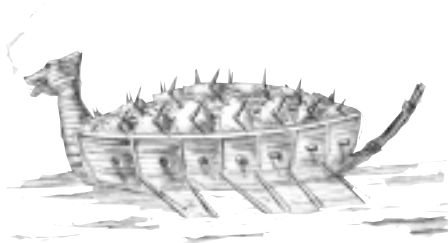
Upgrades

Attack — Siege Engineers (University)

Unit creation speed — Conscription (Castle)

Units resist enemy Monks, Missionaries — Faith, Heresy (Monastery)

The primary use of gunpowder during the Middle Ages was as a propellant in firearms and cannon, but it eventually found use as an explosive also. Explosive charges, called petards, could be used to damage or blow down castle gates and other obstructions. The word petard comes from a French word for breaking wind. In very dangerous situations, an armored man would carry the petard to the point of attack and light the fuse. If the fuse malfunctioned or the charge went off prematurely for any reason, the bombardier was “hoisted by his own petard,” which explains a phrase still used today when a plan or operation backfires.



Ships



Turtle Ship & Elite Turtle Ship

Korean unique unit. Slow, heavily armored battleship; effective for destroying other ships at close range. The Turtle Ship may be built at a Dock once a Korean Castle has been built. (The Koreans have two unique units; the other is the War Wagon, an archery unit.)

Built at
Strong vs.
Weak vs.
Upgrades

Dock
fire ships, demolition ships
Bombard Cannons, Monks
Armor — Careening (Dock)
Speed — Dry Dock (Dock)
Lower cost — Shipwright (Dock)
Units resist enemy Monks, Missionaries — Faith (Monastery)

Under attack by samurai Japan in 1592, the fate of Korea and perhaps China depended on breaking the invader's supply lines at sea across the Straits of Korea. Korean admiral Yi Sun-Shin won two great naval victories off southern Korea with the aid of Turtle Ships, the first armored warships in history. These oar-powered ships had a low profile and mounted a battery of cannons on their broadside. Their sides and top were rounded and shaped like a flat turtle shell. They were not well suited for use on the high sea but quite useful in coastal waters where waters were relatively calm. The Japanese ships were at a great disadvantage in combat against them. Most missile fire glanced off their rounded armor. They offered no openings for enemy boarding parties. Unarmored enemy ships were quickly disabled by their cannon.

Other units



Missionary

Spanish unique unit. Moves faster than a Monk, but has less line of sight and range. Also, a Missionary cannot pick up Relics. Otherwise, it converts enemy units and heals friendly units the same way as a Monk. The Missionary may be built at a Monastery once a Spanish Castle has been built. (The Spanish have two unique units; the other is Conquistador, a cavalry unit.)

Created at

Monastery

Strong vs.

Teutonic Knights, War Elephants

Weak vs.

archers, knights, Light Cavalry, Woad Raiders

Upgrades

(all at Monastery)

Convert some buildings, siege units — Redemption

Movement speed — Fervor

Hit points — Sanctity

Convert other Monks — Atonement

Greater conversion range — Block Printing

Less rejuvenation time — Illumination, Theocracy

Units resist enemy Monks, Missionaries — Faith, Heresy



As Europeans gradually came to understand that Columbus had opened the door to two complete continents, they awoke to the desirability of converting the potentially immense native population to Christianity. The Spanish, Portuguese, and other European nations sent monks called missionaries into the New World to bring about conversion and salvation. To be a missionary required great faith, a strong constitution, and great zeal. They often were required to plunge into the wilderness amongst peoples of radically different cultures and beliefs. Many missionaries suffered despair, torture, and death at the hands of natives who resisted the message being brought to them or identified the monks with the disease and conquest that accompanied them.

Chapter IV

T echnologies

The Conquerors Expansion includes several new technologies that improve the economic and combat abilities of your civilization. In addition, each civilization now has a unique technology. For more information about which technologies a civilization can research, see New Units & Technologies in the Appendix.

Economic & military technologies



Bloodlines

Bloodlines (at the Stable) increases the hit points of all mounted units.

Warriors in the Middle Ages required horses of different types for long movements, scouting, draft animals, and carrying armored knights. Careful breeding of horses allowed the gradual evolution of different horse bloodlines to meet these needs. Civilizations with access to large grasslands were especially adept at breeding horses. In the Middle East and Asia, similar attention was paid to breeding camels for racing speed or for stamina to withstand lengthy marches as part of trade caravans.



Caravan

Caravan (at the Market) increases the speed of Trade Carts and Trade Cogs so they gather gold faster.

Trade quickly rose from a simple peasant taking his cart to market to more sophisticated enterprises of multiple carts or baggage animals traveling between cities. Caravans of trade packhorses or other conveyances were more efficient because they were easier to manage and guard over long distances. The word caravan is derived from Persian and usually

refers to trade parties traversing deserts or hostile regions. The most famous caravan trade route of the Middle Ages was the Silk Road from China to Constantinople or the eastern Mediterranean coast.



Herbal Medicine

Herbal Medicine (at the Monastery) increases the healing speed of units garrisoned inside buildings.

Although classical societies advanced the studies of anatomy and physiology, prior to the scientific and industrial revolutions of the 18th and 19th centuries, medicine was an inexact science built on practical knowledge. First oral traditions and then written accounts passed down remedies and procedures that had been discovered through experience. The principal agent of healing was herbal medicine, the application or digestion of herbal compounds whose curative powers had been discovered through experiment. The presence of specialists in herbal medicine within a Middle Ages town or village was a boon to the inhabitants' quality of life.



Heresy

Heresy (at the Monastery) causes units to die instead of being converted by an enemy Monk or Missionary. You still lose the unit, but your enemy doesn't get it.

As the Middle Ages progressed, Christianity in Europe faced a number of challenges, including heresy. This word came into use in the 13th century to define an opinion or doctrine that was contrary to church dogma. New opinions popped up at an alarming rate. Philosophers studying the Bible suggested new interpretations. Contact with pagan beliefs led to distortions of dogma in the hinterlands. Anyone who attempted to newly interpret the lessons of the Bible risked being accused of heresy. Coming to believe in a heretical position was seen by church leaders as a supreme sin, and many people condemned as heretics were burned at the stake.



Parthian Tactics

Parthian Tactics (at the Archery Range) increases the normal and piercing armor of mounted archers.

The horse archers of Parthia, now part of modern Iran, were renowned for their ability to shoot arrows at pursuers, whether the archers were in real or feigned retreat. Being able to shoot at enemies while withdrawing was very irritating to the enemy, especially when pursuers were too slow to close the gap. Although the Parthians were an ancient people, their tactics were adopted by later civilizations that employed horse archers and their name remained attached to the maneuver. The phrase "parthian shot" has come to mean any comment made while exiting a discussion.



Theocracy

Theocracy (at the Monastery). When a group of Monks (or Missionaries) converts an enemy unit, only one Monk loses its faith and must rest before attempting another conversion. Greatly enhances the power of a group of Monks and reduces micro-management.

Civilizations that were a theocracy, or nearly so, were governed by officials thought to be receiving divine guidance. When the people believed this to be true, the government could direct them to carry out almost any command. In such a society, the religious leaders and monks had great power. When in contact with civilizations of weaker religious beliefs, there could occur a rapid spread of conversion.



Thumb Ring

Thumb Ring (at the Archery Range) increases the rate of fire and accuracy of archers.

The typical archer of the Middle Ages drew the bowstring back to his chest to fire. English longbowmen had the ability to draw back to their cheek, increasing the power and distance of their shots. Archers from Asia developed a thumb ring that made it possible to draw back to their ear or beyond. When this improvement was added to their already very powerful composite bows, their weapons proved quite effective.

Unique technologies



Each civilization has a unique technology that no other civilization can research. Typically, the unique technology improves a civilization's unique unit or team bonus.



(Aztecs) Garland Wars

Garland Wars (at the Castle) increases the attack of all infantry.

When the normal competition between cities and states did not produce enough sacrificial victims for rituals, the Aztecs and their neighbors organized garland or flower wars for the purpose of increasing supply. The warriors of these societies went off to these wars with enthusiasm, knowing this was their opportunity to win glory and status.

(Britons) Yeomen

Yeomen (at the Castle) increases the range of archers and the attack of towers.

The longbow developed in Wales became a favored British weapon under Edward I, who quickly understood how it could be effectively deployed. British longbowmen played havoc against French armies throughout the Hundred Year's War. British free men, called yeomen, were skilled and highly motivated by self-interest. The pay and loot from a successful campaign in France could set up a man in business for life.

