
MANUAL

VERSION α 4 - MAY 10, 2016
[HTTP://WWW.PLAYOAD.COM](http://www.playoad.com)

Contents

1 Technology

1.0.1 Chamfron



Equip your cavalry mounts with armor. All Cavalry +1 Hack and Pierce armor level.

Requirements Unlocked in Town Phase.

Cost  1000,  350,  40

1.0.2 Chamfron



Equip your cavalry mounts with armor. All Cavalry +1 Hack and Pierce armor level.

Requirements Unlocked in City Phase.


Cost  1000,  450,  40

1.0.3 Iron Hero Armor



All heroes +2 Hack Armor Levels and +2 Pierce Armor Levels, but also +50 Metal Cost.

Requirements Unlocked in City Phase.

Cost  600,  40

1.0.4 Quilted Body Armor



All Infantry +1 Hack and Pierce Armor Level.

Requirements Unlocked in Town Phase.

Cost  1000,  350,  40

1.0.5 Laminated Linen Body Armor

All Infantry +1 Hack and Pierce Armor Level.

Requirements Unlocked in City Phase.

Cost  1000,  450,  40

1.0.6 Lead hull sheathing

Lead sheathing protects ship hulls. +2 levels to all ship armor types.

Requirements Unlocked in City Phase.

Cost  350,  40

1.0.7 Hypozomata undergirding

The hypozomata braces the ship's structure. +2 levels to all ship armor types.

Requirements Unlocked in Town Phase.

Cost  150,  150,  40

1.0.8 Reinforced hull

Wooden reinforcement beams for hulls. +2 levels to all ship armor types.

Requirements Unlocked in Village Phase.

Cost  250,  40

1.0.9 Close Combat Cavalry Training



+20% melee cavalry attack.

Requirements Unlocked in Town Phase.

Cost  500,  750,  350,  40

1.0.10 Iron Weapons



Equip your melee cavalry with better weapons. +20% melee cavalry attack.

Requirements Unlocked in City Phase.

Cost  500,  500,  500,  40

1.0.11 Ranged Combat Cavalry Training



+20% ranged cavalry attack.

Requirements Unlocked in Town Phase.

Cost  500,  750,  350,  40

1.0.12 Iron Weapons



Equip your ranged cavalry with better weapons. +20% ranged cavalry attack.

Requirements Unlocked in City Phase.

Cost  500,  500,  500,  40

1.0.13**Side Arms**

+20% melee infantry attack.

Requirements Unlocked in Town Phase.

Cost  500,  500,  250,  250,  40

1.0.14**Iron Weapons**

+20% melee infantry attack.

Requirements Unlocked in City Phase.

Cost  500,  500,  250,  450,  40

1.0.15**Ranged Infantry Irregulars**

+20% ranged infantry attack.

Requirements Unlocked in Town Phase.

Cost  500,  500,  250,  250,  40

1.0.16**Ranged Infantry Masterclass**

+20% ranged infantry attack.

Requirements Unlocked in City Phase.

Cost  500,  500,  250,  350,  40

1.0.17 Will to fight



Inspire your troops with higher pay. All soldiers +25% attack.

Requirements Unlocked in City Phase.

Cost  1500,  1500,  1500,  1500,  40

1.0.18 Steel Working



+2 attack for all sword units.

Requirements Unlocked in City Phase.

Cost  200,  200,  60

1.0.19 Crenellations



Install crenellations and murder holes to have 40% more arrows fired per garrisoned soldier.

Requirements Unlocked in Town Phase.

Cost  500,  250,  40

1.0.20 Sturdy Foundations



Increases armour level of the defense tower by 2 levels.

Requirements Unlocked in City Phase.

Cost  500,  500,  500,  40

1.0.21 Murder Holes



Removes defense tower minimum range.

Requirements Unlocked in City Phase.

Cost  250,  100,  40

1.0.22 Arrow Shooters



Increases defense tower maximum range by 8 meters.

Requirements Unlocked in Town Phase.

Cost  500,  250,  40

1.0.23 Sentries



Post sentries to add one arrow to towers.

Requirements Unlocked in Village Phase.


Cost  500,  40

1.0.24 Stone Foundations



Territory decay rate -50% for outposts.

Requirements Unlocked in Town Phase.

Cost  100,  40

1.0.25 Stockbreeding



Breed time -25% for domestic animals (sheep, goats, cattle, etc.).

Cost  50,  40

1.0.26 Baskets



Workers use baskets. +5 shuttle capacity for all resources.

Requirements Unlocked in Village Phase.

Cost  300,  300,  40

1.0.27 Horse-drawn Carts



Workers use horse-drawn carts. +10 shuttle capacity for all resources.

Requirements Unlocked in City Phase.

Cost  1000,  1000,  40

1.0.28 Salting Fish



Fishing Boats +20 food capacity.

Requirements Unlocked in Town Phase. Requires Fishing Net.

Cost  200,  100,  30

1.0.29 Wheelbarrow



Workers use wheelbarrows. +5 shuttle capacity for all resources.

Requirements Unlocked in Town Phase.

Cost  500,  500,  40

1.0.30 Fertilizer



Workers +25% farming rate.

Requirements Unlocked in City Phase.

Cost  500,  250,  40

1.0.31 Iron Plow



Equip your workers with iron plows. +15% farming rate.

Requirements Unlocked in Village Phase.

Cost  200,  100,  40

1.0.32 Gather Training



Workers +15% farming rate.

Requirements Unlocked in Town Phase.

Cost  300,  150,  40

1.0.33 Fishing Net



Use nets on your Fishing Boats. +30% fishing rate. Unlocks Salting Fish.

Requirements Unlocked in Village Phase.

Cost  100,  30

1.0.34 Iron Ax Heads



Workers +15% lumbering rate for trees.

Requirements Unlocked in Village Phase.

Cost  200,  50,  40

1.0.35 Sharp Ax Heads



Workers +50% lumbering rate for trees.

Requirements Unlocked in City Phase.

Cost  1000,  150,  150,  40

1.0.36 Stronger Ax



Workers +15% lumbering rate for trees.

Requirements Unlocked in Town Phase.

Cost  250,  50,  40

1.0.37 Serfs



Compel serfs to help your workers mine stone. +15% stone gathering rate.

Requirements Unlocked in Town Phase.

Cost  250,  50,  40

1.0.38 Servants

+15% stone gathering rate.

Requirements Hire servants to help mine stone. No requirements.

Cost  200,  50,  40

1.0.39 Shaft Mining

Develop shaft mining. +15% metal gathering rate.

Requirements Unlocked in Town Phase.

Cost  250,  50,  40

1.0.40 Silver Mining

Strike a vein of precious silver. +50% metal gathering rate.





Requirements Unlocked in City Phase.

Cost  1000,  150,  150,  40

1.0.41 Slaves

Buy slaves to help your workers mine for stone. +50% stone gathering rate.

Requirements Unlocked in City Phase.

Cost  1000,  150,  150,  40

1.0.42 **Wedge and Mallet**



+15% metal gathering rate.

Requirements Equip your workers with helpful tools. No requirements.

Cost  200,  50,  40

1.0.43 **Wicker Baskets**



Equip your foragers with wicker baskets. +50% fruit foraging rate.

Cost  100,  40

1.0.44 **The Loom**



Female Citizens +50% Health.

Requirements Unlocked in Village Phase.

Cost  250,  40

1.0.45 **Battlefield Medicine**



Organic units will slowly regenerate health over time when idle.

Requirements Unlocked in City Phase.

Cost  1000,  250,  40

1.0.46 Living Conditions

Units gain health over time while garrisoned in barracks.

Requirements Unlocked in Town Phase.

Cost  500,  250,  40

1.0.47 Healing Range

Healers +8 Healing Range.

Requirements Unlocked in Town Phase.

Cost  500,  250,  40

1.0.48 Healing Range 2

Healers +8 Healing Range.

Requirements Unlocked in City Phase.

Cost  1000,  500,  40

1.0.49 Healing Rate

Healers +25% healing rate.

Requirements Unlocked in Town Phase.

Cost  500,  250,  40

1.0.50**Healing Rate 2**

Healers +25% healing rate.

Requirements Unlocked in City Phase.

Cost  1000,  500,  40

1.0.51**Divine Offerings**

Temples +50% garrisoned healing rate.

Requirements Unlocked in City Phase.

Cost  500,  250,  40

1.0.52**City Phase**

Advance to City Phase, which unlocks more structures and units. Territory radius for Civic Centers increased by another +50%

Requirements Requires 4 new Town Phase structures (except Walls and Civic Centers).

Cost  750,  750,  60

1.0.53**City Phase**

Advance to City Phase, which unlocks more structures and units. Territory radius for Civic Centers increased by another +50%. Silver Owls civ bonus grants an extra +10% metal gather rate to all workers.

Requirements Requires 4 new Town Phase structures (except Walls and Civic Centers).

Cost  750,  750,  60

1.0.54**Town Phase**

Advance to Town Phase, which unlocks more structures and units. Territory radius for Civic Centers increased by +30%

Requirements Requires 5 Village Phase structures (except Palisades and Farm Fields).

Cost 500, 500, 30

1.0.55**Town Phase**

Advance to Town Phase, which unlocks more structures and units. Territory radius for Civic Centers increased by +30%. 'Silver Owls' civ bonus grants an extra +10% metal gather rate to all workers.

Requirements Requires 5 Village Phase structures (except Palisades and Farm Fields).

Cost 500, 500, 30

1.0.56**Home Garden**

Houses +20% population cap bonus.

Requirements Unlocked in Village Phase.

Cost 500, 100, 40

1.0.57**Glorious Expansion**

enable +50 wonder aura

Requirements Unlocked in City Phase.

Cost 2000, 3000, 500, 500, 40

1.0.58 Armor plating



All Siege weapons +2 Hack armor levels.

Requirements Unlocked in City Phase.
Cost  500,  250,  40

1.0.59 Advanced Siege



All siege weapons +25% Crush damage.

Requirements Unlocked in City Phase.
Cost  1000,  500,  40

1.0.60 Bolt Accuracy



Bolt shooter accuracy increased 25%.

Requirements Unlocked in City Phase.
Cost  250,  250,  40

1.0.61 Metalworker



Siege weapons cost 20% less metal

Requirements Unlocked in City Phase.
Cost  500,  500,  250,  40

1.0.62 Artillery Instructors



Siege weapons cost 20% less wood

Requirements Unlocked in City Phase.

Cost  500,  250,  500,  40

1.0.63 Cavalry Breeding



+10% cavalry walk speed.

Requirements Unlocked in Town Phase.

Cost  500,  500,  150,  40

1.0.64 Cavalry Speed Training



+10% cavalry walk speed.

Requirements Unlocked in City Phase.

Cost  500,  500,  150,  40

1.0.65 Commercial Treaty



Market +10% International Bonus.

Requirements Unlocked in Town Phase.

Cost  100,  40

1.0.66**Trade Convoys**

Traders +2 Hack and Pierce armor levels.

Requirements Unlocked in City Phase.

Cost  200,  40

1.0.67**Trade Convoys**

Traders +25% Walk Speed, which quickly increases trade income.

Requirements Unlocked in Town Phase.

Cost  200,  40

1.0.68**Handicraft**

Traders +10% gain.

Requirements Unlocked in Town Phase.

Cost  150,  150,  40

1.0.69**Advanced Handicraft**

Traders +15% gain.

Requirements Unlocked in City Phase.

Cost  300,  300,  40

1.0.70**Conscription**

Faster batch training speed for the Barracks.

Requirements Unlocked in City Phase.

Cost 🍷 500, 🌾 40

1.0.71**Naval Architects**

Docks increased batch construction speed bonus.

Requirements Unlocked in City Phase.

Cost 🍷 200, 🌾 200, 🌿 40

1.0.72**Unlock Champion Units**

Unlock the ability to train Champions at the barracks.

Requirements Unlocked in City Phase.

Cost 🍷 1000, 🌿 90

1.0.73**Fertility Festival**

Unlock the ability to train women from houses.

Requirements Unlocked in Town Phase.

Cost 🍷 250, 🍷 250, 🌿 60

1.0.74**Diaspora**

Player can use his allies dropsites.

Requirements Requires 3 Traders

Cost  200,  200,  100,  100,  40

1.0.75**Cartography**

Player sees what his allies see.

Cost  100,  100,  40

1.0.76**Carrier Pigeons**



Vision Range +50% for Outposts.

Cost  100,  40




2 Romans

2.0.1 House



Specific Name	Domus
Trains	Roman Woman
Bonus vs.	
Malus vs.	
Cost	 150,  60

The word "domus" is the root of the English word "domicile" which means house or home. The typical middle and upper-class Roman Domus had many rooms, a skylight to collect water and provide sunlight, and a tile roof. An attached garden was later included under Hellenistic influence.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	 3,  30,  20	—	—/—

2.0.2 Storehouse






Specific Name Receptaculum

Bonus vs.

Malus vs.

Cost  100,  40

Resources and building materials were kept in warehouses.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

2.0.3 Farmstead




Specific Name Villa

Bonus vs.

Malus vs.

Cost  100,  45

As Rome grew more and more affluent, many of the rich senators built lavish villas throughout Italy. Most of them emulated earlier Hellenistic examples; remains can be seen even today at Pompeii.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—


2.0.4 Field






Specific Name Ager

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

2.0.5  Corral

Specific Name Saeptum




Trains Sheep

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

2.0.6 Outpost





Specific Name Vigilarium

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

2.0.7



Dock

Specific Name	Portus
Trains	Fishing Boat Merchantman Light Warship Roman Trireme Roman Quinquereme
Bonus vs.	
Malus vs.	
Cost	🪵 200, 🪵 150

Being an inland city, Rome was still connected to the port of Ostia through means of the Tiber. Merchant ships from all over the Mediterranean arrived at Ostia, bringing all kinds of luxurious goods. The construction of a reliable harbor was planned by Julius Caesar and carried out by Claudius.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🪶 3, 🪶 35, 🪶 20	—	—/—

2.0.8 Barracks




Specific Name	Castrum
Trains	Veteran Spearman Roman Swordsman Roman Skirmisher Roman Cavalry Italian Allied Cavalry Italic Heavy Infantry Consular Bodyguard

Bonus vs.

Malus vs.

Cost  100,  200,  150

Romans specialised in the building of military camps and forts. A few of them still survive.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—


2.0.9 Blacksmith






Specific Name Armamentarium

Bonus vs.

Malus vs.



Cost  200,  200

The Roman army stored and repaired its equipment in the armamentarium of the camp.




	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

2.0.10 Temple





Specific Name Aedes
 Trains State Priest
 Bonus vs.
 Malus vs.
 Cost  300,  200




Roman temples in general were not meant for congregational worship. Instead the temple housed a statue of whatever deity the temple was dedicated to and what was needed to carry out the ceremonial and cultic practice necessary for worship. Any actual worship activity was performed outside.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

2.0.11  Market

Specific Name Mercatus
 Trains Plebeian Merchant
 Bonus vs.
 Malus vs.
 Cost  300,  150

Rome had many markets, each specialized in the commerce of different goods and services. The Forum Vinarium sold wine, while the Forum Holitorium sold vegetables, and the Forum Boarium dealt with the buying and selling of cattle. The Forum Cuppedinis was known to have had a wide selection of goods. Markets were also known as "macella" (sing: macellum), where trade and money lending took place.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

2.0.12 Defense Tower







Specific Name Turris Lignea

Bonus vs.

Malus vs.

Cost  100,  100,  150

For use by the Romans to keep an eye over surrounding hostile territory.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

2.0.13 Civic Center



Specific Name Forum





Trains
 Roman Woman
 Roman Swordsman
 Roman Skirmisher
 Roman Cavalry

Bonus vs.

Malus vs.

Cost  500,  500,  500,  500

A Roman forum was the center of a city's commercial and public life. The most famous of which was in Rome herself, the Forum Romanum.

	Health	Attack	Armour	Range	Speed
Basic	3000	 15	 3,  5,  5	72	—/—

2.0.14 Fortress



Specific Name Castellum
 Trains Siege Catapult
 Bolt Shooter
 Battering Ram
 Marcus Claudius Marcellus
 Quintus Fabius Maximus
 Scipio Africanus
 Italic Heavy Infantry
 Consular Bodyguard

Bonus vs.

Malus vs.

Cost 🏰 1000, 🏰 500

None

	Health	Attack	Armour	Range	Speed
Basic	4200	🏹 20	🛡️ 3, 🛡️ 5, 🛡️ 5	72	—/—

2.0.15



Wonder




Specific Name Aedes Iovis Optimi Maximi

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

None

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

2.0.16 Entrenched Army Camp







Specific Name	Castrum Vallum
Trains	Roman Swordsman Veteran Spearman Roman Skirmisher Roman Cavalry Siege Catapult Bolt Shooter Battering Ram

Bonus vs.

Malus vs.

Cost  400,  200,  250

Sometimes it was a temporary camp built facing the route by which the army is to march, other times a defensive or offensive (for sieges) structure. Within this gate the tents of the first centuries or cohorts are pitched, and the dragons (ensigns of cohorts) and other ensigns planted. The Decumane gate is directly opposite to the Praetorian in the rear of the camp, and through this the soldiers are conducted to the place appointed for punishment or execution.

	Health	Attack	Armour	Range	Speed
Basic	2500	 25	 -2,  -5,  -5	80	—/—

2.0.17  Temple of Vesta




Specific Name Aedes Vestae

Trains State Priest

Bonus vs.

Malus vs.

Cost  300,  200*None*

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

2.0.18 Italian Allied Cavalry



Specific Name	Eques Socius
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	100, 40, 12, 1

Rome's Italian allies frequently supplied Rome's armies with light cavalry, an arm in which Rome was often deficient. After the Social War concluded, all Italy became Roman citizens and thus could enroll into Roman army units. Upon the Marian Reforms, the role of the Italian allied cavalry was given to auxiliary units of Thracians, Numidians, Gauls and Germans.

	Health	Attack	Armour	Range	Speed
Basic	120	20	15, 1, 3	28	17.5/28
Advanced	144.0	20	16, 2, 4	28	17.5/28
Elite	172.8	20	17, 3, 5	28	17.5/28

2.0.19 Roman Cavalry



Specific Name Eques Romanus
 Train in Entrenched Army Camp
 Barracks
 Civic Center

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 80, 🍷 55, 🛡️ 12, 🏹 1

Equites were the elite of Roman society, the added wealth stemming from that position enabling them to obtain horses and therefore serve as cavalry. They were formed into units of 30, known as turmae, armored in chain mail and often wearing fashionable Hellenistic helmets. They used a spear for throwing or over arm stabbing as well as a shield and sword for close combat.

	Health	Attack	Armour	Range	Speed
Basic	160	🏹 13, 🏹 6	🛡️ 15, 🛡️ 3, 🛡️ 4	6	22/40
Advanced	192.0	🏹 13, 🏹 6	🛡️ 16, 🛡️ 4, 🛡️ 5	6	22/40
Elite	230.4	🏹 13, 🏹 6	🛡️ 17, 🛡️ 5, 🛡️ 6	6	22/40

2.0.20 Roman Centurion








Specific Name Centurio Legionarius





Bonus vs.

Malus vs.






Improvements Battlefield Medicine

Cost  125,  75,  100,  30,  1





A Centurio, also known as an "hecatontarch" in Greek sources, was a professional officer of the Roman army after the Marian reforms of 107 BC. A Centurio, a title roughly analogous to a "colonel" or "captain" in modern armies, commanded a century (centuria) of 80 men, but senior Centurios could command whole cohorts or take senior staff roles in their legion. These men were harsh masters of war, serving their entire lives in service of Rome among the legions. With high armor and attack, these professionals are the bulwark of any Imperial Roman army.

	Health	Attack	Armour	Range	Speed
Basic	140	 20	 20,  2,  2	5	12.5/16






2.0.21 Consular Bodyguard

Specific Name	Eques Consularis
Train in	Barracks Fortress
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 250,  75,  125,  40,  1





The Equites Consulares were the best of the Roman cavalry that were picked out by the commanding Consul and served under him directly. They functioned about identical to later Praetorian cavalry, but were usually made up of the most local Italian allies. The Italic cavalry was of better quality and quantity than the citizen cavalry of the Republic, and were highly prized for service.

	Health	Attack	Armour	Range	Speed
Basic	300	 13	 20,  2,  1	6	23/40

2.0.22 Italic Heavy Infantry

Specific Name	Extraordinarius
Train in	Barracks Fortress
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 125,  75,  100,  30,  1

The Extraordinarii were best of the infantry fielded by Rome's Italic allies (the socii) that were picked out by the commanding Consul and served under him directly. They were charged with function of vanguard, rearguard, and bodyguard. In battle the Extraordinarii were expected to act as a special unit, to give the Consul additional tactical options.

	Health	Attack	Armour	Range	Speed
Basic	200	 11	 20,  2,  2	5	12.5/16

2.0.23 Hero Cavalry Swordsman



Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰100, 🏰250, 🏰50, 🏰2

Marcus Claudius Marcellus, 268 - 208 BC, a soldier of the first war with Carthage, a hero of the Second Punic War, and victor over the Gauls at Clastidium. Plutarch describes him as a man of war, strong in body and constitution, with an iron will to fight on. As a general he was immensely capable, standing alongside Scipio Africanus and Claudius Nero as the most effective Roman generals of the entire Second Punic War. In addition to his military achievements Marcellus was a fan of Greek culture and arts, which he enthusiastically promoted in Rome. He met his demise when his men were ambushed near Venusia. In honor of the respect the people held for him, Marcellus was granted the title of "Sword of Rome".

	Health	Attack	Armour	Range	Speed
Basic	1500	🏰26	🏰25, 🏰9, 🏰11	6	16.5/26

2.0.24 Hero Cavalry Swordsman



Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 100, 🏹 250, 🛡️ 50, 🏰 2

Maximus was dictator of Rome for six months during the Second Punic War. Instead of attacking the most powerful Hannibal, he started a very effective war of attrition against him, securing the nickname "Cunctator" or Delayer.

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 26	🛡️ 25, 🏹 9, 🏰 11	6	16.5/26

2.0.25 Hero Cavalry Swordsman



Train in Fortress

Bonus vs.

Malus vs.





Improvements Battlefield Medicine

Cost 🏰100, 🏰250, 🏰50, 🏰2













He was the first really successful Roman general. His campaigns in Spain and Africa helped to bring Carthage to its knees during the Second Punic War. He defeated Hannibal at the Battle of Zama in 202 BC.

	Health	Attack	Armour	Range	Speed
Basic	1500	🗡️26	🛡️25, 🗡️9, 🗡️11	6	16.5/26

2.0.26 Roman Skirmisher

Specific Name	Veles
Train in	Entrenched Army Camp Barracks Civic Center
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  50,  10,  1

The Velites (sing. Veles) were the light skirmish infantry of the Polybian legion. They were the younger men who could not afford hastatus equipment or boys too young to serve otherwise. They usually numbered 1200 men in squads of twenty assigned to the maniples of the Hastati, Principes, and Triarii. Their job was to harry the enemy lines before the heavy infantry engaged and to support the cavalry.

	Health	Attack	Armour	Range	Speed
Basic	50	 18	 10,  1,  1	24	13.5/24
Advanced	60.0	 18	 11,  2,  2	24	13.5/24
Elite	72.0	 18	 12,  3,  3	24	13.5/24

2.0.27 Veteran Spearman








Specific Name	Triarius
Train in	Barracks
Bonus vs.	
	Cavalry (×3)
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	🍷 50, 🍷 50, 🍷 10, 🍷 1

The Triarii were the third line of heavy infantry in the Republican Roman army. Made up of the veterans from previous campaigns, they often possessed the most fashionable arms and armor. Armed with a spear and gladius, the Triarii usually did not fight unless the battle was going poorly or enemy forces required the use of a spear to fend them off. In many cases the Triarii were left at the camp instead of marching out with the rest of the army.

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️ 2.5, 🗡️ 3	🛡️ 15, 🗡️ 5, 🗡️ 5	4	8.5/15
Advanced	120.0	🗡️ 2.5, 🗡️ 3	🛡️ 16, 🗡️ 6, 🗡️ 6	4	8.5/15
Elite	144.0	🗡️ 2.5, 🗡️ 3	🛡️ 17, 🗡️ 7, 🗡️ 7	4	8.5/15

2.0.28 Roman Swordsman



Specific Name	Hastatus
Train in	Entrenched Army Camp Barracks Civic Center
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  40,  10,  10,  1

The hastati were the first line of heavy infantry in the early Republican Roman army. They used pila and gladii as their main weapons, throwing the former into the enemy formation and then closing with the sword. For defense they used a large shield called a scutum and wore the best armor they could afford. Hastati were recruited from the young men of Rome, a small part of the 700,000 troops Rome could bring to bear against its opponents.

	Health	Attack	Armour	Range	Speed
Basic	100	↘5.5	↗15, ↘5, ↘5	2	9.5/16
Advanced	120.0	↘5.5	↗16, ↘6, ↘6	2	9.5/16
Elite	144.0	↘5.5	↗17, ↘7, ↘7	2	9.5/16

2.0.29 Roman Legionnaire








Specific Name Legionarius Romanus

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost  125,  75,  100,  30,  1

None

	Health	Attack	Armour	Range	Speed
Basic	200	✓ 18.5	➤ 20, ➤ 2, ✓ 2	5	12.5/16
Advanced	168.0	✓ 20	➤ 21, ➤ 3, ✓ 3	5	12.5/16

2.0.30 Marian Legionaire



Specific Name Marian Legionarius

Bonus vs.

Malus vs.

