

# Age of Empires II - The Conquerors

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*A military guideline by Frank Knopers*

## **Infantry:**

- Swordsmen/Champion
- Halberdier
- Huskarl
- Teutonic Knight

## **Weak versus tegen:**

- Teutonic Knight / Onager / Scorpion / Janissary
- All infantry / Onager / Scorpion / All archers / Janissary
- Teutonic Knight / Champion / Paladin / Samurai
- All archers / Onager / Scorpion / Samurai

## **Cavalry:**

- Knight/Cavalier/Paladin
- Scout /Hussar
- (Heavy) Camel

- Halberdier / Onager / Camel / Hand Canonneer
- Halberdier / Champion / Onager / Camel / Hand Canonneer
- Halberdier / Champion / Onager / Camel / Hand Canonneer

## **Archery:**

- Crossbow/Arbalest
- Skirmisher
- Hand Canonneer
- Cavalry Archer

- Huskarl / Paladin / Onager / Hand Canonneer / Ram
- Huskarl / Champion / Onager / Hand Canonneer / Ram
- Huskarl / Champion / Onager / Skirmisher
- Huskarl / Halberdier / Onager / Skirmisher

## **Siege:**

- Ram
- Onager
- Scorpion
- Bombard Cannon

- Champion / Paladin / Teutonic Knight / Onager/ Bombard Cannon
- Bombard Cannon / Trebuchet / Onager / Cavalry
- Huskarl / Onager / Ram / Bombard Cannon / Janissary
- Champion / Paladin / Onager / Bombard Cannon

## **Buildings:**

- Champions / Paladin / Ram / Onager / Bombard Cannon