(Byzantines) Logistica

Logistica (at the Castle) gives Cataphracts trample damage.

The Byzantine civilization outlived its counterpart in Rome for more than one thousand years, mainly through the adroit employment of smaller elite armies against more lightly equipped or less highly trained enemies. Well-motivated troops, well-trained officers, strong military traditions, and sound military logistics combined to create armies with fighting power disproportionate to their size. The backbone of their armies were their cataphract cavalry who could engage enemies at a distance with archery or trample them down in a charge.

(Celts) Furor Celtica

Furor Celtica (at the Castle) increases the hit points of Siege Workshop units.

The warriors of Celtic Britain gained a reputation as very emotional fighters, capable of wide swings in their morale.

Furor Celtica, or Celtic Fury, was a state of highly charged aggressiveness that all enemy armies sought to escape. If the fury could be withstood, it might vanish suddenly and turn into panic.

If the Celtic leaders could manage and direct the fury of their soldiers, it was a daunting force multiplier.



(Chinese) Rocketry

Rocketry (at the Castle) increases the piercing attack of Chu Ko Nu and scorpions.

The Chinese are credited generally with the invention of the explosive we call gunpowder today. They used it extensively to power rockets, both for entertainment and military use. Although they never developed an accurate design, rockets could be used with great effect against enemies with no experience against these alarming weapons. Rockets were noisy, smelly, and spewed fire while traveling at high velocity. They damaged anything they hit and did collateral damage if they carried an explosive charge.

(Franks) Bearded Axe

Bearded Axe (at the Castle) increases the range of Throwing Axemen.

The bearded axe got its name from the extended length added to the bottom of the blade, making the blade far longer than its connection to the haft. This axe was a further development of the Francisca, the throwing axe

that gave the Franks their name. The bearded axe could be thrown or used hand-to-hand. Before the Franks discovered cavalry, they fought in massed formations. As they approached the enemy the front ranks threw axes. These disordered the enemy, caused some casualties, and stuck in shields, making them unwieldy. The Franks then closed quickly for hand-to-hand fighting with additional axes or swords.

(Goths) Anarchy

Anarchy (at the Castle, in the Castle Age) allows Huskarls to be created at the Barracks. (The Goths have two unique technologies; the other is Perfusion.)

The Goth tribal system worked well for a society that seemed always on the move, fighting here and settling there, but never for long in either case. Their flexibility meant they could appear suddenly and without warning, and vanish just as quickly. Their armies were never the best equipped because they lacked any permanent industry, but no one felt safe if they were even rumored to be on the move.

(Goths) Perfusion

Perfusion (at the Castle, in the Imperial Age) increases the creation speed of Barracks units. (The Goths have two unique technologies; the other is Anarchy.)

A migratory people like the Goths had the ability to put armies in the field quickly. Their whole civilization was in a sense an army in the field. The youth of the Goths learned the skills of a warrior at an early age. The entire male population could become fighters in hours. Rivals learned not to let the Goths get close, if possible, and not to antagonize them if they did approach.

(Huns) Atheism

Atheism (at the Castle) makes Relic and Wonder victories take longer for all players and reduces the cost of Spies technology.

The paganism or outright lack of faith of the Huns offended the Romans who came to think of them as truly sub-human. The Huns, in turn, were unencumbered by the laws of structured religions. Laws of social and religious order were too restrictive for a civilization that was constantly on the move. The Huns put little faith in monuments and artifacts, therefore, focusing mainly on the here and now.



(Japanese) Kataparuto

Kataparuto (at the Castle) makes Trebuchets fire and pack/un-pack faster.

For most of the period when the samurai traditions dominated Japanese life the conduct of the individual warrior was the focus of their culture. When more pragmatic men came to power, they put greater emphasis on the effective employment of large armies, often including men of low social rank. New technologies were embraced, most notably the firearm, but also better siege weapons to force enemies from strongholds. The last great battle of samurai was forced by a siege that made a stronghold indefensible.

(Koreans) Shinkichon

Shinkichon Rocketry (at the Castle) increases the range of Mangonels.

Although the Chinese are credited with the invention of gunpowder, many believe it was the Korean kingdom of Koryo that first employed rocketry and perhaps gunpowder as some sort of weapon. The chroniclers of this period mention Koryo rockets and cannons as being very important to the success of their armies. The long existence of the Koryo and Choson kingdoms required a strong military because only the sea and the Amnok River stood between them and a host of potential enemies.



(Mayans) El Dorado

El Dorado (at the Castle) increases the hit points of Eagle Warriors.

War is often most cruel and terrifying when markedly different cultures collide. The native populations of South and Central America were shaken by the appearance of Conquistadors wearing armor, wielding steel weapons, riding horses, employing war dogs, and using firearms. The blood sacrifices, rituals, and fanaticism of the Americans unsettled the Spanish, in turn. The Mayans proved very tough opponents when whipped into battle frenzy in defense of their hidden wealth.

(Mongols) Drill

Drill (at the Castle) increases the movement speed of Siege Workshop units.

One of the secrets to the great success of the Mongols was their great discipline in battle. Where more civilized armies of the time had complex structures of hierarchy and traditions, the Mongols countered with endless hours of practice on the plains and hunting grounds. The speed at which Mongol armies could move and strike bewildered the more ponderous and heavily equipped armies they often fought.

(Persians) Mahouts

Mahouts (at the Castle) increases the speed of War Elephants.

Using elephants in battle was always a challenge because the animals have poor vision but keen smell, they are relatively slow, and don't like being injured. The Persians developed special training for the beasts and their riders, called Mahouts, to improve their battle performance.

(Saracens) Zealotry

Zealotry (at the Castle) increases the hit points of camels and Mamelukes.

Strengths of the great Muslim armies were their speed and their absolute faith in their destiny. Their strong religious beliefs calmed the natural fears of any warrior and gave them a sense of invincibility their enemies could rarely match. The effect was armies that accomplished deeds out of proportion with their size and equipment.

(Spanish) Supremacy

Supremacy (at the Castle) increases the combat skills of villagers, which makes them good front-line builders.

The peasants of Spain lived especially hard lives in an era when life was not easy for anyone. The difference was that Spain was a battleground for much of the Middle Ages as the Christian kingdoms in the north strived to reconquer the peninsula from Saracens who had invaded in the 8th century. Spanish peasants were therefore also warriors part of the time. This was a fact that the French army under Napoleon would learn the hard way in the early 19th century.

(Teutons) Crenellations

Crenellations (at the Castle) increases the range of Castles and increases the attack of Castles, towers, and Town Centers by allowing garrisoned infantry to fire arrows as if they were villagers.

The Teutons carried their crusade mainly into Eastern Europe while others groups vied for the Holy Land. The Teutons became especially adept at the art of building and using castles offensively to establish political control of the countryside. A few knights and soldiers in a dominating castle could control the countryside for miles.

(Turks) Artillery

Artillery (at the Castle) increases the range of Bombard Towers, Bombard Cannons, and Cannon Galleons.

Early firearms and cannons were operated by professionals and mercenaries who worked for the high bidder. In the late Middle Ages, the high bidder was often the Turks who controlled important trade routes to the East. This gave the Turks important experience with these new weapons that they used with effect against Constantinople and other Christian citadels.

(Vikings) Berserkerang

Berserkerang (at the Castle) improves the regeneration rate of Berserks.

The extreme fit or form of madness that seemed to overcome Viking Berserks was known as the Berserkerang. It was described as beginning with a chill, shivering, and chattering of teeth. Then the body temperature seemed to soar, swelling the face and turning it red. Now fully enraged, a man attaining this state would howl like a wild animal, go apparently mad (witnesses report the biting of a shield), and cut down everyone they met indiscriminately. When the rage had passed, the Berserk fell into a torpor or depression that may have lasted for days.