Improvements Battlefield Medicine





Cost 🏹 125, 🍷 75, 🛡️ 100, 🏹 30, 🏹 1

None






	Health	Attack	Armour	Range	Speed
Basic	200	🏹 11	🛡️ 20, 🏹 2, 🏹 2	5	12.5/16
Advanced	240.0	🏹 18.5	🛡️ 21, 🏹 3, 🏹 3	5	12.5/16
Elite	201.6	🏹 20	🛡️ 22, 🏹 4, 🏹 4	5	12.5/16

2.0.31 Siege Catapult



Specific Name Ballista
 Train in Entrenched Army Camp
 Fortress
 Bonus vs.
 Malus vs.
 Cost  350,  350,  25,  5

None

	Health	Attack	Armour	Range	Speed
Basic	100	 1.1,  1.1	 1,  40,  1	8	7/10

2.0.32 Siege Catapult








Specific Name Ballista
 Train in Entrenched Army Camp
 Fortress

Bonus vs.

Malus vs.

Cost  350,  350,  25,  5

None

	Health	Attack	Armour	Range	Speed
Basic	100	 1.1,  1.1	 1,  40,  1	8	7/10

2.0.33



Siege Catapult

XML/rome/units/rome_mechanical_siege_onager_unpacked/

Specific Name Ballista

Bonus vs.

Malus vs.

Cost 300, 100, 25, 5

None

	Health	Attack	Armour	Range	Speed
Basic	100	1.1, 1.1	1, 40, 1	76	—/—

2.0.34 Battering Ram

Specific Name Aries
 Train in Entrenched Army Camp
 Fortress
 Bonus vs.
 Malus vs.
 Cost 🏰 350, 🛡️ 200, 🏹 30, 🏰 5

There are several famous sieges during the time of the Republic which required the use of extensive siege weaponry – Syracuse (212 BC), Carthage (148 – 146 BC) and Tigranocerta (68 BC) – they were all carried out successfully.

	Health	Attack	Armour	Range	Speed
Basic	400	🏹 1.2	🏹 10, 🏹 50, 🏹 1	6.5	8/11

2.0.35 Bolt Shooter



Specific Name Scorio
 Train in Entrenched Army Camp
 Fortress
 Bonus vs.
 Malus vs.
 Cost 🏹 250, 🛡️ 250, 🎯 20, 🧠 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 0.5, 🛡️ 1.2	🛡️ 1, 🎯 40, 🧠 1	8	8/12

2.0.36 Bolt Shooter



Specific Name Scorio
 Train in Entrenched Army Camp
 Fortress
 Bonus vs.
 Malus vs.
 Cost 🏠 250, 🏰 250, 🏰 20, 🏠 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 0.5, 🏹 1.2	🛡️ 1, 🛡️ 40, 🛡️ 1	8	8/12

2.0.37 Light Warship



Specific Name Liburnus





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

By the time of the Second Punic War the Romans had adopted an improved bireme design created by the Liburnians of Illyria. Faster, lighter, and more agile than conventional warships, the Liburna (sing. Liburnus) would quickly become widespread throughout the Roman navy. They appear to have been used in support of Triremes.

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

2.0.38 Fishing Boat



Specific Name	Navicula Piscatoria
Train in	Dock
Bonus vs.	
Malus vs.	
Improvements	Salting Fish, Fishing Net
Cost	👉 50, 🏠 20, 🧑 1

For the Romans fishing quickly became the plebs' favorite pastime from the early days of the Roman Republic when fishing was still done on the Tiber. However towards the end of the Republic the fishing craze spread to the nobility, and hit its peak from the 2nd Century BC to the 4th Century AD. As both a livelihood and as a sport, fishing actually outpaced hunting.

	Health	Attack	Armour	Range	Speed
Basic	200	👉 10	👉 2, 🏠 5, 🧑 2	5	10/15

2.0.39 Merchantman

Specific Name Corbita




Train in Dock

Bonus vs.

Malus vs.

Cost  100,  20,  1

The Corbita was the most famous class of Roman merchant ships, known as Oneraria. They had a cargo capacity of 60-300 tons on average, with variants known to carry as much as 400 tons. These vessels traveled all over the Mediterranean, and could be found literally on every trade route.

	Health	Attack	Armour	Range	Speed
Basic	400	—	 2,  5,  2	—	12/15

2.0.40 Roman Quinquereme



Specific Name Quinqueremis Romana






Train in Dock

Bonus vs.

Malus vs.

Cost  200,  200,  30,  5

None

	Health	Attack	Armour	Range	Speed
Basic	2000	 30,  30	 5,  10,  5	65	16/20

2.0.41 Roman Trireme



Specific Name Triremis Romana

Train in Dock

Bonus vs.

Malus vs.

Cost 🏹 150, 🛡️ 150, 🌀 25, 🧑 3

The Trireme was the most common warship of the Mediterranean – it was used by Phoenicians, Greeks, Carthaginians and Romans alike. The Romans were already using these vessels by the beginning of the Punic Wars, and underwent a number of modifications. These remain controversial, but it seems that Triremes remained the mainstay of the fleet for this era.

	Health	Attack	Armour	Range	Speed
Basic	1400	🏹 35	🛡️ 5, 🏹 10, 🏹 5	55	16/20

2.0.42 Roman Woman

Specific Name Romana

Train in Civic Center
House





Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine




Cost  50,  8,  1

Roman women in the Republic were in a similar state as their Greek counterparts. When a Roman woman married their dowry and property passed to their father-in-law, while she herself became the property of her husband. Their job was to raise the children and helping in farm work or running the family business. It was a sign of affluence when a man's wife did not have to work.










	Health	Attack	Armour	Range	Speed
Basic	25	 2	 1,  1,  1	4	9.5/16

2.0.43 State Priest







Specific Name	Pontifex Minor
Train in	Temple Temple of Vesta
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
Cost	 250,  8,  1




During the Republic, the position of priest was elevated and required a lot of responsibilities, which is why priests were by no means chosen randomly. The position of Pontifex Maximus, the high priest of the Roman religion, was occupied by such prominent figures as Julius Caesar, Marcus Aemilius Lepidus and Augustus.

	Health	Attack	Armour	Range	Speed
Basic	85	—	 1,  1,  1	—	9/12
Advanced	102.0	—	 2,  2,  2	—	9/12
Elite	122.4	—	 3,  3,  3	—	9/12

2.0.44 Plebeian Merchant



Specific Name Mercator Plebeius
 Train in Market
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  100,  80,  15,  1

Plebeians were the poor class in Roman society, underneath the patricians, often carrying out much local trading and business. While patricians financed large business ventures plebian merchants did the actual work. They traded far and wide, from Iberia to Syria, buying and selling everything from salt to wool to horses to metals to glass to slaves. Rome's extensive network of roads within Italy, many ports, and central location within the Mediterranean made it an ideal place to do business.




	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

3 Carthaginians

3.0.1 House

Specific Name	Bet
Trains	Carthaginian Woman
Bonus vs.	
Malus vs.	
Cost	 150,  60

Housing was generally built of adobe or sandstone then plastered with stucco. Flat roofs predominate, few windows, arched doorways in evidence, kind of a blend of Achaemenian and Mediterranean styles with some tiled roofs. In the biggest cities, especially Carthage and such as Utica, housing was in flat-roofed structures rising as high as 6 and 7 stories.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	 3,  30,  20	—	—/—

3.0.2 Storehouse






Specific Name Maabah

Bonus vs.

Malus vs.

Cost  100,  40

Resources and building materials were kept in warehouses.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

3.0.3 Farmstead




Specific Name Auzh

Bonus vs.

Malus vs.

Cost  100,  45

Although there must have been many small farms as well, when the Carthaginians expanded into the hinterland, most farms and orchardist establishments were created by the wealthy segment of society that became known as the landowners, and the resulting estates were mostly worked by ?almost enslaved? Liby-Phoenicians, Numidians, and whomever they could get.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

3.0.4 Field






Specific Name Šadd

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

3.0.5 Corral



Specific Name Rfet




Trains Goat

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food. Horses or elephants can be captured in the wild and placed in the Corral. Unlike normal corralled animals that generate food, the corralled Horse and Elephant functions similarly to a relic as in AoK. As long as it/they remain(s) in the Corral, the resource cost of training horse-mounted units (cavalry) or War Elephant Super Units is reduced by a fixed amount of -5% per animal corralled appropriate to kind.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

3.0.6 Outpost





Specific Name Carthaginian Outpost

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

3.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

3.0.8 Commercial Port

Specific Name Namel
 Trains Fishing Boat
 Merchantman
 Bireme
 Trireme

Bonus vs.

Malus vs.

Cost 🏠 150, 🏠 150

The Carthaginians were famous for their sea trade. Carthage itself had an entire harbor dedicated to nothing more than commercial sea trade.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🏹 3, 🏹 35, 🏹 20	—	—/—

3.0.9 Barracks

Specific Name Maant




Trains
 Libyan Spearman
 Mauritanian Archer
 Numidian Cavalry

Bonus vs.

Malus vs.

Cost  100,  150,  150

The Carthaginians incorporated stables and barracks into their city walls.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

3.0.10 **Blacksmith**

Specific Name ?

Bonus vs.

Malus vs.

Cost 200, 200

None

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 35, 20	—	—/—

3.0.11 Temple




Specific Name Maqdaš
 Trains Healer
 Sacred Band Infantry
 Sacred Band Cavalry

Bonus vs.

Malus vs.

Cost  400,  200

What little we know of the Carthaginian religion has be pieced together from scattered sources. Tanit, a fertility goddess, was one of two principle gods in the Carthaginian pantheon, the other being her consort Ba'al, a deity of Phoenician origin.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

3.0.12 Market



Specific Name Šq
 Trains Trader
 Bonus vs.
 Malus vs.
 Cost 🏠 300, 🏠 150

Carthaginian markets were probably just big sheds or structures surrounding a ?market? area or in a wharf area of a port.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	🏠1, 🏠1, 🏠1	—	—/—

3.0.13 Defense Tower







Specific Name Mijdil

Bonus vs.

Malus vs.

Cost  100,  100,  150

Sturdy stone outposts used to keep an eye on desert nomad tribes along the Carthaginian North African frontier.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

3.0.14



Civic Center

Specific Name Merkz

Trains
 Carthaginian Woman
 Libyan Spearman
 Mauritanian Archer
 Numidian Cavalry

Bonus vs.

Malus vs.

Cost ♁ 500, ♁ 500, ♁ 500, ♁ 500

None

	Health	Attack	Armour	Range	Speed
Basic	3000	↗15	↗3, ↗5, ↗5	72	—/—

3.0.15 Blockhouse Fort



Specific Name amet





Trains
 Siege Catapult
 Bolt Shooter
 Hamilcar Barca
 Hannibal Barca
 Maharbal
 North African War Elephant

Bonus vs.

Malus vs.

Cost  1000,  500

The Carthaginians built a number of rather 'monolithic' blockhouse forts sited at critical locations in North Africa, sometimes also in conjunction with long lengths of wall intended to keep the wilder people of the desert to the south from freely ranging into the ?civilised? territories under their direct control.

	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	72	—/—

3.0.16



Wonder




Specific Name Temple of Ba'al Hammon

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

Dating from the 2nd Century BC, the Mausoleum of Atban in northern Tunisia is over twenty metres high and was built by the inhabitants of Dougga for a Numidian prince.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

3.0.17 Naval Shipyard




Specific Name Cothon
 Trains Bireme
 Trireme
 Quinquereme

Bonus vs.

Malus vs.

Cost  300,  200,  500

The structure is based upon the center island of the inner harbor constructed to house the war fleet of the Carthaginian navy at Carthage.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 3,  30,  20	—	—/—

3.0.18



Embassy

Trains Gallic Mercenary Swordsman
Gallic Mercenary Cavalry

Bonus vs.

Malus vs.

Cost 200, 120

The Celts supplied fierce warrior mercenaries for Carthaginian armies.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	3, 30, 20	—	—/—

3.0.19 Embassy




Trains Iberian Mercenary Skirmisher
 Balearic Slinger
 Iberian Heavy Cavalry

Bonus vs.

Malus vs.

Cost  200,  200

The Iberians were known as fierce mercenaries, loyal to their paymasters.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

3.0.20



Embassy

Trains Samnite Swordsman
Italic Cavalry

Bonus vs.

Malus vs.

Cost ♣ 200, ♠ 150

When Hannibal invaded Italy and defeated the Romans in a series of battles, many of the Italian peoples subject to Rome, including the Italian Greeks and powerful Samnites, revolted and joined the Carthaginian cause.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	♣ 3, ♠ 30, ♠ 20	—	—/—

3.0.21 Numidian Cavalry

Specific Name ayl Rav Masili
 Train in Barracks
 Civic Center
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🍌 40, 🌪 12, 🏹 1

The Carthaginians possessed the greatest light cavalry of the ancient world in the Numidians. Tough and hardy like their mounts, the Numidians were famous for their ability to ride bareback and without bridles. Riders controlled their horses through a combination of voice commands, knee pressure, and a rope around the animals' necks. Used mostly for pursuing defeated opponents, the Numidians' favored weapon was a javelin that could be used for close combat if necessary.

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 20	🛡 15, 🏹 1, 🏹 3	28	17.5/28
Advanced	144.0	🏹 20	🛡 16, 🏹 2, 🏹 4	28	17.5/28
Elite	172.8	🏹 20	🛡 17, 🏹 3, 🏹 5	28	17.5/28

3.0.22 Italic Cavalry



Specific Name ayyl Roma Rav
 Train in Embassy
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 75, 🌾 50, 🐎 25, 🛡️ 12, 🏹 1

The Italian allies of Carthage included the various Samnite tribes of the interior hill-country and Italiote Greek colonies along the Southern coast. They provided a much-needed and high-quality cavalry contingent for Hannibal's army.

	Health	Attack	Armour	Range	Speed
Basic	160	🏹 13, 🐎 6	🛡️ 15, 🏹 3, 🐎 4	6	22/40
Advanced	192.0	🏹 13, 🐎 6	🛡️ 16, 🏹 4, 🐎 5	6	22/40
Elite	230.4	🏹 13, 🐎 6	🛡️ 17, 🏹 5, 🐎 6	6	22/40

3.0.23 Gallic Mercenary Cavalry



Specific Name ayl erev Rav
 Train in Embassy
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 75, 🍷 35, 🍷 35, 🍷 12, 🍷 1

Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.

	Health	Attack	Armour	Range	Speed
Basic	160	🍷 6.5	🍷 15, 🍷 2, 🍷 4	6	15.5/24
Advanced	192.0	🍷 6.5	🍷 16, 🍷 3, 🍷 5	6	15.5/24
Elite	230.4	🍷 6.5	🍷 17, 🍷 4, 🍷 6	6	15.5/24

3.0.24 Iberian Heavy Cavalry



Specific Name ayyl erev Rav
 Train in Embassy
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏹 75, 🍌 35, 🛡️ 35, 🏹 12, 🏹 1

Along with the Gauls, Iberians formed the Carthaginian heavy cavalry, closing with their opponents at every opportunity. Armed with long-bladed spears and short curved sabers known as falcata, the Iberians were no strangers to fighting on horseback. On many occasions they routed opposing cavalry but usually did not pursue them, preferring to remain close to the main army.

	Health	Attack	Armour	Range	Speed
Basic	160	↖ 6.5	↖ 15, ↗ 2, ↖ 4	6	20/28.75
Advanced	192.0	↖ 6.5	↖ 16, ↗ 3, ↖ 5	6	20/28.75
Elite	230.4	↖ 6.5	↖ 17, ↗ 4, ↖ 6	6	20/28.75

3.0.25 Sacred Band Cavalry








Specific Name Sacred Band of Astarte

Train in Temple






Bonus vs.

Malus vs.

Improvements Battlefield Medicine





Cost  250,  100,  100,  40,  1

The Sacred Band of Astarte was an elite cavalry regiment recruited from amongst the upper class of the city.






	Health	Attack	Armour	Range	Speed
Basic	300	 26,  12	 20,  2,  1	5	25/40

3.0.26 North African War Elephant








Specific Name	Pil Malamit
Train in	Blockhouse Fort
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 250,  250,  30,  5






By far the most famous of Carthaginian weapons was the small, ugly, and now extinct, North African forest elephants. Going into battle without a war tower carrying only a driver, Carthaginian war elephants were used as terror weapons: horses could not stand their smell, inexperienced troops were frightened, and the havoc they could cause was immense. Yet by the time of the Second Punic War elephants were at the end of their time. Armies had learned the weaknesses of the giant beasts, specifically how to hamstring and confuse them. More often than not a war elephant could be just as dangerous to its own side as the enemy.

	Health	Attack	Armour	Range	Speed
Basic	750	 150,  20	 25,  10,  10	8	8.5/14

3.0.27 Sacred Band Infantry

Specific Name	Sacred Band of Ba'al
Train in	Temple
Bonus vs.	
	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	 125,  100,  75,  30,  1

The Sacred Band was a group of elite infantry dedicated to the service of the Phoenician god Ba'al. In addition to providing crack troops, the unit trained Carthaginians aspiring to command Punic mercenary armies. Specially picked troops carried the unit standard emblazoned with the symbols of Carthage into battle.

	Health	Attack	Armour	Range	Speed
Basic	200	 5,  6	 20,  3,  3	5	11.5/23

3.0.28 Sacred Band Pikeman



Specific Name Mašal

Bonus vs.

Cavalry (×3)

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 125, 🍷 100, 🛡️ 75, 🏹 30, 🏹 1

The Sacred Band was a group of elite troops dedicated to the service of the Phoenician god Ba'al. In addition to providing crack troops, the unit trained Carthaginians aspiring to command Punic mercenary armies. Specially picked troops carried the unit standard emblazoned with the symbols of Carthage into battle.

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 5, 🛡️ 1	🛡️ 20, 🏹 8, 🛡️ 8	8	7/13

3.0.29 Hamilcar Barca



Train in Blockhouse Fort
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🏹 250, 🌪 50, 🧠 2

Father of Hannibal and virtual military dictator of Carthage. Hamilcar Barca was a soldier and politician who excelled along his entire career. Lived 275-228 BC. While overshadowed by his sons, Hamilcar was great general in his own right, earning the nickname Baraq or Barca for the "lightning" speed of his advance.

	Health	Attack	Armour	Range	Speed
Basic	1500	↘ 26	↘ 25, ↘ 9, ↘ 11	6	16.5/26

3.0.30 Hannibal Barca



Train in Blockhouse Fort

Bonus vs.

Structure (×1.5)

Cavalry (×2)






Gates (×1.5)

Malus vs.

Improvements Battlefield Medicine

Cost  500,  500,  60,  3

Carthage's most famous son. Hannibal Barca was the eldest son of Hamilcar Barca and proved an even greater commander than his father. Lived 247-182 BC. While he ultimately lost the Second Punic War, his victories at Trebia, Lake Trasimene, and Cannae, and the feat of crossing the Alps have secured his position as among the best tacticians and strategists in history.

	Health	Attack	Armour	Range	Speed
Basic	2000	 25,  17.5	 12,  10,  10	8	8.5/14

3.0.31 Maharbal



Train in Blockhouse Fort
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷100, 🏹250, 🛡️50, 🗡️2

Maharbal was Hannibal Barca's "brash young cavalry commander" during the 2nd Punic War. He is credited with turning the wing of the legions at Cannae resulting in defeat in which 30,000 of 50,000 Romans were lost, as well as significant contributions to the winning of many other battles during the 2nd Punic War. He is known for having said, after the battle of Cannae, "Hannibal, you know how to win the victory; just not what to do with it."

	Health	Attack	Armour	Range	Speed
Basic	1500	🗡️52, 🏹24	🛡️25, 🏹10, 🗡️11	6	16.5/26

3.0.32 Mauritanian Archer



Specific Name Qešet

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷50, 🍀50, 🌀10, 🧑1

They tended to be lightly armored. They usually only participated in the first stage of a battle, sending a volley of arrows raining down the enemy. Of course they would have to stop shooting once the melee units closed in. This means their job was largely over once the 'true battle' was underway. They spent hours training with a bow, but if you were hit by an arrow it was more likely an act of random chance than being specifically targeted by an archer.

	Health	Attack	Armour	Range	Speed
Basic	50	↘6	↘10, ↘1, ↘1	72	8/18
Advanced	60.0	↘6	↘11, ↘2, ↘2	72	8/18
Elite	72.0	↘6	↘12, ↘3, ↘3	72	8/18

3.0.33



Iberian Mercenary Skirmisher

Specific Name Sr Kidn

Train in Embassy

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 25, 🍷 50, 🍷 25, 🍷 10, 🍷 1

While Iberians had often served as mercenaries in earlier times, after Carthage's conquest of Spain they were often called up as levies. After the Celts they were considered the most expendable of all the troops in the Carthaginian army, used to dull the force of a charging formation. Armed with a javelin that could have a bundle of burning grass attached at the end for torching buildings, the Iberians could also wear light breastplates called pectorals in addition to their distinctive sinew caps.

	Health	Attack	Armour	Range	Speed
Basic	50	🍷 18	🍷 10, 🍷 1, 🍷 1	24	13.5/24
Advanced	60.0	🍷 18	🍷 11, 🍷 2, 🍷 2	24	13.5/24
Elite	72.0	🍷 18	🍷 12, 🍷 3, 🍷 3	24	13.5/24

3.0.34 Balearic Slinger



Specific Name	Qall Ibušimi
Train in	Embassy
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	🍷 25, 🍀 20, 🏠 50, 🛡️ 25, 🌟 10, 🏹 1

Levied from the Balearic Islands off Spain, these slingers proved to be the greatest the world ever produced, capable of hurling jagged rocks over distances that archers could not match. It was a Balearic slinger that heavily wounded the Roman consul Paullus at the beginning of the bloody battle at Cannae. Stones flung from slings were able to crush and puncture through armor at long ranges, be it iron or bronze.

	Health	Attack	Armour	Range	Speed
Basic	50	➤2, ➤9.5	➤10, ➤1, ➤1	48	11/24
Advanced	60.0	➤2, ➤9.5	➤11, ➤2, ➤2	48	11/24
Elite	72.0	➤2, ➤9.5	➤12, ➤3, ➤3	48	11/24

3.0.35 Libyan Spearman



Specific Name	Sr ant
Train in	Barracks Civic Center
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	50, 50, 10, 1

The core of the Carthaginian army was made up of Liby-Phoenicians, Africans with Phoenician ancestors. The wealthy residents of Carthage recruited the non-citizen Liby-Phoenicians as heavy infantry, fighting in the phalanx armed with the long spear. Armor could range from chain mail hauberks to bronze cuirasses and helmets often included the latest Hellenistic types. Although armed with a shield and a sword, Carthaginian swordsmen were woefully ill-trained compared to their Roman or Iberian counterparts in fencing.

	Health	Attack	Armour	Range	Speed
Basic	100	2.5, 3	15, 5, 5	4	8.5/15
Advanced	120.0	2.5, 3	16, 6, 6	4	8.5/15
Elite	144.0	2.5, 3	17, 7, 7	4	8.5/15

3.0.36 Gallic Mercenary Swordsman








Specific Name	Ser erev
Train in	Embassy
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	🍷 25, 🍷 40, 🍷 50, 🍷 10, 🍷 1













Hannibal hired Celtic mercenaries when he invaded Italy in 218 BC, recruited from the Gallic tribesmen in the northern third of the country. Fierce and physically imposing thanks to their height the Celtic soldiers attacked their opponents with swords and spears in a solid wave. They were capable of changing formations and despite their usual lack of body armor they were quite capable of hacking down their opponents.

	Health	Attack	Armour	Range	Speed
Basic	100	✔ 5.5	✔ 15, ✔ 5, ✔ 5	2	9.5/16
Advanced	120.0	✔ 5.5	✔ 16, ✔ 6, ✔ 6	2	9.5/16
Elite	144.0	✔ 5.5	✔ 17, ✔ 7, ✔ 7	2	9.5/16

3.0.37 Samnite Swordsman

Specific Name	Ser Roma
Train in	Embassy
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 25,  40,  50,  10,  1

Weapon is basically a developed sickle. Probably from the club, to the axe, to the sickle to the sword. It was the Romans who used them to combat the long range of the sarissa. Their spears were so long they had to use two hands to wield them. In a formation they were almost impossible to maneuver. If flanked, they were easily cut down by a sword as demonstrated by the Romans at the battle of Cynoscephalae. Generally swordsmen were well armored, had shields, and tended to be nobles. A good sword was an expensive weapon.

	Health	Attack	Armour	Range	Speed
Basic	100	 5.5	 15,  5,  5	2	9.5/16
Advanced	120.0	 5.5	 16,  6,  6	2	9.5/16
Elite	144.0	 5.5	 17,  7,  7	2	9.5/16

3.0.38 Siege Catapult



Specific Name Ballista






Train in Blockhouse Fort

Bonus vs.

Malus vs.

Cost  350,  350,  25,  5






None

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

3.0.39 Siege Catapult

Specific Name Ballista
 Train in Blockhouse Fort
 Bonus vs.
 Malus vs.
 Cost  350,  350,  25,  5

None

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

3.0.40 Bolt Shooter



Specific Name Oxybelés
 Train in Blockhouse Fort
 Bonus vs.
 Malus vs.
 Cost 🏰 250, 🛡️ 250, 🌪️ 20, 🏹 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🛡️ 150	🛡️ 1, 🛡️ 40, 🛡️ 1	80	8/12

3.0.41 Bolt Shooter



Specific Name Oxybelés
 Train in Blockhouse Fort
 Bonus vs.
 Malus vs.
 Cost 🍷 250, 🍷 250, 🍷 20, 🍷 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️ 25, 🗡️ 150	🛡️ 1, 🛡️ 40, 🛡️ 1	80	8/12

3.0.42 Sacred Band Cavalry



Specific Name Sacred Band of Astarte

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 250, 🍷 100, 🛡️ 100, 🐎 40, 🏰 1

The Sacred Band of Astarte was an elite cavalry regiment recruited from amongst the upper class of the city.

