

Elite Conquistador

Mounted gunman with very high damage. Very good for raiding and very effective against all non ranged units especially when used with good micro. Good hitpoints for a gunpowder unit and you don't need to get chemistry to make them available unlike most gunpowder.

- Civilization Specific Features
- Elite Conquistador
- Technologies & Upgrades
- Use in Combinations

Castle
 Cost: 60 Wood 70 Food

Conquistador
 Upgr. 1200 Wood 600 Food



Elite Conquistador

Strong Against:

- Most Infantry Units
- Scout Line
- Ram Line
- Most Unique Infantry Units
- Cataphracts

Weak against:

- Skirmisher Line
- Archer Line
- Cavalry Archer Line
- Knight Line
- All Unique Archer Units
- Huskarls
- Janissaries
- Tarkans
- War Elephants

	
Type	Ranged Unit
Age Available	
HP	70
Attack (Type)	18 (Pierce)
Melee Armour	2
Pierce Armour	2
Range	6
Speed	1 TPS
Attack Rate	3s
Creation Time	24s

Line of Sight	8
Attack Bonuses	PT, +2 bld, minimum 6 damage Vs ram, 5 Vs Capped ram, 4 Vs Siege ram

Civilization Specific Features		Not available to:	Bonuses	Strategies
 Elite Conquistador		All Civilizations except Spanish		Click here!

Technologies & Upgrades

Stable



Bloodlines: +20 Hit Points for the Cavalry units (**Feudal Age**).



Husbandry: +10% speed for the Cavalry units (**Castle Age**).

Armor:



Padded Archer Armor: +1 melee and pierce armor (**Feudal Age**).



Leather Archer Armor: +1 melee and pierce armor (**Castle Age**).



Ring Archer Armor: +1 melee and +2 pierce armor (**Imperial Age**).

Total melee and pierce armor: +3 *melee* and +4 *pierce armor*

Castle



Conscription: Non-siege military units created 33% faster (**Imperial Age**).

Use in Combinations

Provides ranged damage making it an excellent addition to any army composition, but it can fare just as well on its own.

Early game:

- Scouts + Archers
- Skirmishers + Archers