New Units & Technologies

Appendix

New Civilizations

	age	Halberdier IV	Eagle Warrior III	Elite Eagle Warrior IV	Hussar IV	Petard III	Bloodlines II	Caravan III	Herbal Medicine III	Heresy III	Parthian Tactics IV	Thumb Ring III	Theocracy IV
		units					technologies						
 Aztecs			⊕	⊕		⊕		⊕	⊕	⊕			⊕
Britons		⊕				⊕		⊕	⊕				⊕
Byzantines		⊕			⊕	⊕		⊕		⊕		⊕	⊕
Celts		⊕			⊕	⊕		⊕	⊕	⊕			
Chinese		⊕				⊕	⊕	⊕	⊕			⊕	⊕
Franks						⊕		⊕	⊕	⊕			⊕
Goths		⊕			⊕	⊕	⊕	⊕	⊕				⊕
 Huns		⊕			⊕	⊕	⊕	⊕		⊕	⊕		
Japanese		⊕				⊕		⊕	⊕		⊕	⊕	⊕
 Koreans		⊕			⊕	⊕		⊕	⊕			⊕	⊕
 Mayans		⊕	⊕	⊕		⊕		⊕	⊕	⊕		⊕	⊕
Mongols					⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕	
Persians		⊕			⊕	⊕	⊕	⊕	⊕		⊕	⊕	⊕
Saracens					⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕
 Spanish		⊕			⊕	⊕	⊕	⊕	⊕			⊕	⊕
Teutons		⊕				⊕	⊕	⊕		⊕			⊕
Turks					⊕	⊕	⊕	⊕		⊕	⊕	⊕	⊕
Vikings						⊕		⊕		⊕		⊕	

Note: Technology trees for all 18 civilizations are in the Tectree.pdf file in the Docs folder on The Conquerors Expansion CD. To install Adobe Acrobat Reader so you can view and print the trees, see the Readmex file.

Civilization Attributes

* Changed from Age of Kings



Aztecs

Unique unit: Jaguar Warrior
(anti-infantry infantry)

Unique tech: 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



Celts

Unique unit: Woad Raider
(fast infantry)

Unique tech: 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



Britons

Unique unit: Longbowman
(archer)

Unique tech: 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



Chinese

Unique unit: Chu Ko Nu
(fast-firing crossbowman)

Unique tech: 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



Byzantines

Unique unit: Cataphract
(anti-infantry cavalry)

Unique tech: 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%



Franks

Unique unit: Throwing Axeman
(ranged infantry)

Unique tech: Bearded Axe

(+1 Throwing Axemen range)

Team Bonus: knights +2 LOS

- ⊗ Castles cost -25%
- ⊗ Knights +20% HPs
- ⊗ Farm upgrades free (require Mill)



Goths

Unique unit: Huskarl
(anti-archer infantry)

Unique techs: 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



Huns

Unique unit: Tarkan
(anti-building cavalry)

Unique tech: 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



Japanese

Unique unit: Samurai
(anti-unique unit infantry)

Unique tech: 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



Koreans

Unique units: War Wagon
(cavalry archer); Turtle Ship
(armored war ship)

Unique tech: Shinkichon
(+2 range Mangonels, onagers)

Team Bonus: Mangonels, onagers +1 range

- ⊕ Villagers +2 LOS
- ⊕ Stone miners work 20% faster
- ⊕ Tower upgrades free (Bombard Tower requires Chemistry)
- ⊕ Towers range +1 Castle Age, +1 Imperial Age (for +2 total)



Mayans

Unique unit: Plumed Archer
(strong archer)

Unique tech: 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



Mongols

Unique unit: Mangudai
(anti-siege cavalry archer)

Unique tech: 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



Persians

Unique unit: War Elephant
(cavalry)

Unique tech: 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



Teutons

Unique unit: Teutonic Knight
(slow infantry)

Unique tech: 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*



Saracens

Unique unit: Mameluke
(ranged camel)

Unique tech: 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



Turks

Unique unit: Janissary
(hand cannoneer)

Unique tech: Artillery

(+2 range Bombard Towers, Bombard Cannons, Cannon Galleons)

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



Spanish

Unique units: Conquistador
(mounted hand cannoneer);

Missionary (mounted Monk)

Unique tech: 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)



Vikings

Unique units: Berserk
(regenerating infantry);

Longboat (war ship)