	Health	Attack	Armour	Range	Speed
Basic	300	🏹 26, 🗡️ 12	🛡️ 20, 🛡️ 2, 🛡️ 1	5	25/40

3.0.43



Bireme

Specific Name Du-Mašt
 Train in Commercial Port
 Naval Shipyard

Bonus vs.

Malus vs.

Cost 🏹 100, 🛡️ 100, 🌀 20, 🧑 2

None

	Health	Attack	Armour	Range	Speed
Basic	800	🗡️ 35	🛡️ 5, 🗡️ 10, 🗡️ 5	45	14/18

3.0.44 Fishing Boat



Specific Name	Noon-Mašt
Train in	Commercial Port
Bonus vs.	
Malus vs.	
Improvements	Salting Fish, Fishing Net
Cost	🏠 50, 🏰 20, 🏰 1

Fishing for the Carthaginians was much the same as it was for the Phoenicians from whom they were descended. Being primarily a sea power, fishing was one of Carthage's primary means of food supply. The main fishing boat used was a medium sized (about 20 feet) row and sail boat.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

3.0.45  Merchantman

Specific Name Seer
 Train in Commercial Port
 Bonus vs.
 Malus vs.
 Cost 🏴‍☠️ 100, 🌊 20, 🏰 1

The entire purpose of the Phoenicians/Carthaginians was to conduct trade and commerce principally upon the sea (though not limited to that as far as Carthage was concerned).

	Health	Attack	Armour	Range	Speed
Basic	400	—	🏹 2, 🏹 5, 🏹 2	—	12/15

3.0.46 Quinquereme



Specific Name ameš-Mašt






Train in Naval Shipyard

Bonus vs.

Malus vs.

Cost  200,  200,  30,  5

None

	Health	Attack	Armour	Range	Speed
Basic	2000	 30,  30	 5,  10,  5	65	16/20

3.0.47 Trireme







Specific Name Tlat-Mašt
 Train in Commercial Port
 Naval Shipyard

Bonus vs.

Malus vs.

Cost  150,  150,  25,  3

The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.

	Health	Attack	Armour	Range	Speed
Basic	1400	 35	 5,  10,  5	55	16/20

3.0.48 Carthaginian Woman



Specific Name Ašth

Train in Civic Center
House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost  50,  8,  1

Unlike many ancient cities, Carthage was found by a woman; Queen Dido, hailing originally from Tyre. Carthaginian women were famous for their beauty and were capable of extremely hard physical work. The records written about the Third Punic War mentioned that all citizens of Carthage, including the women, worked incessantly to manufacture weapons and prepare the city for siege. The women even cut their own hair for use in the springs of artillery pieces.

	Health	Attack	Armour	Range	Speed
Basic	25	↘2	↗1, ↗1, ↘1	4	9.5/16

3.0.49 Healer







Specific Name	Kehinit
Train in	Temple
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
Cost	👤 250, 🛡️ 8, 🏠 1

Tanit (also spelled TINITH, TINNIT, or TINT), chief goddess of Carthage, equivalent of Astarte. Although she seems to have had some connection with the heavens, she was also a mother goddess, and fertility symbols often accompany representations of her. She was probably the consort of Baal Hammon (or Amon), the chief god of Carthage, and was often given the attribute "face of Baal." Although Tanit did not appear at Carthage before the 5th century BC, she soon eclipsed the more established cult of Baal Hammon and, in the Carthaginian area at least, was frequently listed before him on the monuments. In the worship of Tanit and Baal Hammon, children, probably firstborn, were sacrificed. Ample evidence of the practice has been found west of Carthage in the precinct of Tanit, where a tofet (a sanctuary for the sacrifice of children) was discovered. Tanit was also worshipped on Malta, Sardinia, and in Spain. There is no other reason for giving the Carthaginians a priestess instead of a priest in 0 A.D., although Tanit was the most popular of their two main gods with the people.




	Health	Attack	Armour	Range	Speed
Basic	85	—	👊 1, 🗡️ 1, 🛡️ 1	—	9/12
Advanced	102.0	—	👊 2, 🗡️ 2, 🛡️ 2	—	9/12
Elite	122.4	—	👊 3, 🗡️ 3, 🛡️ 3	—	9/12

3.0.50 Trader



Specific Name	Mekir
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Of all the merchants of the ancient world, the Carthaginians were the most traveled. Their vast fleet of trading ships went as far as Britain and down the coast of West Africa. Culturally sensitive, the Carthaginians would make allowances for the particular customs of their trading partners, some transactions taking place without direct contact or negotiation. Thanks to the long voyages of Carthaginian merchants much territory was explored and even colonized.




	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15


4 Macedonians

4.0.1 House

Specific Name	Oikos
Trains	Macedonian Woman
Bonus vs.	
Malus vs.	
Cost	 150,  53

Hellenic houses from the Classical Age were generally humble yet stylish. During the Hellenistic Age, however, luxurious palaces and estates became commonplace in the rich Hellenistic metropolises like Antioch, Alexandria and Seleucia.

	Health	Attack	Armour	Range	Speed
Basic	1091	—	 3,  30,  20	—	—/—




4.0.2  Storehouse

Specific Name Apothék

Bonus vs.

Malus vs.

Cost  100,  40*Resources and building materials were kept in warehouses.*

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

4.0.3 Farmstead




Specific Name Sitobólion

Bonus vs.

Malus vs.

Cost  100,  45

Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

4.0.4 **Field**




Specific Name Agrós

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field. The Hellenes were not reknowned as farmers and preferred to herd livestock instead.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

4.0.5



Corral

Specific Name Épaulos




Trains Sheep

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

4.0.6 Greek Outpost





Specific Name Prophylak

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—


4.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

4.0.8  Dock




Specific Name Limén
 Trains Fishing Boat
 Merchantman
 Light Warship
 Trireme

Bonus vs.

Malus vs.

Cost  200,  150

Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonization were thriving port centers, which traded with the local population.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	 3,  35,  20	—	—/—

4.0.9 Barracks






Specific Name	Stratigeion
Trains	Foot Companion Agrianian Peltast Rhodian Slinger Cretan Mercenary Archer Thessalian Lancer Odrysian Skirmish Cavalry Macedonian Shield Bearer Companion Cavalry

Bonus vs.

Malus vs.

Cost  150,  150,  150

The Stratigeion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoï".

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

4.0.10 **Blacksmith**




Specific Name Sidroureîon

Bonus vs.



Malus vs.

Cost  200,  200




The earliest Greek smiths worked in copper, then bronze, and then finally iron.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

4.0.11  Temple

Specific Name Asklepieîon
 Trains Healer
 Bonus vs.
 Malus vs.
 Cost  300,  200

Asklepieîa were healing temples, sacred to the god Asclepius.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

4.0.12  Market

Specific Name Empórios




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

Most Hellenic cities were centers of trade. The Emporion is the Hellenic marketplace, where commerce and trading occur. Economic technologies may be researched here as well.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

4.0.13 Defense Tower







Specific Name Pyrgión

Bonus vs.

Malus vs.

Cost  100,  100,  150

Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

4.0.14  Civic Center

Specific Name	Agorá
Trains	Macedonian Woman Foot Companion Agrianian Peltast Thessalian Lancer
Bonus vs.	
Malus vs.	
Cost	👁 500, 🏠 500, 🗡 500, 🌟 500

The most important place in most Classical Greek poleis, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.

	Health	Attack	Armour	Range	Speed
Basic	3000	↗15	↗3, ↗5, ↗5	72	—/—

4.0.15



Fortress

Specific Name Teíchisma
 Trains Philip II of Macedon
 Alexander The Great
 Demetrius The Besieger
 Macedonian Shield Bearer
 Companion Cavalry

Bonus vs.

Malus vs.

Cost 800, 350

The Akropolis was usually a fortified citadel in the upper part of the city. The Athenian Akropolis was renowned for its marvelous temples, among which was the Parthenon, while the Acro-Corinthus was highly prized by the Macedonians for its strategic location and good defenses. Fortresses (also called a "phourion") were also built to guard passes and atop hills in order to command plains and valleys below.

	Health	Attack	Armour	Range	Speed
Basic	4200	20	3, 5, 5	72	—/—

4.0.16








Wonder




Specific Name Naós Parthenn

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

The Hellenes built marvelous temples in order to honour their polytheistic pantheon. While all gods were venerated, a specific patron deity was supposed to watch over each polis.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

4.0.17 **Siege Workshop**

Specific Name Synergeíon Poliorktñ
 Trains Bolt Shooter
 Siege Catapult
 Battering Ram
 Siege Tower

Bonus vs.

Malus vs.

Cost 🏹 300, 🏹 200

The Macedonians were innovators in siege craft.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🏹 3, 🏹 30, 🏹 20	—	—/—

4.0.18  Greek Theater




Specific Name Thétron

Bonus vs.

Malus vs.

Cost  500,  500,  550

Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture and spreading its influence.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

4.0.19 Library



Specific Name Bibliothk

Bonus vs.

Malus vs.

Cost ⚔ 200, 🏹 200, 🌪 200

Alexander the Great founded libraries all over his new empire. These became centers of learning for an entirely new synthesized culture: the Hellenistic culture.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🏹 3, 🏹 30, 🏹 20	—	—/—

4.0.20 Odrysian Skirmish Cavalry



Specific Name Hippiakontists Odrysós
 Train in Barracks
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏹 50, 🛡 50, 🐎 25, 🏹 12, 🏹 1

Thracian cavalry skirmishers were recruited from the Odrysian tribe of central Thrace.

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 20	🛡 15, 🐎 1, 🏹 3	28	17.5/28
Advanced	144.0	🏹 20	🛡 16, 🐎 2, 🏹 4	28	17.5/28
Elite	172.8	🏹 20	🛡 17, 🐎 3, 🏹 5	28	17.5/28

4.0.21 Thessalian Lancer



Specific Name Xystophóros Thessalikós

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Battlefield Medicine






Cost 🍷 80, 🍷 55, 🍷 12, 🍷 1

The best cavalry in Greece, besides the Macedonian hetairoi. Thessalians led an agrarian life and raised horses in the large pasture lands of Thessaly. They were widely regarded as the best cavalry in all of Hellas due to the speed and tenacity of their horses. They were used effectively in the Macedonian armies as light cavalry and held the important left flank of the battle line, staving off enemy advances long enough for the heavy cavalry on the right flank to make the killer blow.






	Health	Attack	Armour	Range	Speed
Basic	160	🗡️ 13, 🗡️ 6	🛡️ 15, 🗡️ 3, 🗡️ 4	6	22/40
Advanced	192.0	🗡️ 13, 🗡️ 6	🛡️ 16, 🗡️ 4, 🗡️ 5	6	22/40
Elite	230.4	🗡️ 13, 🗡️ 6	🛡️ 17, 🗡️ 5, 🗡️ 6	6	22/40

4.0.22 Companion Cavalry



Specific Name	Hetairos
Train in	Barracks Fortress
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 250,  100,  100,  40,  1

The Hetairoi, or Companion cavalry, were a preferred general stand in Macedonian armies. Macedonian noblemen made up this elite cavalry unit, which was key to victory for Macedonian kings starting with Philip II, who increased their number from 600 to several thousand.

	Health	Attack	Armour	Range	Speed
Basic	300	 26,  12	 20,  2,  1	5	25/40

4.0.23 Alexander The Great



Train in Fortress
 Bonus vs.
 Hero (×1.2)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🏹 300, 🛡️ 50, 🏰 2

The most powerful hero of them all - son of Philip II, king of Macedonia (336 BC - 323 BC). After conquering the rest of the Thracians and quelling the unrest of the Greeks, Alexander embarked on a world-conquest march. Defeating the Persian forces at Granicus (334 BC), Issus (333 BC) and Gaugamela (331 BC), he became master of the Persian Empire. Entering India, he defeated king Porus at Hydaspes (326 BC), but his weary troops made him halt. Died in Babylon at the age of 33 while planning a campaign against Arabia.

	Health	Attack	Armour	Range	Speed
Basic	1500	↘26	↘25, ↘9, ↘11	6	16.5/26

4.0.24



Crateros

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 50, 🛡️ 200, 🎯 40, 🏹 2

None

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 22	🛡️ 25, 🎯 12, 🏹 12	5	9.5/20

4.0.25 Demetrius The Besieger



Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 50, 🏰 200, 🏰 40, 🏰 2

One of the Diadochi, king of Macedonia (294 BC - 288 BC), Demetrius was renowned as one of the bravest and most able successors of Alexander. As the son of Antigonus I Monophthalmus, he fought and won many important battles early on and was proclaimed king, along with his father, in 306 BC. Losing his Asian possessions after the battle of Ipsus, he later won the Macedonian throne. Fearing lest they should be overpowered by Demetrius, the other Diadochi united against him and defeated him.

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 22	🛡 25, 🛡 12, 🛡 12	5	9.5/20

4.0.26 Philip II of Macedon



Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 100, 🏹 250, 🛡️ 50, 🏰 2

The king of Macedonia (359 BC - 336 BC), he carried out vast monetary and military reforms in order to make his kingdom the most powerful force in the Greek world. Greatly enlarged the size of Macedonia by conquering much of Thrace and subduing the Greeks. Murdered in Aegae while planning a campaign against Persia.

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 52, 🏹 24	🛡️ 25, 🏹 10, 🏹 11	6	16.5/26

4.0.27 Pyrrhus of Epirus








Bonus vs.

Malus vs.

Improvements Battlefield Medicine






Cost  100,  250,  50,  2

Pyrrhus or Pyrrhos (Ancient Greek: Πύρρος; 319/318–272 BC) was a Greek general and statesman of the Hellenistic era. He was king of the Greek tribe of Molossians, of the royal Aeacid house (from c. 297 BC), and later he became king of Epirus (r. 306–302, 297–272 BC) and Macedon (r. 288–284, 273–272 BC). He was one of the strongest opponents of early Rome. Some of his battles, though successful, cost him heavy losses, from which the term Pyrrhic victory was coined. He is the subject of one of Plutarch's 'Parallel Lives'. He died in 272 BC, while leading an attack on the Greek city of Argos.

	Health	Attack	Armour	Range	Speed
Basic	1500	 52,  24	 25,  10,  11	6	16.5/26

4.0.28 Cretan Mercenary Archer



Specific Name	Toxóts Krtikós
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 25,  50,  25,  10,  1

Mercenary archers from the big island of Crete. They were widely regarded as the best archers in all of Hellas and had a long tradition of hiring themselves out to Hellenic states such as Athens for use aboard Triremes naval vessels. Alexander hired them to accompany him on his world conquest march and while in his service they dueled admirably with the greatly feared eastern archers.

	Health	Attack	Armour	Range	Speed
Basic	50	↗6	↗10, ↗1, ↗1	72	8/18
Advanced	60.0	↗6	↗11, ↗2, ↗2	72	8/18
Elite	72.0	↗6	↗12, ↗3, ↗3	72	8/18

4.0.29 Agrianian Peltast

Specific Name Peltastés Agrías

Train in Barracks
Civic Center













Bonus vs.

Malus vs.





Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost  50,  50,  10,  1

Peltasts were javelinists originating in Thrace but their form of combat was widely copied by the Hellenes, Macedonians, and Persians. Equipped with a small oval or crescent shield, a peltast would charge at enemy formations whilst hurling his javelins then fall back to avoid close combat. They wore no armor and were at a significant disadvantage against heavy infantry and cavalry, relying on their speed and skill for survival. Agrianians are a Thracian tribe who sold their services to the Macedonians as mercenaries and added a much needed ranged and skirmishing ability to Macedonian armies.

	Health	Attack	Armour	Range	Speed
Basic	50	 18	 10,  1,  1	24	13.5/24
Advanced	60.0	 18	 11,  2,  2	24	13.5/24
Elite	72.0	 18	 12,  3,  3	24	13.5/24

4.0.30 Foot Companion

Specific Name	Pezétairos
Train in	Barracks Civic Center
Bonus vs.	
Malus vs.	Cavalry (×3)
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  50,  10,  1

'Foot Companions', these were the elite troops from the Macedonian phalanx, whom carried their Sarissas with both hands, the white shields being attached to their armor. The Sarissa and the new tactics they used were developed by Philip II under Theban influence. If properly protected by cavalry on both sides, the Pezhetairoi were virtually invincible to any kind of enemy unit. They were always deployed in deep formations of 16+.

	Health	Attack	Armour	Range	Speed
Basic	100	↗2.5, ↘0.5	↗15, ↘10, ↙10	8	6/8
Advanced	120.0	↗2.5, ↘0.5	↗16, ↘11, ↙11	8	6/8
Elite	144.0	↗2.5, ↘0.5	↗17, ↘12, ↙12	8	6/8

4.0.31 Rhodian Slinger



Specific Name Sphendonts Rhódios

Train in Barracks

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 50, 🍷 20, 🍷 30, 🍷 10, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	50	➤2, ⚔9.5	➤10, ⚔1, 🛡1	48	11/24
Advanced	60.0	➤2, ⚔9.5	➤11, ⚔2, 🛡2	48	11/24
Elite	72.0	➤2, ⚔9.5	➤12, ⚔3, 🛡3	48	11/24

4.0.32  Siege Catapult






Specific Name Lithobólos

Train in Siege Workshop





Bonus vs.

Malus vs.






Cost  350,  350,  25,  5*None*

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

4.0.33 Siege Catapult

Specific Name Lithobólos
 Train in Siege Workshop
 Bonus vs.
 Malus vs.
 Cost  350,  350,  25,  5

None

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

4.0.34 Bolt Shooter



Specific Name Oxybelés
 Train in Siege Workshop
 Bonus vs.
 Malus vs.
 Cost 🏹 250, 🛡️ 250, 🌪️ 20, 🧨 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🗡️ 150	🛡️ 1, 🌪️ 40, 🧨 1	80	8/12

4.0.35 Bolt Shooter



Specific Name Oxybelés
 Train in Siege Workshop
 Bonus vs.
 Malus vs.
 Cost 🪦 250, 🪦 250, 🪦 20, 🪦 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🪦 25, 🪦 150	🪦 1, 🪦 40, 🪦 1	80	8/12

4.0.36 Battering Ram



Specific Name Polioritikós Kriós





Train in Siege Workshop

Bonus vs.





Malus vs.

Cost  350,  200,  30,  5






None

	Health	Attack	Armour	Range	Speed
Basic	400	 150	 10,  50,  1	6.5	8/11

4.0.37 Siege Tower

Specific Name Helépolis
 Train in Siege Workshop
 Bonus vs.
 Malus vs.
 Cost  500,  300,  60,  5

When Demetrius Poliorcetes besieged Salamis, in Cyprus, he instructed that a machine be constructed, which he called "the taker of cities." Its form was that of a square tower, each side 90 cubits high and 45 wide. It rested on four wheels, each eight cubits high. It was divided into nine stories, the lower of which contained machines for throwing great stones, the middle large catapults for throwing spears, and the highest, other machines for throwing smaller stones, together with smaller catapults. It was manned with 200 soldiers, besides those that moved it by pushing the parallel beams at the bottom.

	Health	Attack	Armour	Range	Speed
Basic	500	 5,  10	 1,  20,  1	55	6.5/10

4.0.38 Light Warship



Specific Name Hemiolos





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

Hemiolos meant "one and a half" referring to the banks of oars on either side of the ship, a full bank of oars on the top with a half-bank of oars along the bottom amidships. They were adopted by the Macedonians from pirates and used as support ships for larger warships in the fleet.

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

4.0.39 Fishing Boat



Specific Name Ploïon Halieutikón
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost ⚔ 50, ⚙ 20, 🏠 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 10	🛡 2, 🛡 5, 🛡 2	5	10/15

4.0.40 Merchantman



Specific Name **Ploïon Phortgikón**
 Train in **Dock**
 Bonus vs.
 Malus vs.
 Cost 🏹 100, 🌪 20, 🛡 1

None

	Health	Attack	Armour	Range	Speed
Basic	400	—	🏹 2, 🌪 5, 🛡 2	—	12/15

4.0.41  Trireme

Specific Name Triérs





Train in Dock

Bonus vs.

Malus vs.

Cost  150,  150,  25,  3

The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.

	Health	Attack	Armour	Range	Speed
Basic	1400	 35	 5,  10,  5	55	16/20

4.0.42 Macedonian Woman




Specific Name Gýn Makedonik

Train in Civic Center
House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost  50,  8,  1

Macedonian women were mothers, first and foremost. They had few rights and a low station. Lower class women labored the land and, only when necessary, tended the family shop. Middle and upper class women were relegated almost exclusively to home life. Be that as it may, they were masters of the home and servants, their husbands often deferred to their wives in domestic matters. Some Macedonian women did wield uncommon influence in politics, the most famous being Olympias, mother of Alexander.

	Health	Attack	Armour	Range	Speed
Basic	25	↘2	↗1, ↗1, ↘1	4	9.5/16

4.0.43



Healer

Specific Name Hiereús

Train in Temple

Bonus vs.

Malus vs.





Improvements Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2

Cost 🍷 250, 🍀 8, 🏹 1




The Macedonians worshiped the Olympic Pantheon. The priests of the various sects were renown for "curing" various ailments. When this propensity for "faith healing" collided with the intellectualism of some of the more liberal city-states, medicine was born.

	Health	Attack	Armour	Range	Speed
Basic	85	—	↗1, ↘1, ↙1	—	9/12
Advanced	102.0	—	↗2, ↘2, ↙2	—	9/12
Elite	122.4	—	↗3, ↘3, ↙3	—	9/12

4.0.44  Trader

Specific Name	Émporos
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.

	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

4.0.45 Armored Swordsman



Specific Name	Thrakits
Train in	Stoa
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	👁 75, 🗡 2, 🛡 30, 🏹 1

Thrakitai were soldiers similar to Thyreophóroi. The literal translation of the term is curassiers, which suggests that they may have worn a short Celtic mail shirt or possibly a thorax. Thorakitai were used in armies of the Hellenistic Period in a variety of tactical situations. They were a type of armored but mobile infantry who did not require a rigid formation to be effective in combat. From their name we can deduce that most wore armor and helmet. They bore a thureos (or thyreos), an oblong shield, and were armed with sword, javelins and spear, which were used according to their tactical use. It seems that the thorakitai were heavily armored thureophoroi, able to bear spears and do battle in a phalanx as well as irregularly attack the enemy in situations when such an action was required for tactical reasons, like to exploit or challenge rough terrain. Thorakitai are mentioned in the army of the Achaian League and in the army of the Seleucids. The Seleucid Thorakitai were used in the storming of the Elburz Range in 210 BC under Antiochus III. They were used with the lighter troops to climb the cliffs and fight hand to hand with the enemy who might have not been dislodged by the lighter troops in the assault. There is a tomb illustration from Sidon showing what could well be a thorakites. The fragmentary inscription indicates that he was an Anatolian.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡 11	🛡 20, 🗡 2, 🏹 2	5	12.5/16

4.0.46 Heavy Skirmisher

Specific Name	Thyreophóros
Train in	Stoa Stoa
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	🏹 100, 🛡️ 2, 🏹 30, 🏹 1



Thyreophóroi were a type of infantry soldier, common in the 3rd to 1st century BCE, who carried a large oval shield called a *thureos* which had a type of metal strip boss and a central spine. They were armed with a long thrusting spear, javelins and a sword. They also usually wore an iron or bronze Macedonian helmet. The *thureos* was probably originally an adapted form of a Celtic shield. Thracian and Illyrian infantry probably adopted the shield before the Greeks. However it has been suggested that the *thureos* was brought to Greece after Pyrrhus of Epirus' campaigns in Italy, as his Oscan allies and Roman enemies used the *scutum*. *Thureophoroi* were a 3rd century development on the *Peltast* and wore no body armor, but did wear sturdy leather boots for quick movement. *Thureophoroi* could skirmish, as well as fight in a *phalanx* when necessary. They were often stationed on the flanks of the traditional pike *phalanx* as a link between the heavier pikemen and the cavalry wings.

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 36	🏹 20, 🏹 5, 🏹 5	28	16/18




5 Athenians

5.0.1 House



Specific Name	Oikos
Trains	Athenian Woman
Bonus vs.	
Malus vs.	
Cost	 150,  53

Hellenic houses from the Classical Age were generally humble yet stylish. During the Hellenistic Age, however, luxurious palaces and estates became commonplace in the rich Hellenistic metropolises like Antioch, Alexandria and Seleucia.

	Health	Attack	Armour	Range	Speed
Basic	1091	—	 3,  30,  20	—	—/—




5.0.2  Storehouse

Specific Name Apothék

Bonus vs.

Malus vs.

Cost  100,  40*Resources and building materials were kept in warehouses.*

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

5.0.3 Farmstead




Specific Name Sitobólion

Bonus vs.

Malus vs.

Cost  100,  45

Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

5.0.4 Field






Specific Name Agrós

Bonus vs.

Malus vs.

Cost  100,  50

The Athenians were not reknowned as farmers and preferred to herd livestock or cultivate olives instead.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

5.0.5



Corral

Specific Name Épaulos




Trains Sheep

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

5.0.6 Greek Outpost





Specific Name Prophylak

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

5.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

5.0.8  Dock




Specific Name Limén
 Trains Fishing Boat
 Merchantman
 Penteconter
 Athenian Trireme
 Cretan Mercenary Archer
 Athenian Marine

Bonus vs.