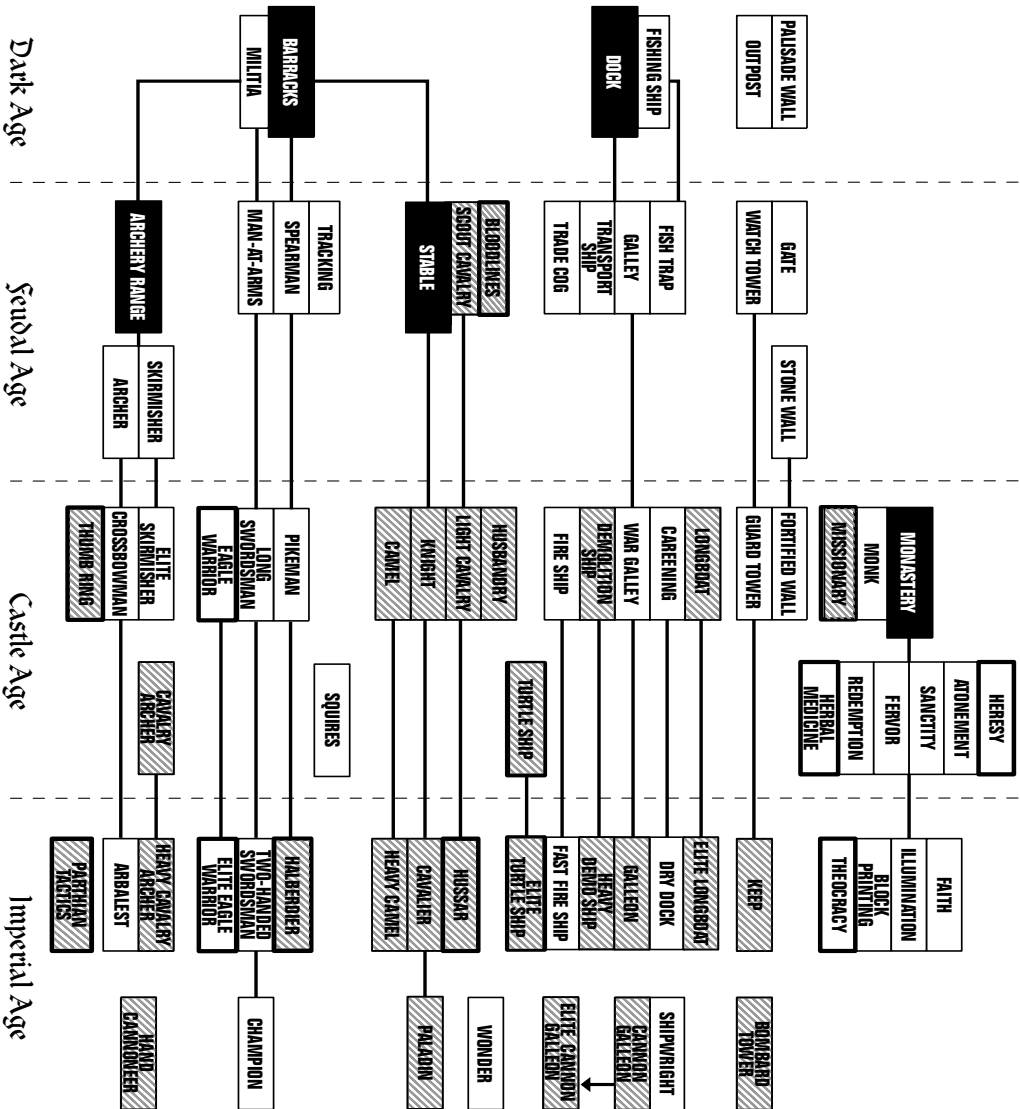
Unique tech: Berserkergang

(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

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

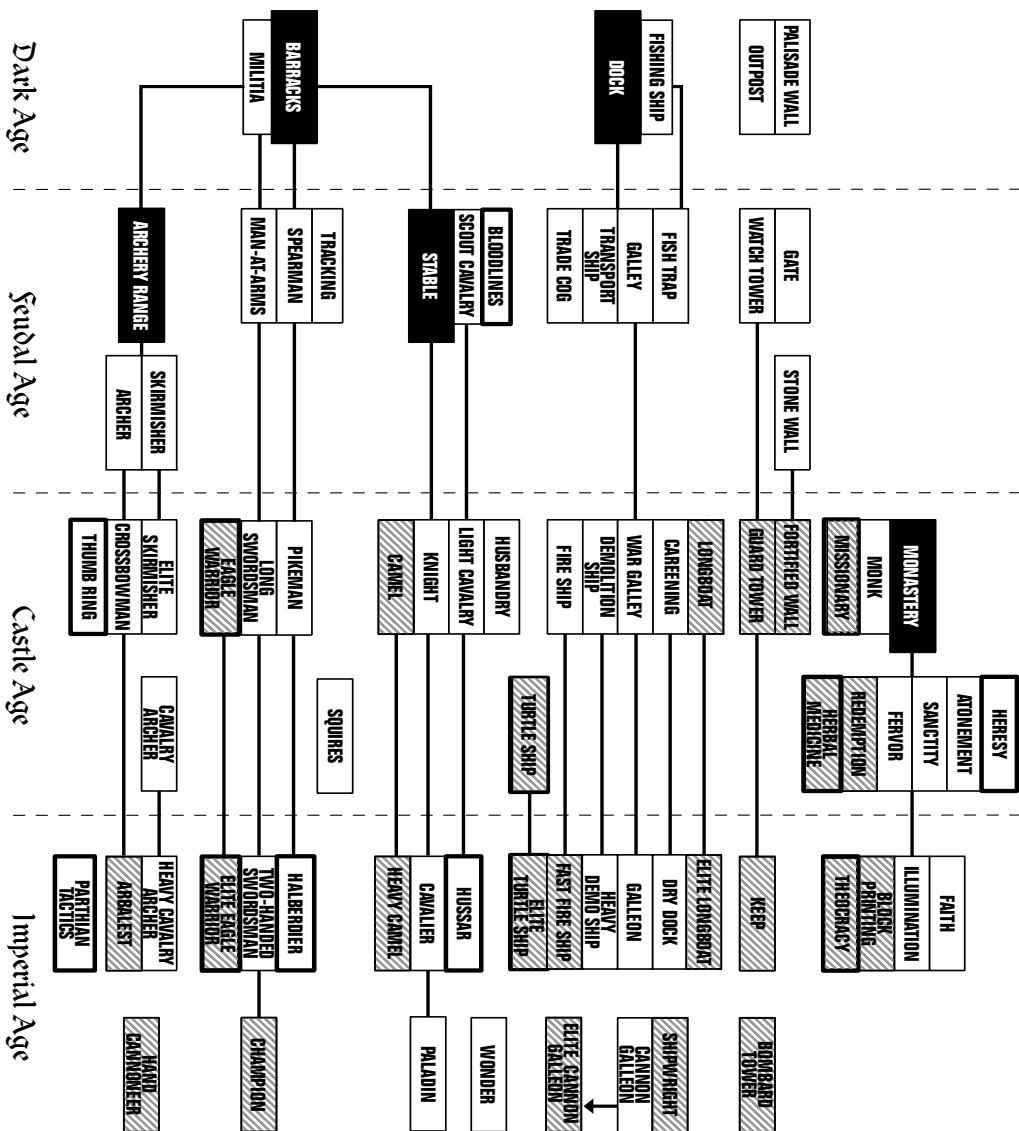


Unique unit: Jaguar Warrior
(anti-infantry infantry)
Unique technology: Garland Wars
(+4 infantry attack)



- ⊗ 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.

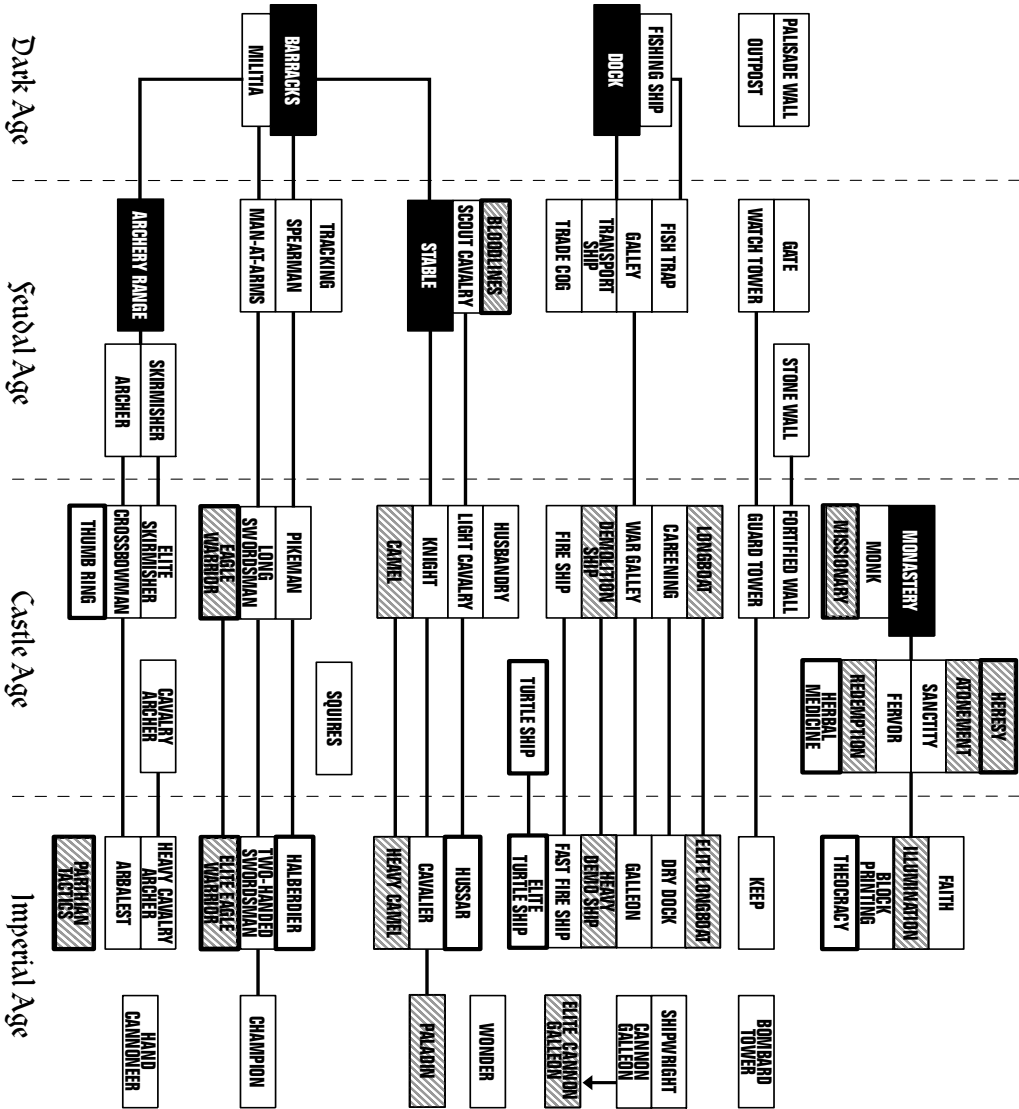


Unique unit: Tarkan
(anti-building cavalry)
Unique technology: Atheism
(+100 years Wonder/Relic victory time;
-50% Spies/Treason cost)

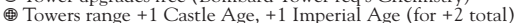


- ⊗ Don't need Houses but start -100 wood
- ⊗ Cavalry Archers cost -25% Castle Age, -30% Imperial Age
- ⊗ Trebuchets +30% accuracy

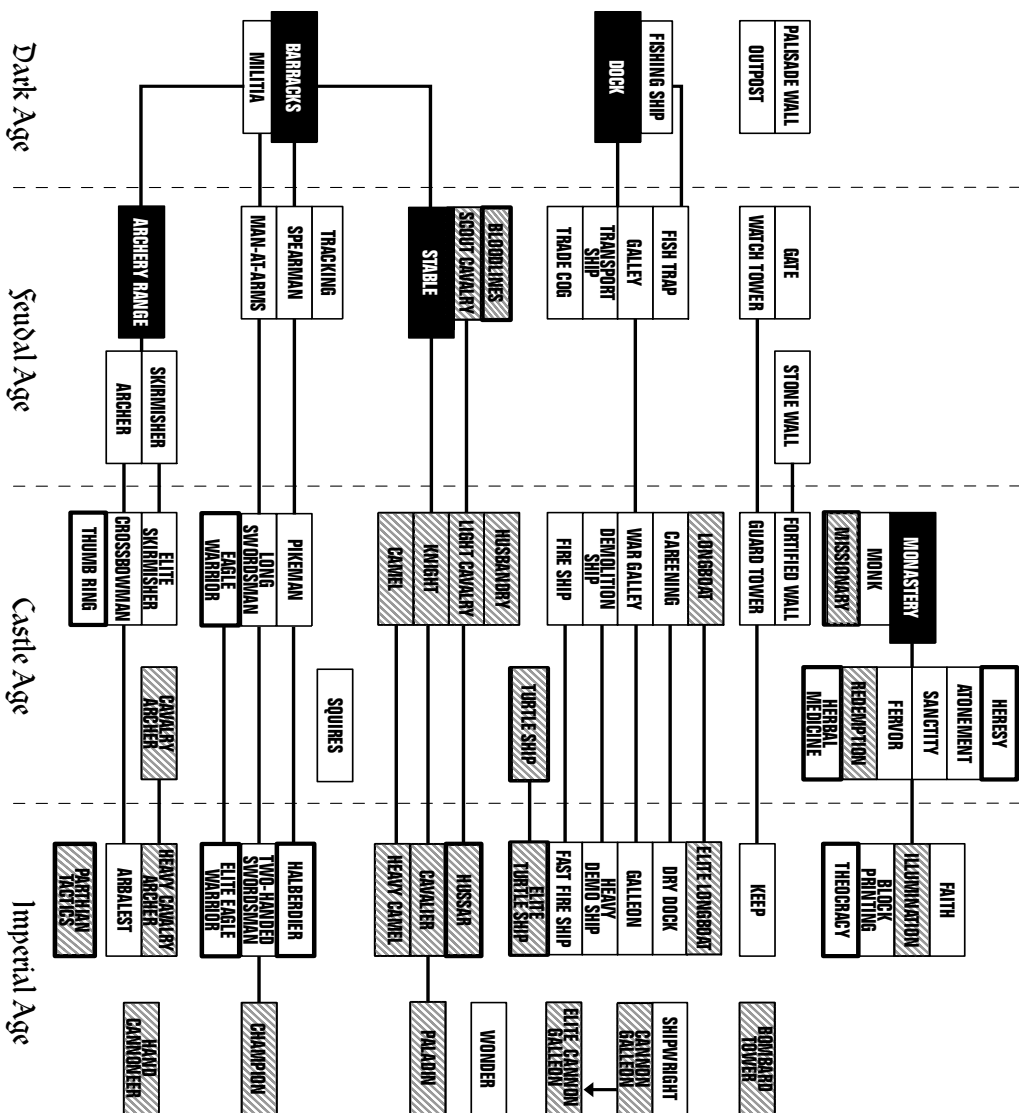
Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.



Unique technology: Shinkichon (+2 range Mangonels, onagers)



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

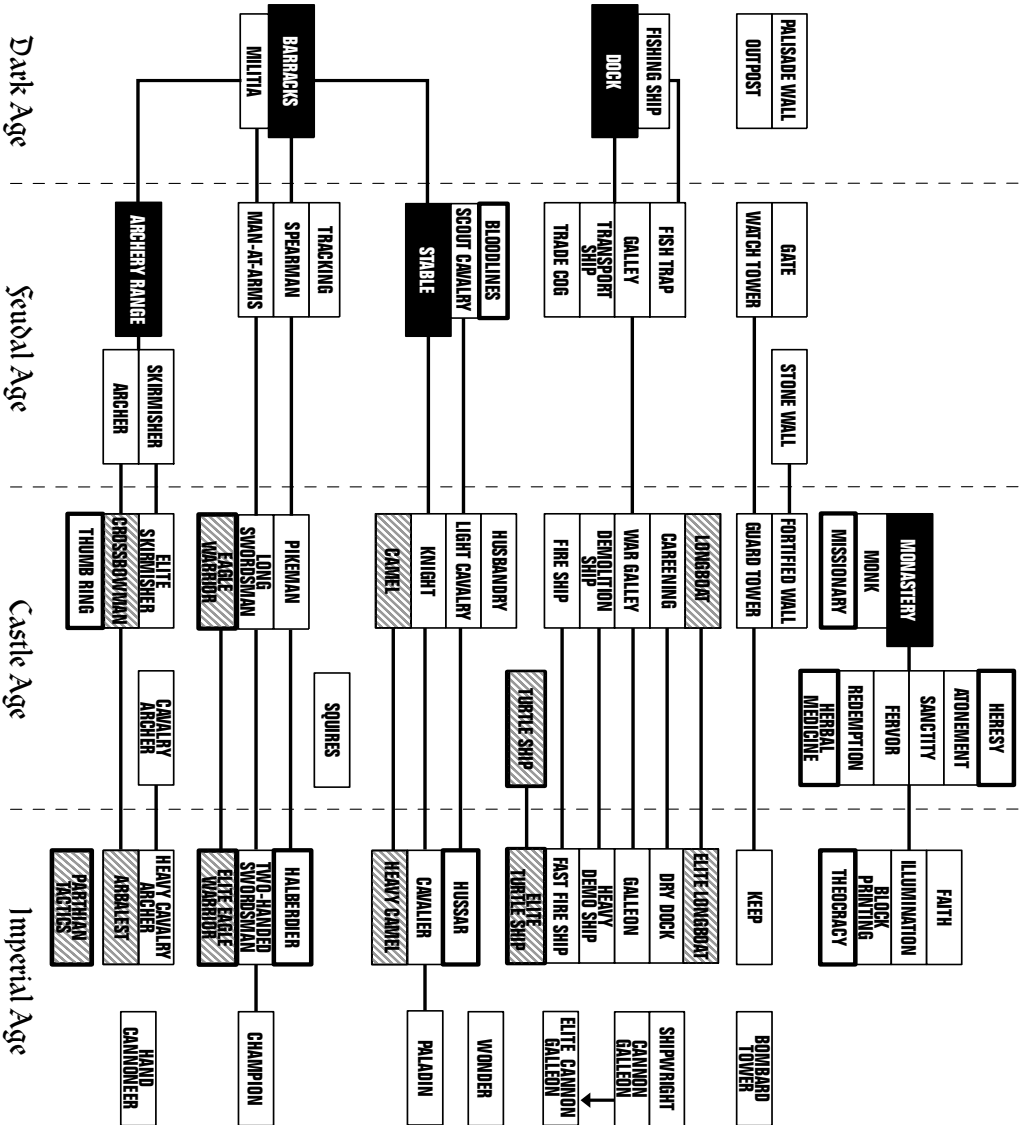


Unique unit: Plumed Archer
(strong archer)
Unique technology: El Dorado
(+40 Eagle Warrior HP)



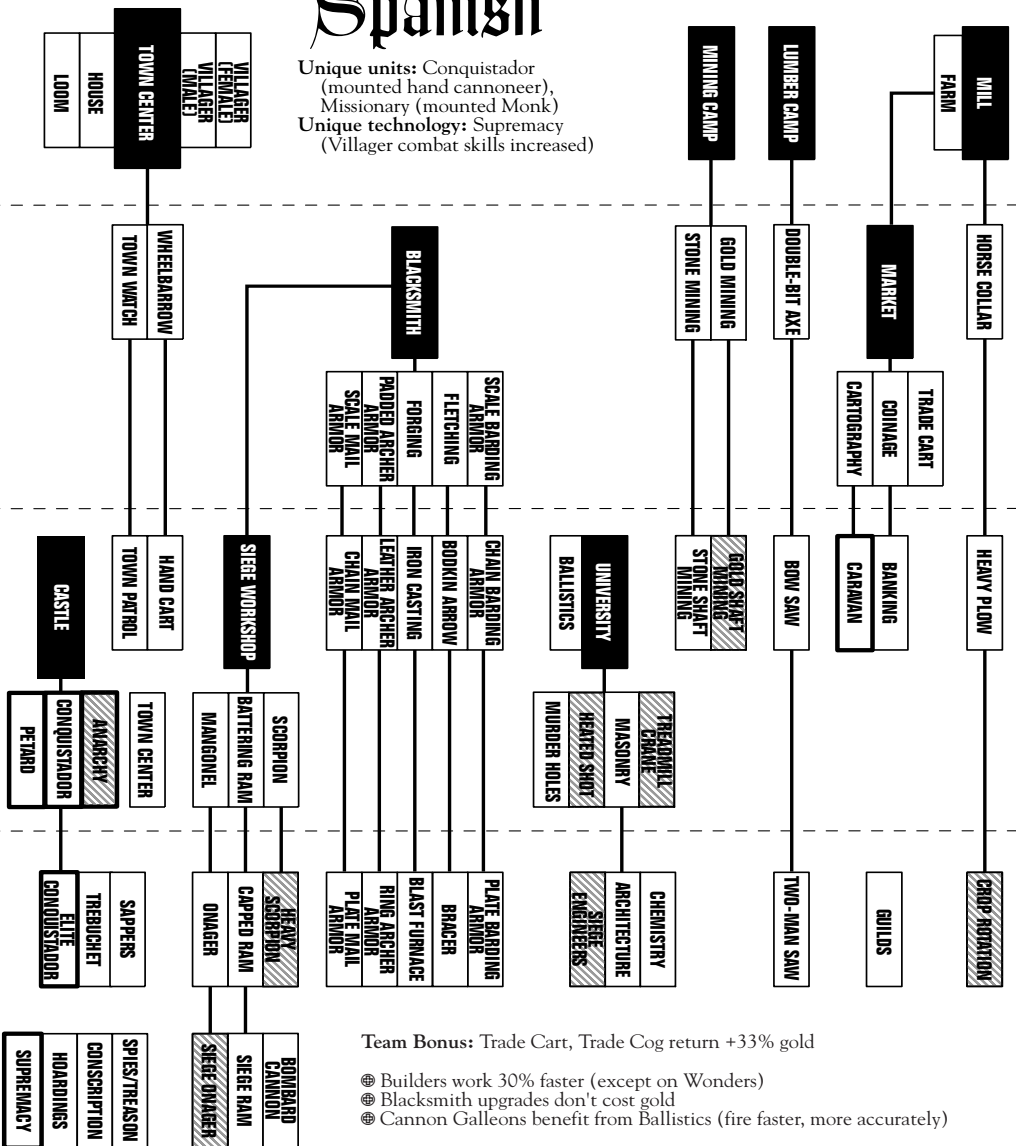
- ⊕ Start with +1 villager, Eagle Warrior (not Scout Cavalry), -50 food
- ⊕ Resources last 20% longer
- ⊕ Archery Range units cost -10% Feudal Age, -20% Castle Age, -30% Imperial Age