Malus vs.

Cost  200,  150

Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Athens, Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonization were thriving port centers, which traded with the local population. Athens itself had a large sea port at Piraeus, which consisted of 3 separate harbors surrounded by mighty walls and easily chained off to prevent amphibious attacks by enemy fleets. As long as Piraeus was unconquered, Athens remained monarch of the seas.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	 3,  35,  20	—	—/—

5.0.9



Barracks

Specific Name	Stratègeion
Trains	Athenian Hoplite Thracian Peltast Athenian Slinger Militia Greek Cavalry Cavalry Skirmisher
Bonus vs.	
Malus vs.	
Cost	🏹 150, 🏰 150, 🏹 150

The Strategeion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoi".

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🏹 3, 🏰 35, 🏹 20	—	—/—

5.0.10 Blacksmith






Specific Name Khalken

Bonus vs.



Malus vs.

Cost  200,  200




The earliest Greek smiths worked in copper, then bronze, and then finally iron.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

5.0.11  Temple

Specific Name	Neós
Trains	Healer
Bonus vs.	
Malus vs.	
Cost	 300,  200

The Athenians built marvelous temples in order to honour their polytheistic pantheon. While all gods were venerated, Athena specifically was worshiped as the namesake and protector of the city. She was the goddess of wisdom and of war and the daughter of Zeus.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—


5.0.12  Market

Specific Name Empórios




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

Athens was a center of trade for the Aegean Sea and Eastern Mediterranean. The Emporion is the Athenian marketplace in the Athenian port of Piraeus, where commerce and trading occur.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

5.0.13 Defense Tower







Specific Name Pyrgión

Bonus vs.

Malus vs.

Cost  100,  100,  150

Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

5.0.14  Civic Center





Specific Name Agorá
 Trains Athenian Woman
 Athenian Hoplite
 Athenian Slinger Militia
 Cavalry Skirmisher

Bonus vs.

Malus vs.

Cost  500,  500,  500,  500

The most important place in Athens, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.

	Health	Attack	Armour	Range	Speed
Basic	3000	 15	 3,  5,  5	72	—/—

5.0.15 **Fortress**

Specific Name Epiteíkhisma
 Trains Bolt Shooter
 Siege Catapult
 Bonus vs.
 Malus vs.
 Cost 1000, 500

Fortresses (also called "Phróúria") were built to guard passes and atop hills in order to command plains and valleys below. One such Athenian fortress, Gyphtokastro, guarded the pass from Attica into Boeotia.

	Health	Attack	Armour	Range	Speed
Basic	4200	20	3, 5, 5	72	—/—

5.0.16 Wonder



Specific Name Naós Parthenn

Bonus vs.

Malus vs.

Cost 1000, 1000, 1000, 1000, 1000

The Hellenes built marvelous temples in order to honour their polytheistic pantheon. While all gods were venerated, a specific patron deity was supposed to watch over each polis.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	5, 25, 5	—	—/—

5.0.17  Gymnasium




Specific Name Gymnásion
 Trains City Guard
 Scythian Archer

Bonus vs.

Malus vs.

Cost  200,  200,  200

The gymnasium was a vital place in Athens, where physical exercises were performed and social contacts established.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

5.0.18  Greek Theater




Specific Name Thétron

Bonus vs.

Malus vs.

Cost  500,  500,  500

Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture and spreading its influence.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

5.0.19 Council Chamber

Specific Name	Prytaneïon
Trains	Themistocles Pericles Iphicrates
Bonus vs.	
Malus vs.	
Cost	🏰 100, 🏹 200, 🏹 200

The Prytaneion is the meeting place for the city elders to dine and to make swift decisions.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🏹 3, 🏹 30, 🏹 20	—	—/—

5.0.20



Stoa





Specific Name Hellenic Royal Stoa
 Trains Thracian Black Cloak
 Heavy Skirmisher
 Bonus vs.
 Malus vs.
 Cost 🏠 100, 🗡️ 150, 🛡️ 150

A structure built for civic purposes. Stoas eventually became meeting places for philosophy and commerce. They were usually built within the Agora, or city center, of a Greek city.













	Health	Attack	Armour	Range	Speed
Basic	2500	—	🗡️3, 🛡️30, 🛡️20	—	—/—

5.0.21 Cavalry Skirmisher




Specific Name Pródromos
 Train in Barracks
 Civic Center
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  100,  40,  12,  1

Prodromoi were the light scouts of Greek armies.

	Health	Attack	Armour	Range	Speed
Basic	120	 20	 15,  1,  3	28	17.5/28
Advanced	144.0	 20	 16,  2,  4	28	17.5/28
Elite	172.8	 20	 17,  3,  5	28	17.5/28

5.0.22 Greek Cavalry



Specific Name	Hippeús
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 80,  35,  20,  12,  1

Cavalry were made up of the upper class since they were the only ones who could afford the breeding and caring for horses. Initially they were missile troops who avoided close combat, throwing javelins and spears at enemy troops. Later on thanks to developments by the Macedonians they began to close with enemy troops to use their swords. As with all ancient horsemen the Hippeus did not have stirrups or a saddle.

	Health	Attack	Armour	Range	Speed
Basic	160	✔ 6.5	✔ 15, ✘ 2, ✔ 4	6	20/28.75
Advanced	192.0	✔ 6.5	✔ 16, ✘ 3, ✔ 5	6	20/28.75
Elite	230.4	✔ 6.5	✔ 17, ✘ 4, ✔ 6	6	20/28.75

5.0.23 City Guard



Specific Name Epilektos
 Train in Gymnasium
 Bonus vs. Cavalry (×3)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 125, 🍷 100, 🍷 75, 🍷 30, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 5, 🗡️ 6	🛡️ 20, 🛡️ 3, 🛡️ 3	5	11.5/23

5.0.24 Athenian Marine



Specific Name Epibáts Athnaîos

Train in Dock
Athenian Trireme

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 125, 🏠 75, 🏰 100, 🏰 30, 🏰 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 11	🛡️ 20, 🏹 2, 🏹 2	5	12.5/16

5.0.25 Scythian Archer



Specific Name Toxóts Skythikós
 Train in Gymnasium
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 125, 🏠 100, 🛡️ 75, 🏹 30, 🏹 1

The Athenian employed Scythian archers as city police and auxillary troops.

	Health	Attack	Armour	Range	Speed
Basic	120	↗6.5	↗20, ↗5, ↗5	76	11/18

5.0.26 Iphicrates



Train in Council Chamber

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 50, 🍷 200, 🍷 200, 🍷 35, 🍷 2

None

	Health	Attack	Armour	Range	Speed
Basic	1000	🗡️ 60	🛡️ 25, 🗡️ 8, 🗡️ 8	32	10.5/22.5

5.0.27



Pericles

Train in Council Chamber
 Bonus vs. Cavalry (×3)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🪦 200, 🌪 40, 🛡 2

Pericles was the foremost Athenian politician of the 5th Century.

	Health	Attack	Armour	Range	Speed
Basic	1000	🪦 10, 🗡 12	🗡 25, 🪦 12, 🗡 12	5	9/18.75

5.0.28 **Themistocles**






Train in Council Chamber
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🗡️ 2

The general whom persuaded the Athenians to invest their income from silver mines in a war navy of 200 Triremes. A key figure during the Persian Wars, he commanded the victorious Athenian navy at the decisive battle of Salamis in 479 BC. Later, he pursued an active policy against the Persians in the Aegean, thereby laying the foundations of future Athenian power. Ostracised by the Athenians, he was forced to flee to the protection of the Persians.













	Health	Attack	Armour	Range	Speed
Basic	1000	🗡️ 22	🗡️ 25, 🏹 12, 🛡️ 12	5	9.5/20

5.0.29 Thracian Peltast



Specific Name	Peltastés Thrâx
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 25,  50,  25,  10,  1

Peltasts were javelinists originating in Thrace but their form of combat was widely copied by the Hellenes, Macedonians, and Persians. Equipped with a small oval or crescent shield, a peltast would charge at enemy formations whilst hurling his javelins then fall back to avoid close combat. They wore no armor and were at a significant disadvantage against heavy infantry and cavalry, relying on their speed and skill for survival. Thracians sold their services to Hellene cities as mercenaries and added a much needed ranged and skirmishing ability to Hellenic armies.

	Health	Attack	Armour	Range	Speed
Basic	50	 18	 10,  1,  1	24	13.5/24
Advanced	60.0	 18	 11,  2,  2	24	13.5/24
Elite	72.0	 18	 12,  3,  3	24	13.5/24

5.0.30 Cretan Mercenary Archer



Specific Name Toxóts Krtikós

Train in Dock
Athenian Trireme

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 25, 🍷 50, 🍷 25, 🍷 10, 🍷 1

Mercenary archers from the big island of Crete. They were widely regarded as the best archers in all of Hellas and had a long tradition of hiring themselves out to Hellenic states such as Athens for use aboard Triremes naval vessels. Alexander hired them to accompany him on his world conquest march and while in his service they dueled admirably with the greatly feared eastern archers.

	Health	Attack	Armour	Range	Speed
Basic	50	↗6	↗10, ↗1, ↗1	72	8/18
Advanced	60.0	↗6	↗11, ↗2, ↗2	72	8/18
Elite	72.0	↗6	↗12, ↗3, ↗3	72	8/18

5.0.31 Athenian Slinger Militia



Specific Name Psilòs Athnaîos

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 50, 🍷 20, 🍷 30, 🍷 10, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	50	↗2, ↘9.5	↗10, ↘1, ↙1	48	11/24
Advanced	60.0	↗2, ↘9.5	↗11, ↘2, ↙2	48	11/24
Elite	72.0	↗2, ↘9.5	↗12, ↘3, ↙3	48	11/24

5.0.32 Athenian Hoplite



Specific Name Hoplīts Athnaïos

Train in Barracks
 Civic Center

Bonus vs.

Cavalry (×3)

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 50, 🍷 50, 🍷 10, 🍷 1

Hoplites were the very symbol of Hellenic prestige and citizenship, armed with a spear and a large round bronze-coated shield known as an aspis. Armor was heavy, with bronze helmets and a cuirass of either bronze or linen, in addition to greaves. Hoplites fought in a tight formation called a phalanx, guarding each other with their shields while they attacked the enemy with their 2.5 meter spear or short iron sword.

	Health	Attack	Armour	Range	Speed
Basic	100	↗2.5, ↘3	↗15, ↘5, ↘5	6	8.5/15
Advanced	120.0	↗2.5, ↘3	↗16, ↘6, ↘6	6	8.5/15
Elite	144.0	↗2.5, ↘3	↗17, ↘7, ↘7	6	8.5/15

5.0.33 Siege Catapult

Specific Name Lithobólos






Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  350,  25,  5

None

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

5.0.34  Siege Catapult






Specific Name Lithobólos

Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  350,  25,  5*None*

	Health	Attack	Armour	Range	Speed
Basic	100	 100,  10	 1,  40,  1	80	7/10

5.0.35 Bolt Shooter



Specific Name Oxybelés

Train in Fortress

Bonus vs.

Malus vs.

Cost 🏰 250, 🏰 250, 🏰 20, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🏹 150	🛡️ 1, 🛡️ 40, 🛡️ 1	80	8/12

5.0.36 Bolt Shooter



Specific Name Oxybelés

Train in Fortress

Bonus vs.

Malus vs.

Cost 🏰 250, 🏰 250, 🏰 20, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🏹 150	🛡️ 1, 🛡️ 40, 🛡️ 1	80	8/12

5.0.37 Penteconter



Specific Name Pentkóntoros





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

Penteconters were employed from 800 BC, mostly as a light support unit in the Greek navy. After 600 BC, they were only seen in battle in very limited numbers. They were still in use by small states which could not afford a sufficient number of triremes for their navy.

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

5.0.38 Fishing Boat



Specific Name Ploïon Halieutikón
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost 🏠 50, 🌊 15, 🧑 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

5.0.39 Merchantman



Specific Name *Ploion Phortgikón*




Train in Dock

Bonus vs.

Malus vs.

Cost  100,  20,  1

Athens always relied upon the sea for trade, but when the commercial harbor at Piraeus was constructed in the 470s BC, maritime commerce increased exponentially. The growing population of Attica required grain imports from Egypt and the Athenian military colonies (Kleurukia) from the Bosphorus and the formation of the Delian League headed by Athens helped clear the shipping lanes of pirates and hostile forces from Persia.

	Health	Attack	Armour	Range	Speed
Basic	400	—	 2,  5,  2	—	12/15

5.0.40 Athenian Trireme



Specific Name Triērs Athnaía
 Train in Dock
 Trains Cretan Mercenary Archer
 Athenian Marine

Bonus vs.

Malus vs.

Cost 🏹 150, 🛡️ 150, 🌪️ 25, 🍷 3

The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme, the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more maneuverable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.

	Health	Attack	Armour	Range	Speed
Basic	1400	🏹 35	🛡️ 5, 🛡️ 10, 🛡️ 5	55	16/20

5.0.41 Athenian Woman



Specific Name Gýn Athnaía
 Train in Civic Center
 House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost 🍷 50, 🏠 8, 🧑 1

Greek women were kept under tight control by their husbands, rarely leaving the home for anything beyond the necessities of daily life. They could not own anything or be involved in any business or legal transaction. They acted as household cook, nurse, seamstress, and early educator to young children. Spartan women were an exception to the normal code of conduct and enjoyed many freedoms.

	Health	Attack	Armour	Range	Speed
Basic	25	🔪 2	🛡️ 1, 🛡️ 1, 🛡️ 1	4	9.5/16

5.0.42  Healer

Specific Name Iatrós

Train in Temple

Bonus vs.

Malus vs.

Improvements Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2

Cost 🏰 250, 🌿 8, 🛡️ 1

The art of medicine was widely practised in Classical Greece. Hippocrates was the first physician to separate religion and superstition from actual medicine, and many others followed his lead.

	Health	Attack	Armour	Range	Speed
Basic	85	—	🗡️ 1, 🛡️ 1, 🛡️ 1	—	9/12
Advanced	102.0	—	🗡️ 2, 🛡️ 2, 🛡️ 2	—	9/12
Elite	122.4	—	🗡️ 3, 🛡️ 3, 🛡️ 3	—	9/12

5.0.43



Slave

Specific Name Doûlos




Bonus vs.

Malus vs.





Improvements Battlefield Medicine

Cost  50,  20




Slavery played a major role in ancient civilization.

	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	8/15

5.0.44  Trader



Specific Name	Émporos
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.




	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

6 Spartiates

6.0.1 House

Specific Name	Oikos
Trains	Spartan Woman
Bonus vs.	
Malus vs.	
Cost	 150,  53

Spartan houses were known to be particularly simple because of two laws of Lycurgus. The first enforced that the roofs only be crafted with an axe, and the second made doors only constructed with saws as tools. (Plutarch 13) These generally made Spartans more likely to furnish their homes with plain furniture to match their homes. This helped give rise to the term 'spartan' which means 'sparse.'

	Health	Attack	Armour	Range	Speed
Basic	1091	—	 3,  30,  20	—	—/—




6.0.2  Storehouse

Specific Name Apothék

Bonus vs.

Malus vs.

Cost  100,  40*Resources and building materials were kept in warehouses.*

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

6.0.3 Farmstead




Specific Name Sitobólion

Bonus vs.

Malus vs.

Cost  100,  45

Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

6.0.4 Field






Specific Name Agrós

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field. The Hellenes were not reknowned as farmers and preferred to herd livestock instead.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

6.0.5




Corral

Specific Name Épaulos




Trains Sheep

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

6.0.6 Greek Outpost





Specific Name Prophylak

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

6.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

6.0.8  Dock




Specific Name Limén
 Trains Fishing Boat
 Merchantman
 Light Warship
 Trireme

Bonus vs.

Malus vs.

Cost  200,  150

Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonization were thriving port center, which traded with the local population.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	 3,  35,  20	—	—/—

6.0.9



Barracks

Specific Name	Stratigeion
Trains	Perioikoi Hoplite Helot Skirmisher Allied Greek Cavalry Perioikoi Cavalryman Skiritai Commando
Bonus vs.	
Malus vs.	
Cost	🏠 150, 🏠 150, 🏠 150

The Stratigeion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoi".

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🛡️ 3, 🛡️ 35, 🛡️ 20	—	—/—


6.0.10 Blacksmith






Specific Name Khalken

Bonus vs.



Malus vs.

Cost  200,  200




The earliest Greek smiths worked in copper, then bronze, and then finally iron.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

6.0.11  Temple

Specific Name Asklepieion
 Trains Healer
 Bonus vs.
 Malus vs.
 Cost  300,  200

An asclepeion (or asklepieion) was a healing temple, sacred to the god Asclepius.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

6.0.12  Market

Specific Name Empórios




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

Most Hellenic cities were centers of trade. The Emporion is the Hellenic marketplace, where commerce and trading occur. Economic technologies may be researched here as well.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

6.0.13 Defense Tower







Specific Name Pyrgión

Bonus vs.

Malus vs.

Cost  100,  100,  150

Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

6.0.14  Civic Center

Specific Name Agorá
 Trains Spartan Woman
 Perioikoi Hoplite
 Helot Skirmisher
 Perioikoi Cavalryman

Bonus vs.



Malus vs.

Cost  500,  500,  500,  500





The most important place in most Classical Greek poleis, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.

	Health	Attack	Armour	Range	Speed
Basic	3000	↗15	↗3, ↗5, ↗5	72	—/—

6.0.15 Fortress

Specific Name	Teíkhisma
Trains	Bolt Shooter Battering Ram
Bonus vs.	
Malus vs.	
Cost	 1000,  500

The Akropolis was usually a fortified citadel in the upper part of the city. The Athenian Akropolis was renowned for its marvelous temples, among which was the Parthenon, while the Acro-Corinthus was highly prized by the Macedonians for its strategic location and good defenses. Fortresses (also called a "phrourion") were also built to guard passes and atop hills in order to command plains and valleys below.

	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	72	—/—

6.0.16 Wonder






Specific Name Naós Parthenn

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

The Hellenes built marvelous temples in order to honour their polytheistic pantheon. While all gods were venerated, a specific patron deity was supposed to watch over each polis.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

6.0.17 Military Mess Hall






Specific Name Syssítion
 Trains Leonidas I
 Brasidas
 Agis III
 Spartan Hoplite

Bonus vs.

Malus vs.

Cost  200,  200,  200

The Syssítia were where full-blooded Spartans, even Spartan kings, were barracked and dined together.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

6.0.18  Greek Theater




Specific Name Thétron

Bonus vs.

Malus vs.

Cost  500,  500,  500

Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture and spreading its influence.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

6.0.19



Stoa

Specific Name Hellenic Royal Stoa
 Trains Thracian Black Cloak
 Heavy Skirmisher
 Armored Swordsman

Bonus vs.

Malus vs.

Cost 🏰 100, 🏹 150, 🏹 150

A structure built for civic purposes. Stoas eventually became meeting places for philosophy and commerce. They were usually built within the Agora, or city center, of a Greek city.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🏹 3, 🏹 30, 🏹 20	—	—/—

6.0.20 Perioikoi Cavalryman



Specific Name Pródromos Perioikós

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 100, 🏹 40, 🏹 12, 🏹 1

Spartan scout cavalry, supplied by the Perioikoi, or middle-class of Spartan society. Good for hunting and harassing the enemy. The best such cavalry in Greece come from the pastoral territories of Thessaly. Spartan cavalry, though, was no to good.

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 20	🏹 15, 🏹 1, 🏹 3	28	17.5/28
Advanced	144.0	🏹 20	🏹 16, 🏹 2, 🏹 4	28	17.5/28
Elite	172.8	🏹 20	🏹 17, 🏹 3, 🏹 5	28	17.5/28

6.0.21 Allied Greek Cavalry



Specific Name	Hippeús Symmakhikós
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	🍷 80, 🍷 55, 🍷 12, 🍷 1

Sparta was not known for it's cavalry. In fact, to augment her weak Perioikoi cavalry, Sparta recruited cavalry from subject and allied Greek states. Cavalry were usually made up of the upper class since they were the only ones who could afford the breeding and caring for horses. Initially they were missile troops who avoided close combat, throwing javelins and thrusting spears at enemy troops. As with all ancient horsemen Greek cavalry did not have stirrups or a saddle.

	Health	Attack	Armour	Range	Speed
Basic	160	🍷 13, 🍷 6	🍷 15, 🍷 3, 🍷 4	6	22/40
Advanced	192.0	🍷 13, 🍷 6	🍷 16, 🍷 4, 🍷 5	6	22/40
Elite	230.4	🍷 13, 🍷 6	🍷 17, 🍷 5, 🍷 6	6	22/40

6.0.22 Spartan Pikeman



Specific Name Phalangites Spartiatis

Bonus vs.

Cavalry (×3)

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 125, 🍷 100, 🛡️ 75, 🏹 30, 🏹 1

The 3rd Century BC saw the brief rise of a resurgent Sparta. Eager to regain past glory, the Spartan kings Agis and Cleomenes briefly resurrected the ancient Spartan laws and nearly reconquered the Peloponnese. If not for the intervention of the Macedonians in both insurrections Sparta would have reigned victorious. This soldier here is a Spartan armed in the 'Macedonian fashion' with a small round pelta shield and the long Macedonian pike, or "Sarissa" for use in the Syntagma phalanx formation.

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 5, 🛡️ 1	🏹 20, 🏹 8, 🛡️ 8	8	7/13

6.0.23 Spartan Hoplite








Specific Name	Spartiáts
Train in	Military Mess Hall
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	🍷 125, 🍷 100, 🍷 75, 🍷 30, 🍷 1

The Spartans had a very peculiar form of government which enabled them to be professional soldiers. It not only enabled them, but actually forced them to be superior soldiers as a small group of Spartans had to dominate an enormous number of subjects and unwilling allies. The Spartan army was superior in Hellas, and in the rest of the known world. No other army was so well trained, and had such excellent equipment. They believed that traditional training was the key to success, and for centuries they were correct, as they rarely lost a battle in spite of their small numbers. Ironic enough, this concept ended the Spartan supremacy, as the Spartan phalanx could not resist the new sloped Theban phalanx and the invading integrated Macedonian forces. The end of the Spartan power marked the decline of the domination of traditional phalanx warfare.





	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 5, 🗡️ 6	🛡️ 20, 🗡️ 3, 🗡️ 3	5	11.5/23

6.0.24 Skiritai Commando



Specific Name	Ékdromos Skiríts
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  40,  10,  10,  1

Skiritae were some of the most reliable allied soldiers serving in the Spartan military. They always had the honor of remaining on the left flank of a Spartan phalanx and (Thucydides 5.67) were deployed to face the any problem which could come to bear the army. (Xenophon 4.2.1-4)

	Health	Attack	Armour	Range	Speed
Basic	100	 5.5	 15,  5,  5	2	9.5/16

6.0.25  Agis III

Train in Military Mess Hall
 Bonus vs. Cavalry (×3)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🗡️ 2

Agis III was the 20th Spartan king of the Eurypontid lineage. Agis cobbled together an alliance of Southern Greek states to fight off Macedonian hegemony while Alexander the Great was away in Asia on his conquest march. After securing Crete as a Spartan tributary, Agis then moved to besiege the city of Megalopolis in the Peloponnese, who was an ally of Macedon. Antipater, the Macedonian regent, lead an army to stop this new uprising. In the Battle of Megalopolis, the Macedonians prevailed in a long and bloody battle. Much like Leonidas 150 years earlier, instead of surrendering, Agis made a heroic final stand in order to buy time for his troops to retreat.

	Health	Attack	Armour	Range	Speed
Basic	2000	🏹 10, 🗡️ 12	🛡️ 25, 🏹 12, 🗡️ 12	5	9/18.75

6.0.26



Brasidas

Train in Military Mess Hall
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍖 50, 🛡️ 200, 🏹 40, 🏰 2

Because Brasidas has sponsored their citizenship in return for service, Helot Skirmishers fight longer and harder for Sparta while within range of him.

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 22	🛡️ 25, 🏹 12, 🏰 12	5	9.5/20

6.0.27  Leonidas I

Train in Military Mess Hall
 Bonus vs. Cavalry (×3)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🏰 2

The king of Sparta, who fought and died at the battle of Thermopylae in 480 BC. He successfully blocked the way of the huge Persian army through the narrow passage with his 7000 men, until Xerxes was made aware of a secret unobstructed path. Finding the enemy at his rear, Leonidas sent home most of his troops, choosing to stay behind with 300 hand-picked hoplites and win time for the others to withdraw.

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 10, 🏹 12	🛡️ 25, 🛡️ 12, 🛡️ 12	5	9/18.75

6.0.28 Helot Skirmisher



Specific Name Akontists Heils

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 50, 🍷 50, 🍷 10, 🍷 1

Helots were the subject class of Spartan society and toiled tirelessly for their full-blooded Spartan masters. In times of need, Helots were pressed into service to serve as squires and battlefield skirmishers if necessary. The loyalty and performance of these troops was often suspect, but good performance on the battlefield sometimes meant freedom could be earned for the Helot warrior and his family.

	Health	Attack	Armour	Range	Speed
Basic	50	🗡️ 18	🛡️ 10, 🗡️ 1, 🗡️ 1	24	13.5/24
Advanced	60.0	🗡️ 18	🛡️ 11, 🗡️ 2, 🗡️ 2	24	13.5/24
Elite	72.0	🗡️ 18	🛡️ 12, 🗡️ 3, 🗡️ 3	24	13.5/24

6.0.29 Perioikoi Hoplite



Specific Name Hoplítis Períoikos

Train in Barracks
Civic Center
















Bonus vs.
Cavalry (×3)

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost  50,  50,  10,  1

The basic unit of the Spartan army made up of middle-class men ("Perioikoi"). The Hoplite formed the core of any Greek army with the unique Phalanx formation ready to hold all potential attacks.