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



Spanish

Unique units: Conquistador
(mounted hand cannoner),
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)

Unit Upgrade Costs

Note: Costs are base values and do not reflect civilization bonuses.

INFANTRY	UPGRADE COST
Man-at-Arms	100F, 40G
Long Swordsman	200F, 65G
Two-Handed Swordsman	300F, 100G
Champion	750F, 350G
Pikeman	215F, 90G
Halberdier	300F, 600G
Elite Eagle Warrior	800F, 500G
Elite Berserk	1300F, 550G
Elite Samurai	950F, 875G
Elite Teutonic Knight	1200F, 600G
Elite Throwing Axeman	1000F, 850G
Elite Woad Raider	1000F, 800G
Elite Huskarl	1200F, 550G
Elite Jaguar Warrior	1000F, 500G
ARCHERS	
Crossbowman	125F, 75G
Arbalest	350F, 300G
Elite Skirmisher	250W, 160G
Heavy Cavalry Archer	900F, 500G
Elite Chu Ko Nu	950F, 950G
Elite Janissary	850F, 750G
Elite Longbowman	850F, 850G
Elite Mangudai	1100F, 675G
Elite Plumed Archer	500F, 1000W
Elite War Wagon	1000W, 800G

Cost: F=food, W=wood, S=stone, G=gold

CAVALRY

UPGRADE COST

Light Cavalry	150F, 50G
Hussar	500F, 600G
Cavalier	300F, 300G
Paladin	1300F, 750G
Heavy Camel	325F, 360G
Elite Cataphract	1600F, 800G
Elite War Elephant	1600F, 1200G
Elite Mameluke	600F, 500G
Elite Conquistador	1200F, 600G
Elite Tarkan	1000F, 500G

SIEGE

Heavy Scorpion	1000F, 1100W
Capped Ram	300F, 250G
Siege Ram	1000F, 800G
Onager	800F, 500G
Siege Onager	1450F, 1000G

SHIPS

War Galley	230F, 100G
Galleon	400F, 315W
Fast Fire Ship	280W, 250G
Heavy Demolition Ship	200W, 300G
Cannon Galleon	400F, 500W
Elite Cannon Galleon	525W, 500G
Elite Longboat	750F, 475G
Elite Turtle Ship	1000F, 800G

WALLS & TOWERS

Fortified Wall	200F, 100S
Guard Tower	100F, 250S
Keep	500F, 350S
Bombard Tower	800F, 400S

Unit Attributes

* New/changed from Age of Kings

Note: Numbers are base values and do not reflect civilization bonuses.

INFANTRY	Cost	Hit	Dis	Attack	Armor	Range	Speed	Special
Militia	60F, 20G	40	4	*0/1	0	S		
Man-at-Arms	60F, 20G	45	6	*0/1	0	S		Attack bonus vs. buildings
Long Swordsman	60F, 20G	55	9	*0/1	0	S		Attack bonus vs. buildings
2H Swordsman	60F, 20G	60	11	*0/1	0	S		Attack bonus vs. buildings
Champion	60F, 20G	70	13	*1/1	0	S		Attack bonus vs. buildings
Spearman	35F, 25W	45	3	0/0	0	M		Attack bonus vs. cavalry, War Elephants
Pikeman	35F, 25W	55	4	*0/0	0	M		Attack bonus vs. cavalry, War Elephants
*Halberdier	35F, 25W	60	6	0/0	0	M		Attack bonus vs. cavalry, War Elephants
*Eagle Warrior	20F, 50G	50	7	0/2	0	F		Attack bonus vs. Monks, siege weapons
*E Eagle Warrior	20F, 50G	60	9	0/4	0	F		Attack bonus vs. Monks, siege weapons
Berserk	65F, 25G	48	9	*0/1	0	S		Attack bonus vs. buildings; heals over time
Elite Berserk	65F, 25G	60	14	*2/1	0	S		Attack bonus vs. buildings; heals over time
Samurai	60F, 30G	60	8	*1/1	0	S		Attack bonus vs. other unique units, buildings
Elite Samurai	60F, 30G	80	12	*1/1	0	S		Attack bonus vs. other unique units, buildings
Teutonic Knight	85F, 40G	70	12	5/2	0	S		Attack bonus vs. buildings
E Teutonic Knight	85F, 40G	100	17	10/2	0	S		Attack bonus vs. buildings
Throwing Axeman	55F, 25G	50	7	0/0	3	S		Attack bonus vs. buildings; ranged attack
E Throwing Axeman	55F, 25G	60	8	1/0	4	S		Attack bonus vs. buildings; ranged attack
Woad Raider	65F, 25G	65	8	*0/1	0	M		Attack bonus vs. buildings
Elite Woad Raider	65F, 25G	80	13	*0/1	0	M		Attack bonus vs. buildings
Huskarl	80F, 40G	60	10	*0/6	0	M		Attack bonus vs. buildings, archers
Elite Huskarl	80F, 40G	70	12	*0/8	0	M		Attack bonus vs. buildings, archers
*Jaguar Warrior	60F, 30G	50	10	1/0	0	M		Attack bonus vs. other infantry
*E Jaguar Warrior	60F, 30G	75	12	2/0	0	M		Attack bonus vs. other infantry
ARCHERS								
Archer	25W, 45G	30	4	0/0	4	M		
Crossbowman	25W, 45G	35	5	0/0	5	M		
Arbalest	25W, 45G	40	6	0/0	5	M		
Skirmisher	25F, 35W	30	2	0/3	4	M		Attack bonus vs. archers
Elite Skirmisher	25F, 35W	35	3	0/4	5	M		Attack bonus vs. archers
Cavalry Archer	40W, 70G	50	6	0/0	3	F		
Hvy Cav Archer	40W, 70G	60	7	1/0	4	F		
Hand Cannoneer	45F, 50G	35	17	1/0	7	M		Attack bonus vs. infantry; req's Chemistry
Chu Ko Nu	40W, 35G	45	8	0/0	4	M		Multiple fires between reloads
Elite Chu Ko Nu	40W, 35G	50	8	0/0	4	M		Multiple fires between reloads

Speed: S=slow, M=medium, F=fast, Cost: F=food, W=wood, S=stone, G=gold

ARCHERS CONT'D

	Cost	Hit	Dps	Attack	Armor	Range	Speed	Special
Janissary	60F, 55G	35	*17	1/0	8	M		
Elite Janissary	60F, 55G	40	*22	2/0	8	M		
Longbowman	35W, 40G	35	6	0/0	5	M		
Elite Longbowman	35W, 40G	40	7	0/1	6	M		
Mangudai	55W, 65G	60	6	0/0	4	F		Attack bonus vs. siege weapons
Elite Mangudai	55W, 65G	60	8	1/0	4	F		Attack bonus vs. siege weapons
*Plumed Archer	46W, 46G	50	5	0/1	4	F		
*E Plumed Archer	46W, 46G	65	5	0/2	5	F		
*War Wagon	80W, 60G	150	9	0/3	5	F		
*Elite War Wagon	80W, 60G	200	9	0/4	6	F		