	Health	Attack	Armour	Range	Speed
Basic	100	 2.5,  3	 15,  5,  5	4	8.5/15
Advanced	120.0	 2.5,  3	 16,  6,  6	4	8.5/15
Elite	144.0	 2.5,  3	 17,  7,  7	4	8.5/15

6.0.30 Bolt Shooter



Specific Name Oxybelés

Train in Fortress

Bonus vs.

Malus vs.

Cost 🏹 250, 🛡️ 250, 🌪️ 20, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🗡️ 150	🛡️ 1, 🌪️ 40, 🏰 1	80	8/12

6.0.31 Bolt Shooter



Specific Name Oxybelés

Train in Fortress

Bonus vs.

Malus vs.

Cost 🏰 250, 🏰 250, 🏰 20, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 25, 🏹 150	🛡️ 1, 🛡️ 40, 🛡️ 1	80	8/12

6.0.32 Battering Ram

Specific Name Poliorkitikós Kriós





Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  200,  30,  5

Spartans were not known for their siege craft, but they did know how to build rudimentary siege weapons like battering rams and use basic siege techniques. The siege of Plataea during the Peloponnesian War lasted 2 years.

	Health	Attack	Armour	Range	Speed
Basic	400	 150	 10,  50,  1	6.5	8/11

6.0.33 Light Warship



Specific Name Pentkóntoros





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

Pentekonters were employed from 800 BC, mostly as a light support unit in the Greek navy. After 600 BC, they were only seen in battle in very limited numbers. They were still in use by small states which could not afford a sufficient number of triremes for their navy.

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

6.0.34 Fishing Boat

Specific Name Ploïon Halieutikón
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost 🍷 50, 🍎 20, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🗡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

6.0.35 Merchantman



Specific Name Ploïon Phortgikón

Train in Dock

Bonus vs.

Malus vs.

Cost 🏹 100, 🛡️ 20, 🧠 1

None

	Health	Attack	Armour	Range	Speed
Basic	400	—	🏹 2, 🛡️ 5, 🧠 2	—	12/15

6.0.36 Trireme

Specific Name Triérs





Train in Dock

Bonus vs.

Malus vs.

Cost  150,  150,  25,  3

The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.

	Health	Attack	Armour	Range	Speed
Basic	1400	 35	 5,  10,  5	55	16/20

6.0.37 Spartan Woman







Specific Name Spartiâtis
 Train in Civic Center
 House

Bonus vs.
 Siege ($\times 2.5$)

Malus vs.
 Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost  50,  8,  1

Spartan women were some of the freest in the ancient world. They could own land and slaves and even exercise naked like Spartan men. It is said that only Spartan women gave birth to real men. Such tough as nails women more than once helped save their city from disaster, for example when after a lost battle against Pyrrhus of Epirus they overnight built an earthen rampart to protect the city while their men slept in preparation for the next day's siege.

	Health	Attack	Armour	Range	Speed
Basic	1.8	 2	 1,  1,  1	4	9.5/16

6.0.38  Healer

Specific Name Iatrós

Train in Temple

Bonus vs.

Malus vs.

Improvements Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2

Cost 🏰 250, 🌑 8, 🏰 1

The art of medicine was widely practised in Classical Greece. Hippocrates was the first physician to separate religion and superstition from actual medicine, and many others followed his lead.

	Health	Attack	Armour	Range	Speed
Basic	85	—	🗡️ 1, 🗡️ 1, 🗡️ 1	—	9/12
Advanced	102.0	—	🗡️ 2, 🗡️ 2, 🗡️ 2	—	9/12
Elite	122.4	—	🗡️ 3, 🗡️ 3, 🗡️ 3	—	9/12

6.0.39



Trader



Specific Name	Émporos Períoikos
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	🍷 100, 🛡️ 80, 🌟 15, 🏰 1

Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.




	Health	Attack	Armour	Range	Speed
Basic	100	—	🗡️ 1, 🏹 1, 🏹 1	—	9.5/15

7 Persians

7.0.1 House

Specific Name	Huvd
Trains	Mesopotamian Woman
Bonus vs.	
Malus vs.	
Cost	 150,  60

Apart from the Great King and his close relatives, the satraps resided in splendid spacious residences, which included palaces, pavilions and gardens.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	 3,  30,  20	—	—/—

7.0.2 Storehouse






Specific Name Asiyah

Bonus vs.

Malus vs.

Cost  100,  40

The Persian kings kept the huge annual tribute received by their subject nations in specific buildings in Persepolis and Susa. In the provinces, the satraps were responsible for the establishment of similar foundations, where local taxes and public funds were kept.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

7.0.3 Farmstead




Specific Name Kaštašta

Bonus vs.

Malus vs.

Cost  100,  45

Farming probably originated in the lands of Mesopotamia circa 8000 BC. The arable lands of Sumer and Akkad, well irrigated by the Tigris and Euphrates, accounted for food surpluses, which were in turn stored in granaries present in every town. The Persians, who were originally shepherds and hunters, probably began farming under the influence of the nearby Elamites.


	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

7.0.4 **Field**




Specific Name Kaštrya

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

7.0.5  Corral

Specific Name Gaišta

Trains Sheep

Bonus vs.

Malus vs.

Cost 🍖 100, 🌾 50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food. Camels and horses can be captured in the wild and placed in the Corral. Unlike normal corralled animals, which generate food, the corralled Camel/Horse functions similarly to a relic. As long as it remains in the Corral, the resource cost of training camel-mounted units or horse-mounted units (as appropriate) is reduced by a fixed amount.

	Health	Attack	Armour	Range	Speed
Basic	500	—	🍖1, 🌾20, 🍷1	—	—/—

7.0.6 Outpost





Specific Name Didebani

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

7.0.7  Wooden Tower





Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

7.0.8  Dock




Specific Name Nvašta
 Trains Fishing Boat
 Ionian Trade Ship
 Cypriot Galley
 Phoenician Trireme

Bonus vs.

Malus vs.

Cost  200,  150

Situated on the Mediterranean coast, all Phoenician cities had excellent docks and harbors, the outstanding example being Tyre, which was situated on an island close to the shore.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	 3,  35,  20	—	—/—

7.0.9



Barracks

Specific Name Padgan
 Trains Shieldbearer
 Anatolian Auxiliary
 Sogdian Archer

Bonus vs.

Malus vs.

Cost 300, 150

The Persian barracks was often the armory where the weapons of the national regiment of that region was stored.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 35, 20	—	—/—

7.0.10 **Blacksmith**

Specific Name Arštišta

Bonus vs.



Malus vs.

Cost 200, 200




None

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 35, 20	—	—/—



7.0.11  Temple

Specific Name Ayadana
 Trains Median Magus
 Bonus vs.
 Malus vs.
 Cost  300,  200




Zoroastrian Temples were most often simple structures, not as ornate as Christian churches and Muslim mosques. Fire Altars were also widely spread as small places of worship.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

7.0.12  Market

Specific Name Ardatašta
 Trains Aramaean Merchant
 Bonus vs.
 Malus vs.
 Cost  300,  150

Traders from all distant parts of the huge empire met, exchanged and sold goods in the huge bazaars present in almost every big city. Babylon and Susa were the largest and most frequented trade centers.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

7.0.13 Defense Tower







Specific Name Pyaud

Bonus vs.

Malus vs.

Cost  100,  100,  150

The narrow entrance into mountainous Cilicia was protected by wooden fortifications which made any foreign intrusions extremely difficult.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

7.0.14 Provincial Governor



Specific Name Xšaçaṗvan
 Trains Mesopotamian Woman
 Shieldbearer
 Sogdian Archer
 Median Light Cavalry

Bonus vs.



Malus vs.

Cost ⚔ 500, 🏰 500, 🛡 500, 🏹 500





Possibly of Median origin, the word 'satrapy' means province. Soon after coming to the throne, Darius the Great carried out a vast administrative reform, dividing the huge empire into 20 satrapies governed by satraps.

	Health	Attack	Armour	Range	Speed
Basic	3000	↗15	↗3, ↗5, ↗5	72	—/—

7.0.15  Fortress

Specific Name Did
 Trains Assyrian Siege Ram
 Bactrian Heavy Lancer
 Bonus vs.
 Malus vs.
 Cost  1000,  500

The Susa Chateau was a fortress in the administrative capital of Susa, which was reconstructed by a French archaeologist in 1890 with the use of original building material.

	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	72	—/—

7.0.16



Wonder

Specific Name Hanging Gardens of Babylon

Bonus vs.

Malus vs.

Cost 1000, 1000, 1000, 1000, 1000

A magnificent structure built in the 6th century BC by the Neo-Babylonian king Nebuchadnezzar II in order to please his wife Amytis of Media, who was homesick for the gardens and mountains of her homeland.

	Health	Attack	Armour	Range	Speed
Basic	4400	—	5, 25, 5	—	—/—

7.0.17  Cavalry Stables




Specific Name Paraspa
 Trains Hyrcanian Cavalry
 Cappadocian Cavalry
 Median Light Cavalry
 Babylonian Scythed Chariot

Bonus vs.

Malus vs.

Cost  200,  150

Cavalry was primarily used as an elite assault force by the Persians.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

7.0.18 Persian Palace



Specific Name Apadana
 Trains Cyrus II The Great
 Darius The Great
 Xerxes I
 Persian Immortal

Bonus vs.

Malus vs.

Cost 300, 200, 300

The term Apadana designates a large hypostyle palace found in Persia. The best known example, and by far the largest, was the great Apadana at Persepolis. Functioning as the empire's central audience hall, the palace is famous for the reliefs of the tribute-bearers and of the army, including the Immortals. The annual tribute that the Persians received from their satrapies and vassal states, as regularised by Darius the Great, accounted for incredible annual revenue.

	Health	Attack	Armour	Range	Speed
Basic	3000	—	3, 30, 20	—	—/—

7.0.19 Persian Special Building






Bonus vs.

Malus vs.

Cost  250,  500,  200

None

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

7.0.20 Persian Hall



Specific Name Duvarthi Visadahyu
 Trains Cardaces Hoplite
 Cardaces Skirmisher
 Indian War Elephant

Bonus vs.
 Malus vs.

Cost ♁ 250, ♁ 250, ♁ 300

None

	Health	Attack	Armour	Range	Speed
Basic	3000	—	↗ 3, ↗ 30, ↗ 20	—	—/—

7.0.21 Persian Apple Bearer



Specific Name Arštibara

Bonus vs.






Cavalry (×3)

Malus vs.





Improvements Battlefield Medicine

Cost  125,  80,  5,  1













The Arštibara, or "Apple Bearers", are the elite palace guardsmen stationed at the great imperial cities of Susa and Persepolis. They are drawn from the ranks of the Immortals regiment and despite their elaborate dress are supreme warriors.

	Health	Attack	Armour	Range	Speed
Basic	200	 5,  6	 20,  3,  3	5	11.5/23

7.0.22 Babyronian Scythed Chariot

Specific Name Babiruviya Ratha
 Train in Cavalry Stables
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  100,  40,  12,  1

Chariots were obsolete by the 5th and 4th centuries BC, but they were viewed as symbols of rank and class, hence their continued deployment on the battlefield in extremely limited roles well after their obsolescence. The crew was made up of an archer and a driver who rode in an armored car equipped with scythe-like blades underneath the chassis and the axels themselves sported a pair of the deadly knives.

	Health	Attack	Armour	Range	Speed
Basic	120	 7	 15,  1,  3	72	17.5/28
Advanced	144.0	 7	 16,  2,  4	72	17.5/28
Elite	172.8	 7	 17,  3,  5	72	17.5/28

7.0.23 Median Light Cavalry



Specific Name Mada Asabara









Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost  100,  40,  15,  1

Just as the archers were the rock of the Persian infantry, the Persian cavalry was formed around the light cavalryman, or Asabari. Armed with javelins for long-ranged combat or close-quarter fighting, Asabari were also equipped with swords and axes. Since they were recruited from the upper classes many wore armor and helmets and their horses could also be fitted with light armor.

	Health	Attack	Armour	Range	Speed
Basic	120	 20	 15,  1,  3	28	17.5/28
Advanced	144.0	 20	 16,  2,  4	28	17.5/28

7.0.24 Median Light Cavalry

Specific Name Mada Asabara
 Train in Provincial Governor
 Cavalry Stables
 Phoenician Trireme

Bonus vs.

Malus vs.





Improvements Battlefield Medicine

Cost 🏹 100, 🐎 40, 🛡️ 12, 🛡️ 1













Just as the archers were the rock of the Persian infantry, the Persian cavalry was formed around the light cavalryman, or Asabari. Armed with javelins for long-ranged combat or close-quarter fighting, Asabari were also equipped with swords and axes. Since they were recruited from the upper classes many wore armor and helmets and their horses could also be fitted with light armor.

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 20	🛡️ 15, 🏹 1, 🏹 3	28	17.5/28
Advanced	144.0	🏹 20	🛡️ 16, 🏹 2, 🏹 4	28	17.5/28
Elite	172.8	🏹 20	🛡️ 17, 🏹 3, 🏹 5	28	17.5/28

7.0.25 Median Light Cavalry

Specific Name Mada Asabara
 Train in Phoenician Trireme
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  100,  40,  15,  1

Just as the archers were the rock of the Persian infantry, the Persian cavalry was formed around the light cavalryman, or Asabari. Armed with javelins for long-ranged combat or close-quarter fighting, Asabari were also equipped with swords and axes. Since they were recruited from the upper classes many wore armor and helmets and their horses could also be fitted with light armor.

	Health	Attack	Armour	Range	Speed
Basic	120	 20	 15,  1,  3	28	17.5/28
Advanced	144.0	 20	 16,  2,  4	28	17.5/28
Elite	172.8	 20	 17,  3,  5	28	17.5/28

7.0.26 Median Light Cavalry



Specific Name Mada Asabara





Bonus vs.

Malus vs.

Improvements Battlefield Medicine





Cost  100,  40,  15,  1

Just as the archers were the rock of the Persian infantry, the Persian cavalry was formed around the light cavalryman, or Asabari. Armed with javelins for long-ranged combat or close-quarter fighting, Asabari were also equipped with swords and axes. Since they were recruited from the upper classes many wore armor and helmets and their horses could also be fitted with light armor.
















	Health	Attack	Armour	Range	Speed
Basic	120	 20	 17,  3,  5	28	17.5/28

7.0.27 Cappadocian Cavalry



Specific Name	Katpaduka Asabara
Train in	Cavalry Stables
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 80,  55,  12,  1

Heavily armed lancers later known as cataphracts were first developed by the Sarmatians from Central Asia. The Persians picked up the technique from other eastern peoples like the Massagetae and the Bactrians. Featuring a heavily armored rider armed with a long lance and even an armored horse, the Cataphracts were the first cavalry to physically crash into their opponents, a considerable feat when one knows that they rode without stirrups.

	Health	Attack	Armour	Range	Speed
Basic	160	 13,  6	 15,  3,  4	6	22/40
Advanced	192.0	 13,  6	 16,  4,  5	6	22/40
Elite	230.4	 13,  6	 17,  5,  6	6	22/40

7.0.28 Hyrceanian Cavalry

Specific Name Varkaniya Asabara

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 80, 🛡️ 35, 🐎 70, 🌪️ 15, 🗡️ 1

The Hyrceanians were the light cavalry of the Achaemenid Great Kings. These men were of superb quality, and are mentioned in every major Persian campaign. Their homeland of Hyrcania bordering the Caspian Sea was both a lush fertile rain forest and foreboding mountain country.

	Health	Attack	Armour	Range	Speed
Basic	160	🗡️ 6.5	🛡️ 15, 🏹 2, 🗡️ 4	6	20/28.75
Advanced	192.0	🗡️ 6.5	🛡️ 16, 🏹 3, 🗡️ 5	6	20/28.75

7.0.29 Hyrceanian Cavalry

Specific Name Varkaniya Asabara

Train in Cavalry Stables
Phoenician Trireme

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 80, 🍷 35, 🍷 20, 🍷 12, 🍷 1

The Hyrceanians were the light cavalry of the Achaemenid Great Kings. These men were of superb quality, and are mentioned in every major Persian campaign. Their homeland of Hyrcania bordering the Caspian Sea was both a lush fertile rain forest and foreboding mountain country.

	Health	Attack	Armour	Range	Speed
Basic	160	🗡️ 6.5	🛡️ 15, 🗡️ 2, 🗡️ 4	6	20/28.75
Advanced	192.0	🗡️ 6.5	🛡️ 16, 🗡️ 3, 🗡️ 5	6	20/28.75
Elite	230.4	🗡️ 6.5	🛡️ 17, 🗡️ 4, 🗡️ 6	6	20/28.75

7.0.30 Hyrceanian Cavalry



Specific Name Varkaniya Asabara
 Train in Phoenician Trireme
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏹 80, 🍷 35, 🛡️ 70, 🏹 15, 🏹 1

The Hyrceanians were the light cavalry of the Achaemenid Great Kings. These men were of superb quality, and are mentioned in every major Persian campaign. Their homeland of Hyrcania bordering the Caspian Sea was both a lush fertile rain forest and foreboding mountain country.

	Health	Attack	Armour	Range	Speed
Basic	160	↘ 6.5	↘ 15, ↘ 2, ↘ 4	6	20/28.75
Advanced	192.0	↘ 6.5	↘ 16, ↘ 3, ↘ 5	6	20/28.75
Elite	230.4	↘ 6.5	↘ 17, ↘ 4, ↘ 6	6	20/28.75

7.0.31 Hyrceanian Cavalry








Specific Name Varkaniya Asabara





Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost  80,  35,  70,  15,  1

The Hyrceanians were the light cavalry of the Achaemenid Great Kings. These men were of superb quality, and are mentioned in every major Persian campaign. Their homeland of Hyrcania bordering the Caspian Sea was both a lush fertile rain forest and foreboding mountain country.

	Health	Attack	Armour	Range	Speed
Basic	160	 6.5	 17,  4,  6	6	20/28.75

7.0.32 Bactrian Heavy Lancer



Specific Name Bakhtrish Asabara
 Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏹 250, 🍷 100, 🛡️ 100, 🏹 40, 🏹 1

Cataphracts were the crushing blow of the Persian cavalry. The development of the Persian cataphract is not well understood, as is the relationship between these men and future generations of cataphract cavalry. At best it seems the Persians adopted the cataphract from encounters with Iranian nomads like the Massagetes.

	Health	Attack	Armour	Range	Speed
Basic	300	🏹 26, 🏹 12	🛡️ 20, 🛡️ 2, 🛡️ 1	5	25/40

7.0.33



Bactrian Heavy Cavalry Archer

Specific Name Bakhtrish Asabara

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏹 250, 🛡️ 100, 🐎 100, 🌪️ 40, 🏹 1

Cataphracts were the crushing blow of the Persian cavalry. The development of the Persian cataphract is not well understood, as is the relationship between these men and future generations of cataphract cavalry. At best it seems the Persians adopted the cataphract from encounters with Iranian nomads like the Massagetes.

	Health	Attack	Armour	Range	Speed
Basic	270	🏹 15.5	🛡️ 20, 🏹 5, 🏹 7	76	20.5/28

7.0.34  Indian War Elephant

Specific Name Hinduya Pila

Train in Persian Hall






Bonus vs.

Malus vs.

Improvements Battlefield Medicine


Cost  250,  250,  30,  5

Elephants were rare sights in Persian armies but they were used and their effect on the battlefield could not be ignored. As their tusks and feet physically attacked the enemy, archers and javelin throwers launched projectiles from atop the animal's back. While huge, they could be just as much a threat to their own side and could be easily hamstrung. But their ability to stop a full-blown cavalry charge when in a line made up for any questions of effectiveness.






	Health	Attack	Armour	Range	Speed
Basic	750	 150,  20	 25,  10,  10	8	8.5/14

7.0.35 Persian Immortal







Specific Name	Anusiya
Train in	Persian Palace Cyrus II The Great
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	 125,  100,  75,  30,  1

The Anusiya (or "Attendants") were the elite of the Persian army, hand-somely equipped with armor and weapons, including swords which were rare weapons in the normal ranks. A unit of 10,000 men, their number was always kept to full strength whenever a man was killed or wounded, resulting in their nickname, "The Immortals". They were ferocious fighters and well respected.






	Health	Attack	Armour	Range	Speed
Basic	200	 5,  6	 20,  3,  3	5	11.5/23

7.0.36 Cyrus II The Great



Train in	Persian Palace
Trains	Persian Immortal
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  250,  50,  2

(559 BC - 530 BC) The son of a Median princess and the ruler of Anshan; justly called the 'Father of the Empire', Cyrus the Great conquered Media, Lydia, Babylonia and Bactria, thereby establishing the Persian Empire. He was also renown as a benevolent conqueror. Technically the second ruler of the Persians by that name, and so appears as Kurush II on his documents and coins. Kurush I was his grandfather.

	Health	Attack	Armour	Range	Speed
Basic	1500	 52,  24	 25,  10,  11	6	16.5/26

7.0.37 Darius The Great








Train in Persian Palace





Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost  100,  100,  100,  45,  2

(King, 521 BC - 486 BC) The son of Vishtaspa (Hystaspes), the satrap of Parthia and Hyrcania; a great administrator as well as a decent general, Darius introduced the division of the empire into satrapies and conquered NW India, Thrace and Macedonia. He was called the 'Merchant of the Empire'.

	Health	Attack	Armour	Range	Speed
Basic	1500	 35	 25,  8,  10	80	16.5/26

7.0.38



Xerxes I

Train in Persian Palace

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 50, 🏠 200, 🏰 200, 🏠 35, 🏰 2

(King, 485 BC - 465 BC) The son of Darius the Great and Atoosa, a daughter of Cyrus the Great, Xerxes was an able administrator, who also extended Imperial rule into Chorasmia. Apart from his failed invasion of Greece, he was famous for his extensive building program, especially at Persepolis.

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 8	🛡️ 25, 🏹 8, 🏹 8	80	10.5/22.5

7.0.39  Xerxes I





Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost  100,  100,  100,  45,  2

(King, 485 BC - 465 BC) The son of Darius the Great and Atossa, a daughter of Cyrus the Great, Xerxes was an able administrator, who also extended Imperial rule into Chorasmia. Apart from his failed invasion of Greece, he was famous for his extensive building program, especially at Persepolis.

	Health	Attack	Armour	Range	Speed
Basic	1500	 35	 25,  8,  10	80	16.5/26

7.0.40  Sogdian Archer

Specific Name Sugda Vaçabara
 Train in Barracks
 Provincial Governor

Bonus vs.

Malus vs.





Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷50, 🍷50, 🍷10, 🍷1













Archers were the core of the Persian infantry, often going into battle with spearmen equipped with spara, whom they heavily outnumbered. Although powerful, the Persian recurved bow was cursed with light arrows that had trouble piercing the armor of heavily armed opponents. But the huge numbers loosed in each volley were more than enough to alarm even the most armored enemy.

	Health	Attack	Armour	Range	Speed
Basic	50	↘6	↘10, ↘1, ↘1	72	8/18
Advanced	60.0	↘6	↘11, ↘2, ↘2	72	8/18
Elite	72.0	↘6	↘12, ↘3, ↘3	72	8/18




7.0.41 Anatolian Auxiliary

Specific Name	Spardiya Takabara
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  50,  10,  1
















Sparda was the name given to the Achaemenid satrapy in western Asia Minor that replaced the Kingdom of Lydia after the conquests of Cyrus. The peoples of Phrygia, Mysia, Paphlagonia, and Pisidia supplied the empire with much of its skirmish force during this period. Takabara was a blanket term used to describe the Achaemenid auxiliaries and derived originally from the Iranian crescent shield. Javelin throwers were an important arm of the Persian infantry, giving added close range punch to the archers and able to close with the enemy if necessary.

	Health	Attack	Armour	Range	Speed
Basic	50	 18	 10,  1,  1	24	13.5/24
Advanced	60.0	 18	 11,  2,  2	24	13.5/24
Elite	72.0	 18	 12,  3,  3	24	13.5/24

7.0.42  Shieldbearer

Specific Name	Sparabara
Train in	Barracks Provincial Governor
Bonus vs.	
	Cavalry (×3)
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  50,  10,  1

Median and Persian shieldbearers comprised the main infantry regiment of the Persians during this period, especially in the reign of Xerxes. First under the Medes and later the Achaemenid Persians these soldiers were the bread and butter infantry for hand-to-hand engagement. Within the Satrapies, the basic tactical unit of the Achaemenid army, the shieldbearers formed the first two ranks, protecting the archers and also serving as a way to keep the enemy pinned down until the cavalry could act. While well known for tenacity the shieldbearers were not equipped to last long in an extended melee with heavy infantry, like hoplites.

	Health	Attack	Armour	Range	Speed
Basic	100	 2.5,  3	 15,  5,  5	4	8.5/15
Advanced	120.0	 2.5,  3	 16,  6,  6	4	8.5/15
Elite	144.0	 2.5,  3	 17,  7,  7	4	8.5/15


7.0.43 Cardaces Hoplite








Specific Name	Hoplites Kardakes
Train in	Persian Hall
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	👤 125, 🍷 100, 🛡️ 75, 🏹 30, 🏠 1





The Kardakes were the Persian answer to the Greek hoplite. They were fielded in large numbers by Darius III in a bid to resist Alexander the Great's invasion.

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 5, 🏹 6	🛡️ 20, 🏹 3, 🏹 3	5	11.5/23

7.0.44  Cardaces Skirmisher





Specific Name Peltastes Kardakes
 Train in Persian Hall
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  125,  100,  75,  30,  1

The Kardakes were the Persian answer to the Greek hoplite. They were fielded in large numbers by Darius III in a bid to resist Alexander the Great's invasion.





	Health	Attack	Armour	Range	Speed
Basic	120	 36	 20,  5,  5	28	16/18

7.0.45 Assyrian Siege Ram



Specific Name Athuriya Hamaranakuba
 Train in Fortress
 Bonus vs.
 Malus vs.
 Cost  350,  200,  30,  5

Even after the fall of the Neo-Assyrian Empire, the Assyrians themselves remained active in events. Under the Achaemenids they served in their own national regiments together with the Chaldeans. Naturally, they continued to employ the siege skills that made Assyria so famous in Persian service.

	Health	Attack	Armour	Range	Speed
Basic	400	 1.2	 10,  50,  1	6.5	8/11

7.0.46  Cypriot Galley

Specific Name Hamaraniyanava





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

Cypriot galleys comprised a substantial part of Xerxes' navy which invaded Greece in 480 BC. While generally considered inferior to the ships of the Phoenicians, these were still very good.

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

7.0.47  Fishing Boat

Specific Name Masiyakara
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost 🍷 50, 🍷 20, 🍷 1

Not much is known about Persian fishing. We do know fishing was important in Egypt as well as in the Iranian provinces bordering the Persian Gulf and in India.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

7.0.48 **Ionian Trade Ship**

Specific Name Yaunash Nav

Train in Dock

Bonus vs.

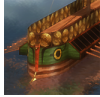
Malus vs.





Cost 🏹 100, 🛡️ 20, 🏹 1

Phoenician merchant ship used by the persians for trading over sea.





	Health	Attack	Armour	Range	Speed
Basic	400	—	🏹 2, 🛡️ 5, 🏹 2	—	12/15

7.0.49 Phoenician Trireme



Specific Name	Vazarka Hamaraniyanava
Train in	Dock
Trains	Hyrceanian Cavalry Median Light Cavalry
Bonus vs.	
Malus vs.	
Cost	 150,  150,  25,  3

The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Persian Empire. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.

	Health	Attack	Armour	Range	Speed
Basic	1400	 35	 5,  10,  5	55	16/20

7.0.50



Mesopotamian Woman

Specific Name Banu Miyanrudani
 Train in Provincial Governor
 House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine




Cost 🍷 50, 🌿 8, 🏠 1

Persian women were fairly powerful during the reign of the Achaemenids, having substantial control over their future. A husband was not able to pawn his wife off to cover debts, nor was did he have control of her possessions. Persian women owned property and were quite active in their management of it, which could include female-induced divorce. Veiling had a long tradition in ancient Persia although it was only a sign of modesty and wealth among well-to-do women with none of the modern implications.










	Health	Attack	Armour	Range	Speed
Basic	25	🔪 2	🔪 1, 🏹 1, 🏹 1	4	9.5/16

7.0.51 Median Magus





Specific Name	Maguš Mada
Train in	Temple
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
Cost	 250,  8,  1

Under both the Medes and later the Persian the tribe of the Magi or the Magians were the masters of religious and oral tradition, comparable to the Levites of the Bible. They were connected to Zoroastrianism, but likely tended to other Iranian cults as well. Aside from religious duties the Magians also functioned as the Great King's bureaucrats and kept his administration running.




	Health	Attack	Armour	Range	Speed
Basic	85	—	 1,  1,  1	—	9/12
Advanced	102.0	—	 2,  2,  2	—	9/12
Elite	122.4	—	 3,  3,  3	—	9/12

7.0.52 Aramaean Merchant





Specific Name	Tamkarum Arami
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Merchants were the working corps of the Persian economy, moving goods from one end of the vast empire to the other. Commodities included linen, carpets, perfume, cotton, salt, fruit, and even pearls. Thanks to the Aramaeans, the main language of Mesopotamia and in all directions from it was Aramaic, making trade simple. The language was eventually taken on as the official language of the Empire.




	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

8 Iberians

8.0.1 House

Specific Name	Etxe
Trains	Iberian Woman
Bonus vs.	
Malus vs.	
Cost	 75,  30

Iberian structures of the time were typically built either entirely of stone or with stone stub walls with 'adobe' up to the roof lines above them. Roofs were then, depending on the economic status of individuals, covered with a composite of mud and binding vegetable and waterproofing asphaltic materials, or slate stone, or in many cases in the region, with so-called Spanish roofing tiles.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 3,  30,  20	—	—/—

8.0.2 Storehouse




Specific Name Ola

Bonus vs.

Malus vs.

Cost  100,  40

There was no such thing as an Iberians resource center during the time frame although there may have been camps. However as a game construct we show one to serve purpose of supporting lumbering and mining operations.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

8.0.3 Farmstead




Specific Name Baserri

Bonus vs.

Malus vs.

Cost  100,  45

The Baserri is adopted as being a farmstead that would typically house more than a single family, or an extended family, involved in all manner of agricultural pursuit required of the times.

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—

8.0.4 **Field**




Specific Name Soro

Bonus vs.

Malus vs.

Cost  100,  50

'Soro' is a Basque term for a field for the growing of food. In historical terms, the Iberians tended to growing grains and vegetables, including a variety of roots, greens and artichokes (large blue thistle-like flower-heads), grape vines, and fruit trees ranging from the olive and fig to the apple. The Iberian Peninsula was an agricultural surplus area.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

8.0.5  Corral

Specific Name Saroe




Trains Pig

Bonus vs.

Malus vs.

Cost  100,  50

Corrals have been utilised by people husbanding animals since 'time immemorial'; the Iberians mostly built stone-walled corrals that kept cattle, sheep, goats, pigs, and horses.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

8.0.6 Outpost





Specific Name Iberian Outpost

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

8.0.7  Wooden Tower





Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

8.0.8



Dock

Specific Name Kai
 Trains Fishing Boat
 Merchantman
 Medium Warship
 Fire Ship

Bonus vs.




Malus vs.

Cost 200, 150



No one really knows how ancient 1st millennium Iberian Peninsular docks or ports looked, though they were probably pretty simple affairs having but a short pier, if even that. However, for the purposes of creating a structure in the game and because the Phoenicians / Carthaginians had such broad influence on the peninsula for a half millennium before the time frame of the game, we have chosen to model something similar to the inner port center at Carthage, with typical Iberian architectural applications applied to it. The largest port that was strictly Iberian, though said to have been founded by the Greeks (defaulting to the Iberian residents when Greek merchants were blocked by Carthage from further trading into the western Mediterranean), was probably only that of Saguntum (and possibly Emporion) on the eastern coast of Spain referred to as the Spanish Levant.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	3, 35, 20	—	—/—

8.0.9  Barracks

Specific Name	Kaserna
Trains	Spearman Swordsman Skirmisher Slinger Cavalry Spearman Cavalry Skirmisher Champion Swordsman Champion Cavalry Skirmisher
Bonus vs.	
Malus vs.	
Cost	 100,  200,  150

The Iberians did not have standing armies in the sense that we know of them elsewhere or of today. Citizens were expected to take up arms whenever called by necessity.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

8.0.10 **Blacksmith**

Specific Name Harotz

Bonus vs.

Malus vs.

Cost 200, 200




The Iberians were known to produce the finest iron and steel implements and weapons of the age.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 35, 20	—	—/—

8.0.11  Temple

Specific Name	Loki
Trains	Priestess of Ataekina
Bonus vs.	
Malus vs.	
Cost	 300,  200

The Iberian tribes did not typically worship their gods at temples, but there has been a single instance in which the remains of an ancient Tartessian temple has been unearthed in Andalusia in southern Spain. The Iberians for the most part worshipped their gods at small household votive altars in their homes or sometimes at smallish monuments to them in the outdoors. Their two principal gods (though they are also known to have had many others) were Endovelico, as the male represented by a boar, and Ataekina, the female counterpart as represented by a goat.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—


8.0.12  Market

Specific Name Arruga




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

The trade centers or marketplaces of the Iberian civilization may have in fact been no more than folks gathering about in a plaza during certain days of the week or month in order to exchange goods. As a game construct we show a modest building where trading and purchasing goods for sale may take place.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

8.0.13 Defense Tower







Specific Name Dorre

Bonus vs.

Malus vs.

Cost  300,  200

These towers were quite large, high and monolithic stonework; being cylindrical lent them added strength. They were initially built at mountain passes to control access through them or on high places to provide overview and defense of surrounding terrain. They may have also been used as 'toll stations' along trading routes. Sometimes they were even built 'right out in the middle of nowhere' on the flatlands, but always with the idea of defensively controlling terrain.

	Health	Attack	Armour	Range	Speed
Basic	2400	 15	 3,  30,  25	76	—/—

8.0.14  Civic Center





Specific Name Oppidum
 Trains Iberian Woman
 Swordsman
 Skirmisher
 Cavalry Skirmisher

Bonus vs.

Malus vs.

Cost  500,  500,  500,  500

The Oppidum, plural Oppida (oh-PEE-dah), has a long history in the Iberian Peninsula. They were walled towns, dating back to even before the time period of the game and expanding greatly during it. They were usually built upon heights for better defensive purposes but sometimes right out on the plains, especially in the east where there may not have been heights at desirable locations near meandering rivers. This concept drawing is derived from an actual archeological site that has been excavated in the northeast of Spain having belonged to the Ilergete (ee-layer-HAY-tay) tribe as shown in the figure below and from the virtual reconstruction of the site at the museum located adjacent to it.

	Health	Attack	Armour	Range	Speed
Basic	3000	 15	 3,  5,  5	72	—/—

8.0.15  **Fortress**





Specific Name	Castro
Trains	Battering Ram Caros Indibil Viriato Champion Swordsman Champion Cavalry Skirmisher

Bonus vs.

Malus vs.

Cost  1200,  750

The Castro can be likened to a more strongly fortified town center than that of the common Oppidum which were also fortified places of habitation. As such it was widely and normally constructed upon a height, and almost always had some sort of an acropolis built at the highest point within its towered walls. In the archaeological record of the Iberian Peninsula, the remnants of as many as a thousand fortified places identifiable as Castros can be found in modern day Portugal alone.

	Health	Attack	Armour	Range	Speed
Basic	6000	 20	 3,  5,  5	72	—/—

8.0.16



Wonder




Specific Name Cancho Roano

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

None

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

8.0.17  Revered Monument




Specific Name Gur Oroigarri

Bonus vs.

Malus vs.

Cost  100,  100,  120

The Iberians were a religious people who built small monuments to their various gods. These monuments could also serve as family tombs.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	 3,  30,  20	—	—/—

8.0.18  Cavalry Skirmisher

Specific Name Kantabriako Zaldun

Train in Barracks
Civic Center

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 100, 🍷 40, 🛡️ 12, 🏹 1

None

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 20	🛡️ 15, 🏹 1, 🏹 3	28	17.5/28
Advanced	144.0	🏹 20	🛡️ 16, 🏹 2, 🏹 4	28	17.5/28
Elite	172.8	🏹 20	🛡️ 17, 🏹 3, 🏹 5	28	17.5/28

8.0.19 Cavalry Spearman



Specific Name Lantzari
 Train in Barracks
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 80, 🐎 55, 🐘 12, 🛡️ 1

Armed like the light infantry, Iberian cavalry were often pursued as mercenaries, especially by the Carthaginians. Mounted on excellent horses and wielding high-grade swords they were capable of taking on heavy or light cavalry. As with all Iberians armor was scarce, but they wore the ubiquitous sinew caps made famous by the peoples of the peninsula.

	Health	Attack	Armour	Range	Speed
Basic	160	↖ 13, ↘ 6	↗ 15, ↖ 3, ↘ 4	6	22/40
Advanced	192.0	↖ 13, ↘ 6	↗ 16, ↖ 4, ↘ 5	6	22/40
Elite	230.4	↖ 13, ↘ 6	↗ 17, ↖ 5, ↘ 6	6	22/40

8.0.20



Champion Cavalry Skirmisher

Specific Name Leial Zalduneria

Train in Barracks
Fortress

Bonus vs.

Malus vs.






Improvements Battlefield Medicine

Cost 🏰 250, 🌾 100, 🛡️ 100, 🏹 40, 🏰 1





Elite warriors known as The Devoted were adept warriors who could be either infantry or cavalry. Adding to their already considerable skill, The Devoted were renowned for the experience in foreign wars, often in the service of the Carthaginians. Considering that Iberian troops were commonly used as cannon fodder gives some idea of just how good these fierce warriors had to be in order to survive. These cavalrymen skirmish with flaming javelins, giving them a rare siege ability.

	Health	Attack	Armour	Range	Speed
Basic	270	🏹 15, 🏹 5	🛡️ 20, 🛡️ 5, 🛡️ 7	32	20.5/28

8.0.21 Champion Swordsman

Specific Name	Leial Ezpatari
Train in	Barracks Fortress
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 125,  75,  100,  30,  1

The Devoted were war-hardened veterans of Iberian mercenaries hired out by foreign powers to fight in far-off conflicts. Fighting with and against diverse types of opponents, these men were deeply knowledgeable about various fighting styles and tactics. Once they had returned home from combat they were lavishly taken care of, rising to important positions in society.

	Health	Attack	Armour	Range	Speed
Basic	200	 11	 20,  2,  2	5	12.5/16

8.0.22 Hero Swordsman



Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🏰 2

Caros was a chief of the Belli tribe located just east of the Celtiberi (Numantines at the center). Leading the confederated tribes of the meseta central (central upland plain) he concealed 20,000 foot and 5,000 mounted troops along a densely wooded track. Q. Fulvius Nobilior neglected proper reconnaissance and lead his army into the trap strung out in a long column. Some 10,000 of 15,000 Roman legionaries fell in the massive ambush that was sprung upon them. The date was 23 August of 153 BCE, the day when Rome celebrated the feast of Vulcan. By later Senatorial Decree it was ever thereafter known as dies ater, a 'sinister day', and Rome never again fought a battle on the 23rd of August. Caros was wounded in a small cavalry action the same evening and died soon thereafter, but he had carried off one of the most humiliating defeats that Rome ever suffered.

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 22	🛡️ 25, 🏹 12, 🏹 12	5	9.5/20

8.0.23 Hero Cavalry Spearman



Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🏹 250, 🛡️ 50, 🐎 2

Indibil was king of the Ilergetes, a large federation ranged principally along the Ebro River in the northwest of the Iberian Peninsula. During the Barcid expansion, from 212 BCE he had initially been talked into allying himself with the Carthaginians who had taken control of a lot of territory to the south and west, however after loss and his capture in a major battle he was convinced, some say tricked, to switch to the Roman side by Scipio Africanus. But that alliance didn't last long, as Roman promises were hollow and the Romans acted more like conquerors than allies. So, while the Romans and their allies had ended Carthaginian presence in 'Hispania' in 206 BCE, Indibil and another tribal prince by the name of Mandonio, who may have been his brother, rose up in rebellion against the Romans. They were defeated in battle, but rose up in a 2nd even larger rebellion that had unified all the Ilergetes again in 205 BCE. Outnumbered and outarmed they were again defeated, Indibil losing his life in the final battle and Mandonio being captured then later put to death. From that date onward the Ilergetes remained a pacified tribe under Roman rule.

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 52, 🏹 24	🛡️ 25, 🛡️ 10, 🛡️ 11	6	16.5/26

8.0.24 Hero Swordsman



Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🗡️ 2

Viriato, like Vercingetorix amongst the Gauls, was the most famous of the Iberian tribal war leaders, having conducted at least 7 campaigns against the Romans in the southern half of the peninsula during the 'Lusitani Wars' from 147 to 139 BCE. He surfaced as a survivor of the treacherous massacre of 9,000 men and the selling into slavery of 21,000 elderly, women, and children of the Lusitani. They had signed a treaty of peace with the Romans, conducted by Servius Sulpicius Galba, governor of Hispania Ulterior, as the 'final solution' to the Lusitani problem. He emerged from humble beginnings in 151 BCE to become war chief of the Lusitani. He was intelligent and a superior tactician, never really defeated in any encounter (though suffered losses in some requiring retreat). He succumbed instead to another treachery arranged by a later Roman commander, Q. Servilius Caepio, to have him assassinated by three comrades that were close to him.

	Health	Attack	Armour	Range	Speed
Basic	1000	🗡️ 22	🗡️ 25, 🏹 12, 🛡️ 12	5	9.5/20

8.0.25 Skirmisher



Specific Name Lusitano Ezpatari

Train in Barracks
Civic Center

Bonus vs.

Malus vs.






Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷 50, 🍷 50, 🍷 10, 🍷 1

Iberians, especially the Lusitanians, were good at ranged combat and ambushing enemy columns. They throw heavy iron javelins and sometimes even add burning pitch to them, making them good as a cheap siege weapon.

	Health	Attack	Armour	Range	Speed
Basic	50	🍷 18	🍷 10, 🍷 1, 🍷 1	24	13.5/24
Advanced	60.0	🍷 18	🍷 11, 🍷 2, 🍷 2	24	13.5/24
Elite	72.0	🍷 18	🍷 12, 🍷 3, 🍷 3	24	13.5/24

8.0.26  Slinger

Specific Name	Habailari
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  20,  30,  10,  1

Iberian slingers were the undisputed masters of the weapon and extracted a high toll of the enemy. Going into combat scantily clad at best, the slinger carried three slings tied around his waist, each of a different length allowing him to attack opponents from all ranges. Unlike other cultures, the Iberian slingers threw rocks instead of specially made lead shot.

	Health	Attack	Armour	Range	Speed
Basic	50	↗2, ↘9.5	↗10, ↘1, ↙1	48	11/24
Advanced	60.0	↗2, ↘9.5	↗11, ↘2, ↙2	48	11/24
Elite	72.0	↗2, ↘9.5	↗12, ↘3, ↙3	48	11/24

8.0.27  Spearman

Specific Name Ezkutari
 Train in Barracks
 Bonus vs.
 Cavalry (×3)

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🏰 50, 🍷 50, 🛡️ 10, 🧠 1

A long-bladed spear was a chief melee weapon of the Iberian infantry, often used after the javelins had been thrown. Typically carried by infantry known as scutarii for their long oval body shields, the spearmen would close in formation to attack their opponents. Usually lightly armored, they were quick and had a ferocious reputation.

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️ 2.5, 🛡️ 3	🛡️ 15, 🗡️ 5, 🛡️ 5	4	8.5/15
Advanced	120.0	🗡️ 2.5, 🛡️ 3	🛡️ 16, 🗡️ 6, 🛡️ 6	4	8.5/15
Elite	144.0	🗡️ 2.5, 🛡️ 3	🛡️ 17, 🗡️ 7, 🛡️ 7	4	8.5/15

8.0.28 **Swordsman**

Specific Name Ezpatari
 Train in Barracks
 Civic Center

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷50, 🍷40, 🍷10, 🍷10, 🍷1

The Iberians were master sword-smiths and the falcata was their greatest creation. Wielded by superb swordsmen equipped with light armor and a buckler known as a caetra, they caused untold carnage. Thanks to this Iberian infantry were fast and agile unlike many of their opponents and could bite hard when they attacked. Their skill with sword and buckler were legendary, allowing them to go toe-to-toe with heavy infantry.

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️5.5	🛡️15, 🗡️5, 🗡️5	2	9.5/16
Advanced	120.0	🗡️5.5	🛡️16, 🗡️6, 🗡️6	2	9.5/16
Elite	144.0	🗡️5.5	🛡️17, 🗡️7, 🗡️7	2	9.5/16

8.0.29 Battering Ram



Specific Name Ahariburu





Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  200,  30,  5

It is not known if any of the Iberians culture tribes used rams; the unit is added to the civ roster for gameplay purposes.

	Health	Attack	Armour	Range	Speed
Basic	400	 150	 10,  50,  1	6.5	8/11

8.0.30 Fire Ship



Specific Name Iberian Fire Ship







Train in Dock

Bonus vs.

Malus vs.




Cost  200,  20,  1

None





	Health	Attack	Armour	Range	Speed
Basic	500	 10,  10,  10	 5,  10,  5	8	17.5/22

8.0.31 Fishing Boat



Specific Name Arrantza Ontzi
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost  50,  20,  1

There is still much unknown about fishing among the Iberians. We do know that fishing was very important in Iberia, and many modern day fishing villages share the same site with ancient Iberian fishing villages.

	Health	Attack	Armour	Range	Speed
Basic	200	 10	 2,  5,  2	5	10/15

8.0.32 Merchantman



Specific Name	Merkataritza Itsasontzi
Train in	Dock
Bonus vs.	
Malus vs.	
Cost	🏰 100, 🏹 20, 🛡️ 1

The Iberians, especially along the western and northwestern coasts of the peninsula, had been trading by sea with peoples in North Africa, Western Europe along the coast of Gaul and the British Isles by boat well back into the 2nd millennium BC. As such, their ships were very seaworthy, crossing stretches of the Atlantic Ocean (while they are not known to have traded by sea in the Mediterranean). Though the Carthaginians came along around the beginning of the 1st millennium and co-opted much of that trade, along with the Greeks in the Mediterranean, with 'better ships', they still would have influenced the seafaring peoples who built the 'high sided sailing vessels' along the Atlantic Seaboard. So it is not such a stretch to specify a good strong sailing ship for Iberians that can be used as either a merchant trading vessel or a quasi-war fighting transport of units.

	Health	Attack	Armour	Range	Speed
Basic	400	—	🏹 2, 🏹 5, 🛡️ 2	—	12/15

8.0.33 Medium Warship



Specific Name Ponti

Train in Dock

Bonus vs.

Malus vs.

Cost 🏹 150, 🛡️ 150, ⚙️ 40, 🧑 3

None

	Health	Attack	Armour	Range	Speed
Basic	1600	🏹 35	🛡️ 5, 🏹 10, 🏹 5	55	14/20

8.0.34 Iberian Woman

Specific Name Emazteki

Train in Civic Center
House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine




Cost  50,  8,  1

Iberian women were privileged members of society, equal in rank to men and superior in some areas. For instance a woman would inherit her father's wealth and then distribute it among male family members, in addition to finding wives for her brothers. Manual labor was a common activity, including farming and ditch digging, for which women received pay. Marriage and other commitments to individuals were fervently embraced by both genders. Iberian women were also capable of slaying their own children to prevent them from being captured.










	Health	Attack	Armour	Range	Speed
Basic	25	↘2	↘1, ↘1, ↘1	4	9.5/16

8.0.35 Priestess of Ataekina







Specific Name	Emakumezko Apaiz de Ataekina
Train in	Temple
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
Cost	 250,  8,  1




To the best of our knowledge, only one 'temple'-like structure has been found on the Iberian Peninsula dating from the times and the Iberians worshipped their pantheon of gods at small home altars; however, a very special sculptured head and torso was found in a farmer's field around the turn of the 20th century of a personage who was obviously someone of great substance. As the two principal gods, of the many worshipped, were male Endovellikos and female Ataekina, we thought it would be nice to adopt The Lady of Elche as our priestess-healer representing Ataekina. We know from archaeology and the Romans that Ataekina was associated with spring, the changing of seasons, and nature in general. Ataekina also seems to have been associated with the cycle of birth-death-rebirth.

	Health	Attack	Armour	Range	Speed
Basic	85	—	 1,  1,  1	—	9/12
Advanced	102.0	—	 2,  2,  2	—	9/12
Elite	122.4	—	 3,  3,  3	—	9/12

8.0.36  Trader



Specific Name	Merkatari
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Iberian merchants traded among themselves and had access to larger markets through Carthaginian ports such a Cartegena. Using wagons and carts, the traders also plied wares to Carthaginians, Greeks, and Romans who came to the Iberian Peninsula. Oil, wine, slaves, wool, and wheat were all exported by the Iberians, but most prized of all were its fine horses and remarkably pure iron, which made the finest swords of the ancient world.




	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

9 Mauryans

9.0.1 House

Specific Name Griham
 Trains Indian Woman
 Bonus vs.
 Malus vs.
 Cost  75,  30

None

	Health	Attack	Armour	Range	Speed
Basic	800	—	 3,  30,  20	—	—/—

9.0.2 Storehouse






Specific Name Khalla

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—


9.0.3 Farmstead






Specific Name Kantu

Bonus vs.

Malus vs.

Cost  100,  45

None

	Health	Attack	Armour	Range	Speed
Basic	900	—	 1,  1,  1	—	—/—


9.0.4 Field






Specific Name Kshetra

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

9.0.5 Corral



Specific Name Gotra




Trains Goat

Bonus vs.

Malus vs.

Cost  100,  50

None

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

9.0.6 Outpost





Specific Name Uparaksana

Bonus vs.

Malus vs.

Cost  80,  40

None

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

9.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

9.0.8



Dock

Specific Name Naukasthanaka
 Trains Fisherman
 Trading Ship
 Light Warship
 Medium Warship

Bonus vs.

Malus vs.

Cost 200, 150

None

	Health	Attack	Armour	Range	Speed
Basic	2500	—	3, 35, 20	—	—/—

9.0.9



Barracks

Specific Name Sainyavasa
 Trains Bamboo Spearman
 Indian Swordsman
 Longbowman
 Indian Raiding Cavalry
 Indian Light Cavalry
 Warrior
 Maiden Guard
 War Chariot

Bonus vs.

Malus vs.