OTHER UNITS

Villager	50F	25	3	0/0	0	S		Builds, repairs buildings; gathers resources; adds attack to buildings when garrisoned
Monk	100G	30	0	0/0	9	S		Converts units; heals at range
*Missionary	100G	30	0	0/0	7	F		Converts units; heals at range
Trade Cart	100W, 50G	70	0	0/0	0	M		Trades with other Markets

CAVALRY

Scout Cavalry	80F	45	3	0/2	0	M		Attack bonus vs. Monks; resists conversion
Light Cavalry	80F	60	7	0/2	0	F		Attack bonus vs. Monks; resists conversion
*Hussar	80F	75	7	0/2	0	F		Attack bonus vs. Monks; resists conversion
Knight	60F, 75G	100	10	2/2	0	F		
Cavalier	60F, 75G	120	12	2/2	0	F		
Paladin	60F, 75G	160	14	2/3	0	F		
Camel	55F, 60G	100	5	0/0	0	F		Attack bonus vs. cavalry
Heavy Camel	55F, 60G	120	7	0/0	0	F		Attack bonus vs. cavalry
Cataphract	70F, 75G	110	9	2/1	0	F		Attack bonus vs. infantry
Elite Cataphract	70F, 75G	150	12	2/1	0	F		Attack bonus vs. infantry
War Elephant	200F, 75G	450	15	1/2	0	S		Attack bonus vs. buildings
Elite War Elephant	200F, 75G	600	20	1/3	0	S		Attack bonus vs. buildings
Mameluke	55F, 85G	65	7	0/0	3	F		Attack bonus vs. cavalry
Elite Mameluke	55F, 85G	80	10	1/0	3	F		Attack bonus vs. cavalry
*Conquistador	60F, 70G	55	16	2/2	6	F		
*Elite Conquistador	60F, 70G	70	18	2/2	6	F		
*Tarkan	60F, 60G	90	7	1/2	0	F		Attack bonus vs. buildings
*Elite Tarkan	60F, 60G	150	11	1/3	0	F		Attack bonus vs. buildings

Unit Attributes (cont'd)

SIEGE	Cost	Hit	Dps	Attack	Armor	Range	Speed	Special
Scorpion	75W, 75G	40	12	0/6	*7	S		Bolts damage all they touch
Heavy Scorpion	75W, 75G	50	16	0/7	7	S		Bolts damage all they touch
Bombard Cannon	225W, 225G	*80	40	2/5	12	S		Requires Chemistry; min. range; attack bonus vs. buildings, ships
Battering Ram	160W, 75G	175	2	0/180	0	S		Attack bonus vs. buildings
Capped Ram	160W, 75G	200	3	0/190	0	S		Attack bonus vs. buildings
Siege Ram	160W, 75G	270	4	0/195	0	S		Attack bonus vs. buildings
Mangonel	160W, 135G	50	40	0/6	7	S		Area of effect damage
Onager	160W, 135G	60	50	0/7	8	S		Area of effect damage
Siege Onager	160W, 135G	70	75	0/8	8	S		Area of effect damage
Trebuchet (packed)	200W, 200G	150	0	2/8	0	S		
Trebuchet (unpacked)	200W, 200G	150	200	1/150	16	S		Attack bonus vs. buildings, ships
*Petard	80F, 20G	50	25	0/2	0	M		Explodes; attack bonus vs. buildings
SHIPS								
Fishing Ship	75W	60	0	0/4	0	M		Harvests fish; builds Fish Traps
Trade Cog	100W, 50G	80	0	0/6	0	F		Trades with other Docks
Transport Ship	125W	100	0	4/8	0	F		Carries land units
Galley	90W, 30G	120	6	0/6	5	F		
War Galley	90W, 30G	135	7	0/6	6	F		
Galleon	90W, 30G	165	8	0/8	7	F		
Fire Ship	75W, 45G	100	2	0/6	2	F		
Fast Fire Ship	75W, 45G	120	3	0/8	2	F		
Demolition Ship	70W, 50G	50	110	0/3	0	F		Explodes, damaging everything nearby; attack bonus vs. buildings
Heavy Demo Ship	70W, 50G	60	140	0/5	0	F		Explodes, damaging everything nearby
Cannon Galleon	200W, 150G	120	35	0/6	13	M		Requires Chemistry; min. range; attack bonus vs. buildings
E Cannon Galleon	200W, 150G	150	45	0/8	15	M		Min. range; attack bonus vs. buildings
Longboat	100W, 50G	130	7	0/6	6	F		Fire multiple arrows
Elite Longboat	100W, 50G	160	8	0/8	7	F		Fire multiple arrows
*Turtle Ship	200W, 200G	200	50	6/5	6	M		
*Elite Turtle Ship	200W, 200G	300	50	8/6	6	M		

Technology Costs & Benefits

* New from Age of Kings

BUILDING TECHNOLOGIES

Town Watch	II	75F	+4 building LOS
Town Patrol	III	300F, 200G	+4 building LOS
Masonry	III	175W, 150S	Increases building HPs/armor
Architecture	IV	200W, 300S	Increases building HPs/armor
Treadmill Crane	III	200W, 300S	+20% villager build speed
Hoardings	IV	400W, 400S	+1000 Castle HPs

ECONOMY & TRADE TECHNOLOGIES

Loom	I	50G	+15 villager HPs; +1/+1P armor
Wheelbarrow	II	175F, 50W	+10% villager speed; +25% villager capacity
Hand Cart	III	300F, 200W	+10% villager speed; +50% villager capacity
Gold Mining	II	100F, 75W	+15% gold-mining speed
Gold Shaft Mining	III	200F, 150W	+15% gold-mining speed
Stone Mining	II	100F, 75W	+15% stone-mining speed
Stone Shaft Mining	III	200F, 150W	+15% stone-mining speed
Double-Bit Axe	II	100F, 50W	+20% wood-chopping speed
Bow Saw	III	150F, 100W	+20% wood-chopping speed
Two-Man Saw	IV	300F, 200W	+10% wood-chopping speed
Horse Collar	II	75F, 75W	Farm +75 food
Heavy Plow	III	125F, 125W	Farm +125 food; +1 villager food capacity
Crop Rotation	IV	250F, 250W	Farm +175 food
Coinage	II	150F, 50G	Decreases tribute fee to 20%
Banking	III	200F, 100G	No tribute fee
Guilds	IV	300F, 200G	Decreases trading fee to 15%
*Caravan	III	200F, 200G	Trade Carts, Trade Cogs gather gold faster.
Cartography	II	100F, 100G	See ally LOS and exploration
Conscription	IV	150F, 150G	+33% unit creation speed at Barracks, Stable, Archery Range, Castle
Spies/Treason	IV	200G/enemy villager; 400G/use	See enemy LOS and exploration/see enemy Kings' locations
Sappers	IV	400F, 200G	Villagers +15 attack vs. buildings

Technology Costs & Benefits (cont'd)

MONK TECHNOLOGIES

Fervor	III	140G	+15% Monk speed
Sanctity	III	120G	+50% Monk HPs
Redemption	III	475G	Convert buildings (except walls, Gates, Town Centers, Monasteries, Castles, Farms, Fish Traps, Wonders), all siege units
Atonement	III	325G	Convert other Monks
*Heresy	III	1000G	Converted units die instead of becoming enemy
*Herbal Medicine	III	350G	Garrisoned units heal 4X faster
Illumination	IV	120G	+50% Monk rejuvenation speed
Faith	IV	750F, 1000G	+50% conversion resistance
Block Printing	IV	200G	+3 conversion range
*Theocracy	IV	400F, 800G	Only one Monk in a group must rest after a conversion

INFANTRY TECHNOLOGIES

Tracking	II	75F	+2 infantry LOS
Squires	III	200F	+10% infantry speed
Scale Mail Armor	II	100F	+1/+1P infantry armor
Chain Mail Armor	III	200F, 100G	+1/+1P infantry armor
Plate Mail Armor	IV	300F, 150G	+1/+2P infantry armor
Forging	II	150F	+1 infantry/cavalry attack
Iron Casting	III	220F, 120G	+1 infantry/cavalry attack
Blast Furnace	IV	275F, 225G	+2 infantry/cavalry attack