Cost 300, 150

None

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 35, 20	—	—/—

9.0.10 Blacksmith






Specific Name Lohakra

Bonus vs.



Malus vs.

Cost  200,  200




The Indians acquired the knowledge for making wootz (or urukke) steel from the Tamils during the 5th century BC. Since that time, swords, knives, and other implements made of this steel were highly prized in the ancient world. Such steel was the sharpest and most sought-after of its age, displaying as it does beautiful organic patterns from the alloys within the steel. The famous "Damascene" steel was derived from it, exported from India all the way to Syria. It is said that the Indian King Purushottama (Porus) of Paurava gave a sword made of wootz steel to Alexander the Great as a gift after the Battle of the Hydaspes River.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

9.0.11  Temple

Specific Name Devalaya
 Trains Brahmin Priest
 Bonus vs.
 Malus vs.
 Cost  300,  200

None

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

9.0.12 Market



Specific Name Vipana




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

None

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

9.0.13 Defense Tower







Specific Name Udarka

Bonus vs.

Malus vs.

Cost  100,  100,  150

None

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

9.0.14



Civic Center

Specific Name Rajadhanika
 Trains Indian Woman
 Bamboo Spearman
 Longbowman
 Indian Light Cavalry
 Worker Elephant

Bonus vs.

Malus vs.

Cost 500, 500, 500, 500

None

	Health	Attack	Armour	Range	Speed
Basic	3000	15	3, 5, 5	72	—/—

9.0.15 Fortress





Specific Name Durg
 Trains Acharya Chanakya
 Chandragupta Maurya
 Ashoka the Great
 Warrior
 Maiden Guard
 War Chariot

Bonus vs.

Malus vs.

Cost  1000,  500

None

	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	72	—/—

9.0.16




Wonder




Specific Name Great Stupa

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

The Great Stupa was originally commissioned by the emperor Ashoka the Great in the 3rd century BCE. Its nucleus was a simple hemispherical brick structure built over the relics of the Buddha. It was crowned by the chatra, a parasol-like structure symbolising high rank. It has four profusely carved ornamental gateways and a balustrade encircling the whole structure. The construction work was overseen was Ashoka's first wife, Samragyi Vidisha Devi herself.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

9.0.17 Elephant Stables






Specific Name Vraaśl
 Trains Worker Elephant
 Elephant Archer
 Indian War Elephant

Bonus vs.

Malus vs.

Cost  200,  200,  300

None

	Health	Attack	Armour	Range	Speed
Basic	3000	—	 3,  30,  20	—	—/—

9.0.18 Edict Pillar of Ashoka






Specific Name Śsana Stambha Aśok

Bonus vs.

Malus vs.

Cost  100,  100,  80

None

	Health	Attack	Armour	Range	Speed
Basic	1000	—	 3,  30,  20	—	—/—

9.0.19 Indian Light Cavalry



Specific Name Ashwarohi
 Train in Barracks
 Civic Center
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🍷 40, 🍷 12, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	120	↗20	↗15, ↗1, ↗3	28	17.5/28
Advanced	144.0	↗20	↗16, ↗2, ↗4	28	17.5/28
Elite	172.8	↗20	↗17, ↗3, ↗5	28	17.5/28

9.0.20 Indian Raiding Cavalry



Specific Name	Aśvrohagaa
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	80, 35, 20, 12, 1

Fighting from horseback with a sword is a tricky thing to do. This required usage of a sword that was longer than the typical infantry sword. One needed a good reach to attack from the height of a horse. If you were without spear (the ideal weapon of choice) it was probably because you needed your hands free to do other tasks such as riding hard and fast. It wasn't uncommon for the men to dismount and attack from foot if they were armed with only a sword.

	Health	Attack	Armour	Range	Speed
Basic	160	✔ 6.5	✔ 15, ✘ 2, ✔ 4	6	20/28.75
Advanced	192.0	✔ 6.5	✔ 16, ✘ 3, ✔ 5	6	20/28.75
Elite	230.4	✔ 6.5	✔ 17, ✘ 4, ✔ 6	6	20/28.75

9.0.21 War Chariot



Specific Name Rath
 Train in Barracks
 Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 250, 🍷 100, 🍷 100, 🍷 40, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	270	🏹 15.5	🛡️ 20, 🏹 5, 🏹 7	76	20.5/28

9.0.22 Indian War Elephant



Specific Name Gajendra
 Train in Elephant Stables
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 250, 🏰 250, 🏰 30, 🏰 5

Painted Indian war elephant with driver and bow rider. Has some armor on its chest and forehead, and swords on its tusks.

	Health	Attack	Armour	Range	Speed
Basic	750	🏹 150, 🏹 20	🏹 25, 🏹 10, 🏹 10	8	8.5/14

9.0.23



Warrior

Specific Name Yddha

Train in Barracks
Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 125, 🍷 75, 🍷 100, 🍷 30, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10.5	🗡️ 20, 🗡️ -4, 🗡️ -4	5	12.5/16

9.0.24  Maiden Guard

Specific Name Visha Kanya
 Train in Barracks
 Fortress
 Chandragupta Maurya

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍖 125, 🌾 75, 🛡️ 100, 🏹 30, 🧠 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	↘ 11	↗ 20, ↘ 2, ↘ 2	5	12.5/16

9.0.25 Maiden Guard Archer







Specific Name Visha Kanya
 Train in Chandragupta Maurya
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 125, 🍷 100, 🛡️ 75, 🏹 30, 🏹 1

None

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 6.5	🛡️ 20, 🏹 5, 🏹 5	76	11/18

9.0.26 Elephant Archer



Specific Name Vachii Gaja
 Train in Elephant Stables
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost  100,  40,  12,  1

A very rare unit in Part 1. It was used by the Persians, but it didn't gain much traction until the Parthians, Huns, Mongols, and other people of the nomadic steeps introduced them to Western Europe. This was the most effective unit on the battlefield for several hundred years until the well armored knight came along. Therefore, this unit will gain much more prominence in Part 2.

	Health	Attack	Armour	Range	Speed
Basic	120	↗7	↗15, ↗1, ↗3	72	17.5/28
Advanced	144.0	↗7	↗16, ↗2, ↗4	72	17.5/28
Elite	172.8	↗7	↗17, ↗3, ↗5	72	17.5/28

9.0.27 Ashoka the Great



Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 100, 🏠 100, 🏰 100, 🏰 45, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	1500	🏰 35	🏰 25, 🏰 8, 🏰 10	80	16.5/26

9.0.28  Acharya Chanakya

Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 100, 🏹 250, 🛡️ 60, 🏰 2

None

	Health	Attack	Armour	Range	Speed
Basic	600	—	🏹4, 🏹8, 🏹4	—	9/12

9.0.29



Chandragupta Maurya

Train in Fortress
 Trains Maiden Guard Archer
 Bonus vs.
 Structure ($\times 1.5$)
 Cavalry ($\times 2$)
 Gates ($\times 1.5$)
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🏰 500, 🏰 500, 🏰 60, 🏰 3

None

	Health	Attack	Armour	Range	Speed
Basic	2000	🏹 25, 🏹 17.5	🛡 12, 🛡 10, 🛡 10	8	8.5/14

9.0.30 Longbowman



Specific Name Dhanurdhar
 Train in Barracks
 Civic Center

Bonus vs.

Malus vs.





Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine

Cost 🍷50, 🍀50, 🌀10, 🧙1
















They tended to be lightly armored. They usually only participated in the first stage of a battle, sending a volley of arrows raining down the enemy. Of course they would have to stop shooting once the melee units closed in. This means their job was largely over once the 'true battle' was underway. They spent hours training with a bow, but if you were hit by an arrow it was more likely an act of random chance than being specifically targeted by an archer.

	Health	Attack	Armour	Range	Speed
Basic	50	↘6	↘10, ↘1, ↘1	72	8/18
Advanced	60.0	↘6	↘11, ↘2, ↘2	72	8/18
Elite	72.0	↘6	↘12, ↘3, ↘3	72	8/18






9.0.31 Bamboo Spearman

Specific Name	Kauntika
Train in	Barracks Civic Center
Bonus vs.	
Malus vs.	Cavalry (×3)
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  50,  8,  1

Probably one of the most primitive units in the game. Fighting with a sharp object at the end of the pole didn't require a lot of technology to develop. It also allowed the human to distance themselves from their attacker. As time passed the spears got longer and longer. Started with a fighting style similar to using a quarterstaff, then to using them in numbers as a 'pin cushion' vs. humans (sarissa in a phalanx). Later it was developed to combat cavalry. During the medieval period it evolved to the pike. These units tended to be armored as heavily as possible.

	Health	Attack	Armour	Range	Speed
Basic	100	 2.5,  3	 15,  5,  5	4	8.5/15
Advanced	120.0	 2.5,  3	 16,  6,  6	4	8.5/15
Elite	144.0	 2.5,  3	 17,  7,  7	4	8.5/15

9.0.32 Indian Swordsman

Specific Name	Khadagdhari
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  40,  10,  10,  1

Weapon is basically a developed sickle. Probably from the club, to the axe, to the sickle to the sword. It was the Romans who used them to combat the long range of the sarissa. Their spears were so long they had to use two hands to wield them. In a formation they were almost impossible to maneuver. If flanked, they were easily cut down by a sword as demonstrated by the Romans at the battle of Cynoscephalae. Generally swordsmen were well armored, had shields, and tended to be nobles. A good sword was an expensive weapon.

	Health	Attack	Armour	Range	Speed
Basic	100	↘ 5.5	↘ 15, ↘ 5, ↘ 5	2	9.5/16
Advanced	120.0	↘ 5.5	↘ 16, ↘ 6, ↘ 6	2	9.5/16
Elite	144.0	↘ 5.5	↘ 17, ↘ 7, ↘ 7	2	9.5/16

9.0.33 Light Warship



Specific Name Yudhpot





Train in Dock

Bonus vs.

Malus vs.

Cost  100,  100,  20,  2

None

	Health	Attack	Armour	Range	Speed
Basic	800	 35	 5,  10,  5	45	14/18

9.0.34 Fisherman



Specific Name Matsyapalak
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost 🏠 50, 🏰 20, 🛡️ 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

9.0.35 Trading Ship



Specific Name Vanijyik Nauka




Train in Dock

Bonus vs.

Malus vs.

Cost  100,  20,  1

None

	Health	Attack	Armour	Range	Speed
Basic	400	—	 2,  5,  2	—	12/15

9.0.36 Medium Warship



Specific Name Yudhpot





Train in Dock

Bonus vs.

Malus vs.

Cost  150,  150,  40,  3

None

	Health	Attack	Armour	Range	Speed
Basic	2200	 35	 5,  10,  5	55	14/20

9.0.37 Worker Elephant



Specific Name Karmkara Gaja
 Train in Civic Center
 Elephant Stables

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 150, 🌿 20, 🛡️ 1

None

	Health	Attack	Armour	Range	Speed
Basic	300	—	🗡️ 10, 🗡️ 8, 🗡️ 5	—	5.5/10

9.0.38 Indian Woman



Specific Name Naari

Train in Civic Center
House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost  50,  8,  1

Women in the ancient world took on a variety of roles - from leadership (Celts) to servant (Greeks). Women are hard workers, the economic backbone of any civilization. In history, it was typical when all the males (capable of fighting) were killed for the females, children, and elderly to be sold as slaves.

	Health	Attack	Armour	Range	Speed
Basic	25	↘2	↘1, ↘1, ↘1	4	9.5/16

9.0.39 Brahmin Priest



Specific Name Brhmaa Pujari
 Train in Temple
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
 Cost 🍷 250, 🍀 8, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	85	—	🍷1, 🍷1, 🍷1	—	9/12
Advanced	102.0	—	🍷2, 🍷2, 🍷2	—	9/12
Elite	122.4	—	🍷3, 🍷3, 🍷3	—	9/12

9.0.40 Trader



Specific Name Vaishya
 Train in Market
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷100, 🏹80, 🛡15, 🛡1

Trade was a very important part of ancient civilization - effective trading and control of trade routes equaled wealth. Trade took place by many forms from foot to caravans to merchant ships. One of the most notorious examples of the power of trade was the Silk Road.




	Health	Attack	Armour	Range	Speed
Basic	100	—	🗡1, 🗡1, 🗡1	—	9.5/15

10 Gauls

10.0.1 House

Specific Name Annedd
 Trains Celtic Woman
 Bonus vs.
 Malus vs.
 Cost  75,  30

Celts generally lived in round stone or wattle and daub walled structures with thatched roof.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 3,  30,  20	—	—/—

10.0.2 Storehouse






Specific Name Ystordy

Bonus vs.

Malus vs.

Cost  100,  40

In southern parts of the country, most of the wildwood had been cleared and given way to farming or coppice management. In northern parts, or where the ground was particularly unsuitable for agriculture, wildwood remained, but under constant threat. Land around the farmsteads was usually enclosed by hazel fencing or hedging.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

10.0.3 Farmstead



Specific Name Ffermdy

Bonus vs.

Malus vs.

Cost 100, 45

Farming typically revolved around small hamlets and farmsteads with enclosed rectilinear fields - each having areas of pasture, farmland and wood. Ploughing became more efficient with the arrival of the iron share (plough point ? courtesy of our Celts) and a two field rotation was introduced; crops one year followed by a fallow that was grazed by livestock. This lead to surprisingly high yields and fuelled population growth. The image of a farmstead would most likely be a house with some out-buildings. Storage of crops was either in pits or in raised stores and harvest was over several months - weeds, grain and then straw.

	Health	Attack	Armour	Range	Speed
Basic	900	—	1, 1, 1	—	—/—

10.0.4  Field




Specific Name Varmo

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field. The Celts were good farmers.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

10.0.5



Corral

Specific Name Cavalidos




Trains Pig

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

10.0.6 Outpost





Specific Name Gallic Outpost

Bonus vs.

Malus vs.

Cost  80,  40

I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

10.0.7 Wooden Tower





Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

10.0.8



Dock

Specific Name	Crannóc
Trains	Fishing Boat Merchantman Medium Warship
Bonus vs.	
Malus vs.	
Cost	🪵 200, 🌊 150

A crannóc (or crannoge) is the name given in Scotland and Ireland to an artificial island or natural island, used for a settlement. The name can also be used to refer to wooden platforms erected on shallow loch floors, although understandably few remains of this sort have been found. The choice of an island as a home is thought to have been for defense as well as the availability of food in the form of fish nearby.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🪵3, 🪵35, 🪵20	—	—/—

10.0.9  Barracks




Specific Name Gwersyllty
 Trains Spearman
 Skirmisher
 Celtic Slinger
 Cavalry Swordsman
 Cavalry Skirmisher
 Heavy Swordsman
 Gallic Noble Cavalry

Bonus vs.

Malus vs.

Cost  300,  150

All able-bodied male Celts were expected to heed their liege lord's call to battle when need arose.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

10.0.10  Blacksmith




Specific Name Amordidas

Bonus vs.

Malus vs.

Cost  200,  200

Figured to have it represent an armory; these were common, and not all Celts (truthfully, not even most) had to provide their own weapons. Just, they had to provide their own GOOD weapons and armor, but mass-produced spears and javelins and shields were distributed freely at need. The possession of a armory by the local lord was considered quite prestigious among the Celts, especially the larger examples found in Gaul that could maintain armies.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

10.0.11



Temple

Specific Name Addoldy

Trains Healer

Bonus vs.

Malus vs.

Cost 300, 200

Celts built large sanctuaries for feasting and worship. One such structure was the Sanctuary of Corent in modern-day France.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 30, 20	—	—/—

10.0.12 Market

Specific Name Marchnaty




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

Efficient farming led to food surpluses and a developing social hierarchy through the period with administration and power centered on the hill forts. Trade would have been buoyant with Europe; exported corn, cattle hides, tin, gold and iron in exchange for wine and olive oil. The first coins appeared although they were more items of wealth and status than trade. There is evidence too of standardized pottery and this suggests that weights and measures were controlled to provide consistency in trade.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

10.0.13 Defense Tower







Specific Name Tyrau

Bonus vs.

Malus vs.

Cost  100,  100,  150

I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

10.0.14  Civic Center

Specific Name Caer
 Trains Celtic Woman
 Spearman
 Skirmisher
 Cavalry Skirmisher

Bonus vs.

Malus vs.

Cost 🏠 500, 🏡 500, 🏢 500, 🏣 500

This was be the center of the town, a great hall where the clan leader resided. All political matters were probably performed inside such a structure.


	Health	Attack	Armour	Range	Speed
Basic	3000	🏹15	🛡️3, 🏹5, 🏹5	72	—/—

10.0.15  Fortress





Specific Name Gallic Dun
 Trains Battering Ram
 Brennus
 Britomartus
 Vercingetorix
 Gallic Noble Cavalry
 Heavy Swordsman

Bonus vs.

Malus vs.

Cost  1000,  500

Dun comes from the Brythonic Din and Gaelic Dun, meaning fort, and is now used as a general term for small stone built strongholds. Duns appear to have arrived with the Celts in about the 7th century BC, associated with their Iron age culture of warrior tribes and petty chieftains. Early Duns had near vertical ramparts constructed of stone laced with timber, and where this was set on fire (accidentally or on purpose) it forms the vitrified forts where stones have been partly melted, an effect that is still clearly visible. Use of Duns continued in some cases into the medieval period.






	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	72	—/—

10.0.16  Wonder




Specific Name Stonehenge

Bonus vs.

Malus vs.

Cost  1000,  1000,  1000,  1000,  1000

Stonehenge is a monumental structure built by pre-historic peoples from Britain from approximately 2500 BC to 2000 BC. Evidence suggests that the structure and the surrounding site served as a place of religious significance, time-keeping, and other societal functions, like burial.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 5,  25,  5	—	—/—

10.0.17  Tavern




Specific Name Taberna
 Trains Celtic Woman
 Naked Fanatic

Bonus vs.

Malus vs.

Cost  100,  100,  200

Taverns are where Celtic warriors go for a tall glass of mead after a hard-won battle. Some might even find rest in one of the back rooms for rent in this seedy establishment.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 3,  30,  20	—	—/—

10.0.18 Rotary Mill



Specific Name Melonas

Bonus vs.

Malus vs.





Cost 200, 100, 100

The Celts developed the first rotary flour mill.













	Health	Attack	Armour	Range	Speed
Basic	2000	—	3, 30, 20	—	—/—

10.0.19 Cavalry Skirmisher








Specific Name	Gaisaredos
Train in	Barracks Civic Center
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  40,  12,  1

The Celts were extremely proficient horsemen and created excellent tack for their mounts. This included an early form of saddle with horns at each corner, giving them a huge edge in terms of control over their counterparts. Since the cavalry was made up of rich nobles armor and fine weapons were in great supply, making them formidable opponents.

	Health	Attack	Armour	Range	Speed
Basic	120	 20	 15,  1,  3	28	17.5/28
Advanced	144.0	 20	 16,  2,  4	28	17.5/28
Elite	172.8	 20	 17,  3,  5	28	17.5/28

10.0.20 Cavalry Swordsman

Specific Name	Epos
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 80,  35,  20,  12,  1

Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.

	Health	Attack	Armour	Range	Speed
Basic	160	↘ 6.5	↘ 15, ↘ 2, ↘ 4	6	20/28.75
Advanced	192.0	↘ 6.5	↘ 16, ↘ 3, ↘ 5	6	20/28.75
Elite	230.4	↘ 6.5	↘ 17, ↘ 4, ↘ 6	6	20/28.75

10.0.21



Gallic Noble Cavalry

Specific Name Gallic Brihent

Train in Barracks
Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🛡️ 250, 🏹 100, 🐎 100, 🏰 40, 🧠 1

In Gaul we know of heavy cavalry, possibly predecessors to later knights. They used a Celtic lance overhand, a good shield, and wore good armor. Vercingetorix was famous for having a number of them, but their use long precedes him. Heavy Celtic horsemen are found in graves as early as the 600s, with scale coats. Later, with the advent of mail, their armor would largely change to this. They would be experienced, aristocratic or noblemen, or their retainers equipped in kind. Each man would probably have several personal attendants. Some would be powerful noblemen, such as chiefs and kings. In battle, they would be on par with much of the best heavy cavalry in western Europe, due to superior armor, such as mail armor with additional layers of mail over the vital organs, weapons such as high-quality iron spearheads, swords, and a thong of javelins, giving them versatility, and years of experience and training. Their historical use saw them capable of breaking even well-defended positions, or acting to great effect in flanking maneuvers.

	Health	Attack	Armour	Range	Speed
Basic	300	🏹 26, 🛡️ 12	🐎 20, 🏹 2, 🧠 1	5	25/40

10.0.22 Naked Fanatic



Specific Name	Gaesata
Train in	Tavern
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	👁️ 100, 🗡️ 2, 🛡️ 0.5, 🏠 1

A fanatic Celtic warrior, devoted to war and his Celtic liege lord. These bloodthirsty young men roamed Gaul in search of battle.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 5, 🏹 6	🛡️ 20, 🗡️ -3, 🏹 -3	5	1.5/1.5

10.0.23 Heavy Swordsman



Specific Name Solduros

Train in Barracks
Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🍷 125, 🍷 75, 🍷 100, 🍷 30, 🍷 1

The sword among Celts varies in reputation and commonality. Shortswords, essentially truly just long, broad-bladed daggers, were common, but cheaply made, and most likely the swords referred to as bending after a hard strike, and needing bent back into place. The iron construction of longswords, such as used here, was greatly superior, but also much more expensive. The longsword was primarily a weapon of aristocracy and experienced professional soldiers, who could either afford the weapon, have it made for them by their lord as a reward for service, passed down to them by family, or looted from the field.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 11	🛡️ 20, 🗡️ 2, 🗡️ 2	5	12.5/16

10.0.24 Hero Swordsman





Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 50, 🏹 200, 🛡️ 40, 🏰 2

Brennus is the name which the Roman historians give to the famous leader of the Gauls who took Rome in the time of Camillus. According to Geoffrey of Monmouth, the cleric who wrote “History of the Kings of Britain”, Brennus and his brother Belinus invaded Gaul and sacked Rome in 390 B.C., ‘proving’ that Britons had conquered Rome, the greatest civilization in the world, long before Rome conquered the Britons. We know from many ancient sources which predate Geoffrey that Rome was indeed sacked, but in 387 not 390, and that the raid was led by a man named Brennos (which was latinized to Brennus), but he and his invading horde were Gallic Senones, not British. In this episode several features of Geoffrey’s editing method can be seen: he modified the historical Brennus/Brennos, created the brother Belinus, borrowed the Gallic invasion, but omitted the parts where the Celts seemed weak or foolish. His technique is both additive and subtractive. Like the tale of Trojan origin, the story of the sack of Rome is not pure fabrication; it is a creative rearrangement of the available facts, with details added as necessary. By virtue of their historical association, Beli and Bran are often muddled with the earlier brothers Belinus and Brennus (the sons of Dunvallo Molmutius) who contended for power in northern Britain in around 390 B.C., and were regarded as gods in old Celtic tradition.





	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 22	🛡️ 25, 🏹 12, 🏰 12	5	9.5/20

10.0.25 Hero Spearman



Train in	Fortress
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Battlefield Medicine
Cost	 50,  200,  40,  2

The story of how Marcus Claudius Marcellus killed a Gallic leader at Clastidium (222 BC) is typical of such encounters. Advancing with a smallish army, Marcellus met a combined force of Insubrian Gauls and Gaesatae at Clastidium. The Gallic army advanced with the usual rush and terrifying cries, and their king, Britomartus, picking out Marcellus by means of his badges of rank, made for him, shouting a challenge and brandishing his spear. Britomartus was an outstanding figure not only for his size but also for his adornments; for he was resplendent in bright colors and his armor shone with gold and silver. This armor, thought Marcellus, would be a fitting offering to the gods. He charged the Gaul, pierced his bright breastplate and cast him to the ground. It was an easy task to kill Britomartus and strip him of his armor.

	Health	Attack	Armour	Range	Speed
Basic	1000	 10,  12	 25,  12,  12	5	9/18.75

10.0.26 Hero Cavalry Swordsman

Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 100, 🏹 250, 🛡️ 50, 🏰 2

The most famous of all Celts, Vercingetorix lead the rebelling Gallic tribes against the might of Rome and Julius Caesar's veteran army in 54 BC. Although successful in defeating several Roman forces, Vercingetorix was unable to defeat Caesar, who eventually surrounded the Celtic leaders in the town of Alesia along with 100,000 men. When a relief army arrived to lift the epic siege, the Romans were out numbered 7 to 1 but still defeated the Celts. Vercingetorix surrendered and was executed.

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 26	🛡️ 25, 🏹 9, 🏹 11	6	16.5/26

10.0.27



Skirmisher

Specific Name Baguada
 Train in Barracks
 Civic Center

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine






Cost 🏰 50, 🍷 50, 🏰 10, 🏰 1

Gesatae were young men who devoted themselves to war, often serving as mercenaries for other tribes. They were the last Celts to fight stark naked to show their courage, often carrying only a shield with several javelins and a regular Celtic spear. More often than not they were covered in geometric designs painted in woad, a blue dye.

	Health	Attack	Armour	Range	Speed
Basic	50	↖ 18	↖ 10, ↖ 1, ↖ 1	24	13.5/24
Advanced	60.0	↖ 18	↖ 11, ↖ 2, ↖ 2	24	13.5/24
Elite	72.0	↖ 18	↖ 12, ↖ 3, ↖ 3	24	13.5/24

10.0.28 Celtic Slinger



Specific Name	Iaosae
Train in	Barracks
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  20,  30,  10,  1

Sling bullets are found in enormous numbers in Celtic sites, made of lead, though clay bullets would also have been used. Slings figure prominently in Celtic myth, and were not associated with any sense of shame. To the contrary, the great skill needed to use a sling well was highly rewarded and favored, so they found much more use in Celtic society for a ranged weapon than bows, outside of specific tribes. The god Lugos, in Irish myth Lug, is associated closely with many weapons, among them his sling. Slings were the primary weapon of Celtic hunters as well.