MISSILE/SIEGE TECHNOLOGIES

Fletching	II	100F, 50G	+1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers)
Bodkin Arrow	III	200F, 100G	+1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers)
Bracer	IV	300F, 200G	+1 attack/range for archers, galleys, Longboats, Castles, towers, (attack/LOS for Town Centers)
Padded Archer Armor	II	100F	+1/+1P archer armor
Leather Archer Armor	III	150F, 150G	+1/+1P archer armor
Ring Archer Armor	IV	250F, 250G	+1/+2P archer armor
Ballistics	III	300W, 175G	Increase chance of hitting moving targets
Murder Holes	III	200F, 200S	No minimum tower/Castle range
Heated Shot	III	350F, 100G	+50% tower attack vs. ships
Chemistry	IV	300F, 200G	+1 missile attack (except gunpowder units); enables gunpowder units to be created
Siege Engineers	IV	500F, 600W	+1 siege range (except rams); +20% siege unit attack vs. buildings; +40% Petard attack
*Thumb Ring	III	300F, 250W	Archers fire faster; 100% accurate
*Parthian Tactics	IV	200F, 250G	+1/+2P cavalry archer armor

Cost: F=food, W=wood, S=stone, G=gold

CAVALRY TECHNOLOGIES

Husbandry	III	250F	+10% cavalry speed
*Bloodlines	II	150F, 100G	+20 HP mounted units
Scale Barding Armor	II	150F	+1/+1P cavalry armor
Chain Barding Armor	III	250F, 150G	+1/+1P cavalry armor
Plate Barding Armor	IV	350F, 200G	+1/+2P cavalry armor

SHIP TECHNOLOGIES

Carreening	III	250F, 150G	+1P armor; +5 Transport Ship capacity
Dry Dock	IV	600F, 400G	+15% ship speed; +10 Transport Ship capacity
Shipwright	IV	1000F, 300G	-20% wood to build ship

UNIQUE TECHNOLOGIES

*Garland Wars (Aztecs)	IV	450F, 750G	+4 infantry attack
*Yeomen (Britons)	IV	750W, 450G	+1 foot archer range; +2 tower attack
*Logistica (Byzantines)	IV	1000F, 600G	Cataphracts cause trample damage
*Furor Celtica (Celts)	IV	750F, 450G	+50% HP Siege Workshop units
*Rocketry (Chinese)	IV	750W, 750G	+2 Chu Ko Nu pierce attack, +4 scorpions
*Bearded Axe (Franks)	IV	400F, 400G	+1 Throwing Axemen range
*Anarchy (Goths)	III	450F, 250G	Create Huskarls at Barracks
*Perfusion (Goths)	IV	400W, 600G	Barracks units created 50% faster
*Atheism (Huns)	IV	500F, 500G	+100 years Wonder/Relic victory time; -50% Spies/Treason research cost
*Kataparuto (Japanese)	IV	750W, 400G	Trebuchets fire, pack/unpack faster
*Shinkichon (Korean)	IV	800W, 500G	+2 range Mangonels, onagers
*El Dorado (Mayans)	IV	750F, 450G	+40 Eagle Warrior HP
*Drill (Mongols)	IV	500W, 450G	Siege Workshop units move 50% faster
*Mahouts (Persians)	IV	300F, 300G	+30% War Elephant speed
*Zealotry (Saracens)	IV	750F, 800G	+30 camel, Mameluke HP
*Supremacy (Spanish)	IV	400F, 250G	Villager combat skills increased
*Crenellations (Teutons)	IV	600F, 400S	+3 Castle range; garrisoned infantry fire arrows
*Artillery (Turks)	IV	450S, 500G	+2 range Bombard Towers, Bombard Cannons, Cannon Galleons
*Berserkergang (Vikings)	IV	500F, 850G	Berserks regenerate faster

Ensemble Studios

Design

Greg "DeathShrimp" Street - Lead
Karen "Scout" Sparks
Sandy "Honcho" Petersen
Bruce C. "Bruck" Shelley

Programming

Angelo "Desperado" Laudon - Lead
Paul "winter" Bettner
Tim "Timotron" Deen
Mario "PlasticBrain" Grimani
Dave "Bigdog" Pottinger
Matt "The Optimizer" Pritchard

Art

Duncan "Reverend" McKissick - Lead
Jeff "Jaydub" Dotson
Herb "HellWood" Ellwood
Bryan "Bubbles" Hehmann
Duane "Saint" Santos
Chad & Eric "Walker Boys"
Scott "co0ter" Winsett

Production

Chris "Snore Monkey" Rippy - Lead
& Sound Director
Tony "Bossman" Goodman - Executive
Harter "HarterFaster" Ryan - Executive
Brian "Ryujin" Sullivan - Exec. & PR

Music

Stephen "Big Al" Rippy - Lead
Kevin "dr. cosmic" McMullan

Quality Assurance & Playtesting

Mike "Captn" Kidd - Lead
Doug "Salidoug" Brucks
Rob "Xemu" Fermier
Brian "Zeus" Sousa
Joe Ybarra
John "MrPinchy" Evanson
Herb "Captain Insano" Marselas
David "DavetGit" Lewis
Trey "Yert" Taylor
Brad "The Crow" Crow
Mark "Marko Polo" Terrano
"Ghenghiz" Ian Fischer
Dusty Monk
David Cherry
Dave Kubalak
David "Ripman" Rippy
Sean "Lord Soth" Wolff
Paul "venOm" Slusser
Chris "VD" Van Doren
Thonny "Captain Nemo"
Namuonglo
Chea "TRUCK" O'Neill
Don "Fork Boy" Gagen

Admin

Madelynn "Lady" Arnold
Keira Erhard

Business

Jeff "Buck" Goodsill
Brian "Moonster" Moon
Bob "Fugu" Wallace

Network Management

Roy "Royster" Rabey
Jake Dotson

Web Support

Mike "Archangel" McCart

Legal Representation

General Counsel Associates,
LLP
Betsy "Brooklyn Cowgirl"
Bayha

Outside Directors

John Boog-Scott
John Calhoun
Thad Chapman

Program Manager

Tim "SlasherZ" Znamenacek
James McDaniel

Testing

Jamie Evans - Lead
Rick Lockyear - Playtest Lead
Douglas "Ugdo" Hall
Sean "King Kellogg"
Daland "Strider" Davis
Eric Lindman
Eric Meldrum
Thomas Course
Reuben Radding
Matt "MEGAMAN" Alderman
Jason "Fulgore" Brown
Carl Bystrom

Playtest Team

Dennis "_M_D_K_" Stone
Brock "OoC_Malice" Meade
Michael "Staffa" Christensen
Kevin "The Sheriff" Holme
Juan "Genghis Juan" Lee-Pang

Multiplayer Test Team

Scott "Vril" Gerlach - Lead
Michelle "quirky1" Grism
Bret James "GAUGE" Fenton
Kent L. "Net_Nerd" McCorkle
Shane W. "cOndEnsr" Nelson
Aleah "Sunshine" Wardrop

Product Planner

Steve Schreck

Localization Test

Suzanne Boylan
Aengus "Pidgeon Lord"
Jankowsky
Michael "Mickster(1798)" Ivory

Hardware Config Testing

Paul "Mr. Happypants" Gradwohl
Harold Ryan

User Education

Kelly Bell - Writer
Amy Robison - Editor
JoAnne Williams - Print Designer
Jennifer Epps - Artist

Setup Development

Randy Shedden
Chris "Cornholio" Haddan

RECON Playtesters

Adam "azero" Maloy
Bruce W. "Wiley" Carr Jr.
Jacob "Bataar" Fulwiler
Mike "Grant Axehtl" Engle
Pete "Von" Mayberry
Beth "Sabine" de Diego
Mark "ModestMouse" Shoemaker

Microsoft

Product Managers

Sebastien "Tintin" Motte
Pontus Frohde

Public Relations

Carlos De Leon
Andrew McCombie

Legal

Jeff Koontz

Localization

Yuko Yoshida
Paul "Gooner" Delany
Eric Kao
Ji Young Kim
Laurence K Smith

Management

Stuart "Yoda" Moulder
Edward "Ace" Ventura
Matt "UncleDaddy" Gradwohl
Craig "Doom" Henry
Jo Tyo
Eric Straub
Jordan Weisman
Doug Herring

Product Support

Steve "Surfer Dude" Kastner