	Health	Attack	Armour	Range	Speed
Basic	50	↗2, ↘9.5	↗10, ↘1, ↙1	48	11/24
Advanced	60.0	↗2, ↘9.5	↗11, ↘2, ↙2	48	11/24
Elite	72.0	↗2, ↘9.5	↗12, ↘3, ↙3	48	11/24

10.0.29



Spearman

Specific Name	Gaeroa
Train in	Barracks Civic Center
Bonus vs.	
Malus vs.	Cavalry (×3)
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	🍷 50, 🍷 50, 🍷 10, 🍷 1

The spear was the main weapon of the Celts, arming the bulk of their forces. The average Celt would only have to take up his long spear and body shield to be ready for battle. While armor was rare the rabid fighting spirit of the Celts more than made up for in vigor what was lost in protection.

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️ 2.5, 🛡️ 3	🗡️ 15, 🛡️ 5, 🛡️ 5	4	8.5/15
Advanced	120.0	🗡️ 2.5, 🛡️ 3	🗡️ 16, 🛡️ 6, 🛡️ 6	4	8.5/15
Elite	144.0	🗡️ 2.5, 🛡️ 3	🗡️ 17, 🛡️ 7, 🛡️ 7	4	8.5/15

10.0.30 Battering Ram

Specific Name Reithe





Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  200,  30,  5

Celtic assaults on fortified positions were relegated largely to three methods. Creating a shell of shields and setting fire to gatehouses, sapping, at which they were noted as being most expert by Caesar, and rams, known only from votive inscriptions and some Celtic art.

	Health	Attack	Armour	Range	Speed
Basic	400	 150	 10,  50,  1	6.5	8/11

10.0.31 Fishing Boat



Specific Name Lembus
 Train in Dock
 Bonus vs.
 Malus vs.
 Improvements Salting Fish, Fishing Net
 Cost 🍷 50, 🍷 20, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

10.0.32 Merchantman



Specific Name Curach
 Train in Dock
 Bonus vs.
 Malus vs.
 Cost 🪦 100, 🌪 20, 🧨 1

These very small boats were used mainly for fishing, but they were also used to transport goods and personnel. The shell is wickerwork, covered with animal hides. Now they are exclusive to Ireland. They do not have a keel, but are able to ride large ocean waves and navigate up shallow rivers. First written account was by Julius Caesar in 100 BC. There were rumours of larger hide boats, but they were not documented with any solid proof.

	Health	Attack	Armour	Range	Speed
Basic	400	—	🪦 2, 🪦 5, 🪦 2	—	12/15

10.0.33 Medium Warship



Specific Name Venetic Ponti





Train in Dock

Bonus vs.

Malus vs.

Cost  150,  150,  40,  3

The ships of Gaul were described by Julius Caesar as: flat bottoms to ride the shallows, exceptionally high bows and sterns, hulls were made entirely of oak, the foot wide cross-timbers were fastened with iron bolts as thick as a man's thumb, sails of raw hides or thin leather, adapted for sailing treacherous and stormy waters of the north atlantic. Caesar could not injure them by ramming because they were so solidly built, and their height made it difficult to reach them with missiles or board them with grappling irons.

	Health	Attack	Armour	Range	Speed
Basic	1600	 35	 5,  10,  5	55	14/20

10.0.34 Celtic Woman



Specific Name Bodu

Train in Civic Center
House
Tavern

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost  50,  8,  1

Gallic women enjoyed many freedoms, especially compared to their Greek and Roman counterparts. Although they did not fight in battle as some believed, they were able to own property and were capable of gaining considerable wealth. Some noblewomen took over power when their husband's died, such as Boudicca of the Iceni. In addition, family trees were drawn up along female lines, men claiming their ancestry through female ancestors.

	Health	Attack	Armour	Range	Speed
Basic	1.5	↘3.5	↗1, ↗1, ↘1	4	9.5/16

10.0.35



Healer

Specific Name Druides

Train in Temple

Bonus vs.

Malus vs.

Improvements Battlefield Medicine, Healing Range, Healing
Range 2, Healing Rate, Healing Rate 2

Cost 👤 250, 🗡️ 8, 🛡️ 1

A druid may be one of many different professions; priest, historian, lawyer, judges, teachers, philosophers, poets, composers, musicians, astronomers, prophets, councilors, high craftsmen like a blacksmith, the classes of the 'men of art', and sometimes kings, chieftains, or other politicians. Druids were very hierarchical, with classes and ranks based on the length of their education and what fields they practiced. They learned their trades through mnemonics by way of poetry and songs, as writing was rarely used by Celts outside of prayers on votive objects, or lists of names for migratory records.

	Health	Attack	Armour	Range	Speed
Basic	85	—	🗡️ 1, 🛡️ 1, 🛡️ 1	—	9/12
Advanced	102.0	—	🗡️ 2, 🛡️ 2, 🛡️ 2	—	9/12
Elite	122.4	—	🗡️ 3, 🛡️ 3, 🛡️ 3	—	9/12

10.0.36  Trader

Specific Name Cyfnewidiwr
 Train in Market
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🏹 80, 🛡️ 15, 🏠 1

Celtic traders were known for trafficking in many different goods. These could range from metal work and iron objects to slaves. Indeed, gaulain proved to be a steady supply of slaves for the Romans. In trade the Celts often received Roman weapons, armor, and tools. Celtic traders were usually land bound, traveling on foot or by animal.

	Health	Attack	Armour	Range	Speed
Basic	100	—	🗡️ 1, 🏹 1, 🛡️ 1	—	9.5/15

11 Britons

11.0.1 House

Specific Name Annedd
 Trains Celtic Woman
 Bonus vs.
 Malus vs.
 Cost 🏠 75, 🛡️ 30

Celts generally lived in round stone or wattle and daub walled structures with thatched roof.

	Health	Attack	Armour	Range	Speed
Basic	800	—	🏹 3, 🏹 30, 🏹 20	—	—/—

11.0.2  Storehouse




Specific Name Ystordy

Bonus vs.

Malus vs.

Cost  100,  40

In southern parts of the country, most of the wildwood had been cleared and given way to farming or coppice management. In northern parts, or where the ground was particularly unsuitable for agriculture, wildwood remained, but under constant threat. Land around the farmsteads was usually enclosed by hazel fencing or hedging.

	Health	Attack	Armour	Range	Speed
Basic	800	—	 1,  1,  1	—	—/—

11.0.3 Farmstead



Specific Name Ffermdy

Bonus vs.

Malus vs.

Cost 100, 45

Farming typically revolved around small hamlets and farmsteads with enclosed rectilinear fields - each having areas of pasture, farmland and wood. Ploughing became more efficient with the arrival of the iron share (plough point ? courtesy of our Celts) and a two field rotation was introduced; crops one year followed by a fallow that was grazed by livestock. This led to surprisingly high yields and fuelled population growth. The image of a farmstead would most likely be a house with some out-buildings. Storage of crops was either in pits or in raised stores and harvest was over several months - weeds, grain and then straw.

	Health	Attack	Armour	Range	Speed
Basic	900	—	1, 1, 1	—	—/—

11.0.4 **Field**




Specific Name Varmo

Bonus vs.

Malus vs.

Cost  100,  50

A farmer's field. The Celts were good farmers.

	Health	Attack	Armour	Range	Speed
Basic	250	—	 5,  40,  15	—	—/—

11.0.5  Corral

Specific Name Cavalidos




Trains Pig

Bonus vs.

Malus vs.

Cost  100,  50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	 1,  20,  1	—	—/—

11.0.6 Outpost







Specific Name Brythonic Outpost

Bonus vs.

Malus vs.

Cost  80,  40

I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.

	Health	Attack	Armour	Range	Speed
Basic	800	 20	 1,  20,  5	55	—/—

11.0.7 Wooden Tower







Specific Name Wooden Tower

Bonus vs.

Malus vs.

Cost  100,  40

None

	Health	Attack	Armour	Range	Speed
Basic	250	 6	 -2,  -5,  -5	60	—/—

11.0.8



Dock

Specific Name	Crannóc
Trains	Fishing Boat Merchantman Medium Warship
Bonus vs.	
Malus vs.	
Cost	🪵 200, 🌳 150

A crannóc (or crannoge) is the name given in Scotland and Ireland to an artificial island or natural island, used for a settlement. The name can also be used to refer to wooden platforms erected on shallow loch floors, although understandably few remains of this sort have been found. The choice of an island as a home is thought to have been for defense as well as the availability of food in the form of fish nearby.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🪵3, 🪵35, 🪵20	—	—/—

11.0.9 Barracks




Specific Name Gwersyllty
 Trains Celtic Spearman
 Skirmisher
 Celtic Slinger
 Celtic Cavalry
 Raiding Cavalry
 Brythonic Longswordsman
 Celtic Chariot

Bonus vs.

Malus vs.

Cost  300,  150

All able-bodied male Celts were expected to heed their liege lord's call to battle when need arose.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—

11.0.10  Blacksmith




Specific Name Amordidas

Bonus vs.

Malus vs.

Cost  200,  200

Figured to have it represent an armory; these were common, and not all Celts (truthfully, not even most) had to provide their own weapons. Just, they had to provide their own GOOD weapons and armor, but mass-produced spears and javelins and shields were distributed freely at need. The possession of a armory by the local lord was considered quite prestigious among the Celts, especially the larger examples found in Gaul that could maintain armies.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  35,  20	—	—/—


11.0.11  Temple

Specific Name Addoldy




Trains Healer

Bonus vs.

Malus vs.

Cost  300,  200

Celts built large sanctuaries for feasting and worship. One such structure was the Sanctuary of Corent in modern-day France.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—


11.0.12  Market

Specific Name Marchnaty




Trains Trader

Bonus vs.

Malus vs.

Cost  300,  150

Efficient farming led to food surpluses and a developing social hierarchy through the period with administration and power centered on the hill forts. Trade would have been buoyant with Europe; exported corn, cattle hides, tin, gold and iron in exchange for wine and olive oil. The first coins appeared although they were more items of wealth and status than trade. There is evidence too of standardized pottery and this suggests that weights and measures were controlled to provide consistency in trade.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	 1,  1,  1	—	—/—

11.0.13 Defense Tower







Specific Name Tyrau

Bonus vs.

Malus vs.

Cost  100,  100,  150





I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.

	Health	Attack	Armour	Range	Speed
Basic	1000	 15	 3,  30,  25	76	—/—

11.0.14  Civic Center

Specific Name	Caer
Trains	Celtic Woman Celtic Spearman Celtic Slinger Raiding Cavalry
Bonus vs.	
Malus vs.	
Cost	 500,  500,  500,  500

This was be the center of the town, a great hall where the clan leader resided. All political matters were probably performed inside such a structure.

	Health	Attack	Armour	Range	Speed
Basic	3000	 15	 3,  5,  5	72	—/—

11.0.15  Fortress





Specific Name Brythonic Broch
 Trains Battering Ram
 Boudicca
 Caratacos
 Cunobelin
 Celtic Chariot
 Brythonic Longswordsman

Bonus vs.

Malus vs.

Cost  1000,  500

The Broch is an Iron Age round tower fortification type unique to Scotland. The origin of brochs remains a mystery. Some archaeologists believed the brochs were built by an influx of broch builders who had been displaced and pushed northward during the Roman invasion of Britain. However, this theory has been largely disproven and current thought is that they were built by itinerant (travelling) craftsmen since so many were built to almost the same exact design.

	Health	Attack	Armour	Range	Speed
Basic	4200	 20	 3,  5,  5	80	—/—

11.0.16 Wonder



Specific Name Stonehenge

Bonus vs.

Malus vs.

Cost 🏠 1000, 🏡 1000, 🏢 1000, 🏣 1000, 🏤 1000

Stonehenge is a monumental structure built by pre-historic peoples from Britain from approximately 2500 BC to 2000 BC. Evidence suggests that the structure and the surrounding site served as a place of religious significance, time-keeping, and other societal functions, like burial.

	Health	Attack	Armour	Range	Speed
Basic	5000	—	🛡️ 5, 🛡️ 25, 🛡️ 5	—	—/—

11.0.17  Island Settlement





Specific Name Crannóc
 Trains Celtic Woman
 Celtic Spearman
 Celtic Slinger
 Raiding Cavalry
 Fishing Boat
 Merchantman
 Medium Warship

Bonus vs.

Malus vs.

Cost  500,  500,  500,  500

A crannóc (or crannoge) is the name given in Scotland and Ireland to an artificial island or natural island, used for a settlement. The name can also be used to refer to wooden platforms erected on shallow loch floors, although understandably few remains of this sort have been found. The choice of an island as a home is thought to have been for defense as well as the availability of food in the form of fish nearby.

	Health	Attack	Armour	Range	Speed
Basic	3000	 15	 3,  5,  5	72	—/—

11.0.18  Special Building



Trains




War Dog

Bonus vs.

Malus vs.

Cost

 50,  50,  200,  50
None

	Health	Attack	Armour	Range	Speed
Basic	500	—	 5,  40,  10	—	—/—

11.0.19  Rotary Mill




Specific Name Melonas

Bonus vs.

Malus vs.

Cost  200,  100,  100

The Celts developed the first rotary flour mill.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 3,  30,  20	—	—/—

11.0.20 Raiding Cavalry

Specific Name	Gaisaredos
Train in	Barracks Civic Center Island Settlement
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	100, 40, 12, 1

The Celts were extremely proficient horsemen and created excellent tack for their mounts. This included an early form of saddle with horns at each corner, giving them a huge edge in terms of control over their counterparts. Since the cavalry was made up of rich nobles armor and fine weapons were in great supply, making them formidable opponents.

	Health	Attack	Armour	Range	Speed
Basic	120	20	15, 1, 3	28	17.5/28
Advanced	144.0	20	16, 2, 4	28	17.5/28
Elite	172.8	20	17, 3, 5	28	17.5/28

11.0.21 Celtic Cavalry



Specific Name Epos
 Train in Barracks
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 80, 🍷 35, 🍷 20, 🍷 12, 🍷 1

Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.

	Health	Attack	Armour	Range	Speed
Basic	160	↘ 6.5	↗ 15, ↘ 2, ↘ 4	6	20/28.75
Advanced	192.0	↘ 6.5	↗ 16, ↘ 3, ↘ 5	6	20/28.75
Elite	230.4	↘ 6.5	↗ 17, ↘ 4, ↘ 6	6	20/28.75

11.0.22 Celtic Chariot



Specific Name Carbanto

Train in Barracks
Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🏰 250, 🍷 100, 🛡️ 100, 🏹 40, 🏰 1

The Britons were one of the last European peoples to use two-horse chariots in combat. They had two iron-rimmed wheels and a flat riding platform that typically carried a driver and a warrior. Useless as shock weapons against tightly packed troops, they were useful for running down individual soldiers and as a stable mount to launch javelins from. The heads of defeated opponents often adorned the chassis to show the warrior's prowess.

	Health	Attack	Armour	Range	Speed
Basic	270	🏹 40	🛡️ 20, 🏹 5, 🏹 7	32	20.5/28

11.0.23



Brythonic Longswordman

Specific Name Delamokludda

Train in Barracks
Fortress

Bonus vs.


Malus vs.

Improvements Battlefield Medicine

Cost 🍷 125, 🍷 75, 🍷 100, 🍷 30, 🍷 1

Two-handed swordsmen from Briton. These men are veteran soldiers who offer their lives in service to their Brythonic lords.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 11	🛡️ 20, 🗡️ 2, 🗡️ 2	5	12.5/16






11.0.24  Hero Cavalry Skirmisher

Train in Fortress





Bonus vs.

Malus vs.

Improvements Iron Hero Armor, Battlefield Medicine

Cost  100,  100,  75,  45,  2

Ammianus Marcellinus described how difficult it would be for a band of foreigners to deal with a Celt if he called in the help of his wife. For she was stronger than he was and could rain blows and kicks upon the assailants equal in force to the shots of a catapult. Boudicca, queen of the Iceni, was said to be 'very tall and terrifying in appearance; her voice was very harsh and a great mass of red hair fell over her shoulders. She wore a tunic of many colors over which a thick cloak was fastened by a brooch.

	Health	Attack	Armour	Range	Speed
Basic	1500	 56	 25,  8,  10	36	17/28

11.0.25 Hero Swordsman



Train in Fortress

Bonus vs.

Malus vs.

Improvements Battlefield Medicine

Cost 🛡️ 50, 🏰 200, ⚙️ 40, 🧑 2

Caratacos's name is better known in its Romanized form, Caratacus. Under this name he is remembered as a fierce defender of Britain against the Romans after their invasion in 43 AD. Son of King Cunobelin of the Catuvellauni tribe, Caratacos fought for nine years against the Romans with little success, eventually fleeing to the tribes in Wales, where he was defeated decisively. Finally he entered Northern Britain, where was handed over to the Romans. Taken to Rome, Caratacos was allowed to live by the Emperor Claudius and died in Italy.

	Health	Attack	Armour	Range	Speed
Basic	1000	🗡️ 22	🛡️ 25, 🏰 12, 🗡️ 12	5	9.5/20

11.0.26 Hero Cavalry Swordsman

Train in Fortress
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🏹 250, 🛡️ 50, 🏰 2

Cunobelin was a powerful ruler centered in the territory around modern day London. Ruling the Catuvellauni from Camulodunum, he was a warrior king who conquered a neighboring tribe and was referred to by the Romans as the King of the Britons. Eventually Cunobelin retired to become the arch-druid of Siluria, but was taken to Rome with his son upon Caratacos's capture. According to legend, the Apostle Paul baptized Cunobelin into Christianity before he died in Italy.

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 26	🛡️ 25, 🏹 9, 🏹 11	6	16.5/26

11.0.27



Skirmisher

Specific Name Baguada

Train in Barracks

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine






Cost 🍷 50, 🍷 50, 🍷 10, 🍷 1

Gesatae were young men who devoted themselves to war, often serving as mercenaries for other tribes. They were the last Celts to fight stark naked to show their courage, often carrying only a shield with several javelins and a regular Celtic spear. More often than not they were covered in geometric designs painted in woad, a blue dye.
















	Health	Attack	Armour	Range	Speed
Basic	50	↗ 18	↗ 10, ↗ 1, ↗ 1	24	13.5/24
Advanced	60.0	↗ 18	↗ 11, ↗ 2, ↗ 2	24	13.5/24
Elite	72.0	↗ 18	↗ 12, ↗ 3, ↗ 3	24	13.5/24

11.0.28 Celtic Slinger



Specific Name	Iaosae
Train in	Barracks Civic Center Island Settlement
Bonus vs.	
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	 50,  20,  30,  10,  1

Sling bullets are found in enormous numbers in Celtic sites, made of lead, though clay bullets would also have been used. Slings figure prominently in Celtic myth, and were not associated with any sense of shame. To the contrary, the great skill needed to use a sling well was highly rewarded and favored, so they found much more use in Celtic society for a ranged weapon than bows, outside of specific tribes. The god Lugos, in Irish myth Lug, is associated closely with many weapons, among them his sling. Slings were the primary weapon of Celtic hunters as well.

	Health	Attack	Armour	Range	Speed
Basic	50	 2,  9.5	 10,  1,  1	48	11/24
Advanced	60.0	 2,  9.5	 11,  2,  2	48	11/24
Elite	72.0	 2,  9.5	 12,  3,  3	48	11/24

11.0.29 Celtic Spearman



Specific Name	Gaeroa
Train in	Barracks Civic Center Island Settlement
Bonus vs.	Cavalry (×3)
Malus vs.	
Improvements	Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, Battlefield Medicine
Cost	50, 50, 10, 1

The spear was the main weapon of the Celts, arming the bulk of their forces. The average Celt would only have to take up his long spear and body shield to be ready for battle. While armor was rare, the rabid fighting spirit of the Celts more than made up for in vigor what was lost in protection.

	Health	Attack	Armour	Range	Speed
Basic	100	2.5, 3	15, 5, 5	4	8.5/15
Advanced	120.0	2.5, 3	16, 6, 6	4	8.5/15
Elite	144.0	2.5, 3	17, 7, 7	4	8.5/15

11.0.30 Battering Ram

Specific Name Reithe





Train in Fortress

Bonus vs.

Malus vs.

Cost  350,  200,  30,  5

Celtic assaults on fortified positions were relegated largely to three methods. Creating a shell of shields and setting fire to gatehouses, sapping, at which they were noted as being most expert by Caesar, and rams, known only from votive inscriptions and some Celtic art.

	Health	Attack	Armour	Range	Speed
Basic	400	 150	 10,  50,  1	6.5	8/11

11.0.31 Fishing Boat



Specific Name Manea
 Train in Island Settlement
 Dock

Bonus vs.

Malus vs.

Improvements Salting Fish, Fishing Net

Cost 🍷 50, 🍷 20, 🍷 1

None

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 2, 🗡️ 5, 🗡️ 2	5	10/15

11.0.32 Merchantman



Specific Name	Curach
Train in	Island Settlement Dock
Bonus vs.	
Malus vs.	
Cost	100, 20, 1

These very small boats were used mainly for fishing, but they were also used to transport goods and personnel. The shell is wickerwork, covered with animal hides. Now they are exclusive to Ireland. They do not have a keel, but are able to ride large ocean waves and navigate up shallow rivers. First written account was by Julius Caesar in 100 BC. There were rumours of larger hide boats, but they were not documented with any solid proof.

	Health	Attack	Armour	Range	Speed
Basic	400	—	2, 5, 2	—	12/15

11.0.33 Medium Warship







Specific Name Venetic Ponti
 Train in Island Settlement
 Dock

Bonus vs.

Malus vs.

Cost  150,  150,  40,  3

The ships of Gaul were described by Julius Caesar as: flat bottoms to ride the shallows, exceptionally high bows and sterns, hulls were made entirely of oak, the foot wide cross-timbers were fastened with iron bolts as thick as a man's thumb, sails of raw hides or thin leather, adapted for sailing treacherous and stormy waters of the north atlantic. Caesar could not injure them by ramming because they were so solidly built, and their height made it difficult to reach them with missiles or board them with grappling irons.

	Health	Attack	Armour	Range	Speed
Basic	1600	 35	 5,  10,  5	55	14/20

11.0.34 Celtic Woman



Specific Name Bodu
 Train in Civic Center
 Island Settlement
 House

Bonus vs.

Malus vs.

Improvements Baskets, Horse-drawn Carts, Wheelbarrow, Fertilizer, Iron Plow, Gather Training, Iron Ax Heads, Sharp Ax Heads, Stronger Ax, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Wicker Baskets, The Loom, Battlefield Medicine

Cost 🍷 50, 🍎 8, 🏠 1

Brythonic women enjoyed many freedoms, especially compared to their Greek and Roman counterparts. Although they did not fight in battle as some believed, they were able to own property and were capable of gaining considerable wealth. Some noblewomen took over power when their husband's died, such as Boudicca of the Iceni. In addition, family trees were drawn up along female lines, men claiming their ancestry through female ancestors.

	Health	Attack	Armour	Range	Speed
Basic	1.5	↘3.5	↗1, ↘1, ↘1	4	9.5/16

11.0.35







Healer

Specific Name	Druides
Train in	Temple
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine, Healing Range, Healing Range 2, Healing Rate, Healing Rate 2
Cost	👤 250, 🗡️ 8, 🛡️ 1




A druid may be one of many different professions; priest, historian, lawyer, judges, teachers, philosophers, poets, composers, musicians, astronomers, prophets, councilors, high craftsmen like a blacksmith, the classes of the 'men of art', and sometimes kings, chieftains, or other politicians. Druids were very hierarchical, with classes and ranks based on the length of their education and what fields they practiced. They learned their trades through mnemonics by way of poetry and songs, as writing was rarely used by Celts outside of prayers on votive objects, or lists of names for migratory records.

	Health	Attack	Armour	Range	Speed
Basic	85	—	🗡️ 1, 🛡️ 1, 🛡️ 1	—	9/12
Advanced	102.0	—	🗡️ 2, 🛡️ 2, 🛡️ 2	—	9/12
Elite	122.4	—	🗡️ 3, 🛡️ 3, 🛡️ 3	—	9/12

11.0.36  Trader

Specific Name	Cyfnewidiwr
Train in	Market
Bonus vs.	
Malus vs.	
Improvements	Battlefield Medicine
Cost	 100,  80,  15,  1

Celtic traders were known for trafficking in many different goods. These could range from metal work and iron objects to slaves. Indeed, Britain proved to be a steady supply of slaves for the Romans. In trade the Celts often received Roman weapons, armor, and tools. Celtic traders were usually land bound, traveling on foot or by animal.

	Health	Attack	Armour	Range	Speed
Basic	100	—	 1,  1,  1	—	9.5/15

11.0.37 War Dog



Specific Name Coun
 Train in Special Building
 Bonus vs.
 Malus vs.
 Improvements Battlefield Medicine
 Cost 🍷 100, 🌿 12

The Celts used large dogs such as mastiffs or wolfhounds in combat, especially against enemy cavalry. The Romans were very impressed with the strength and ferocity of these dogs. Many were brought back to Rome for the gladiator arena or to serve as guard dogs.

	Health	Attack	Armour	Range	Speed
Basic	80	🗡️7	🗡️1, 🗡️1, 🗡️1	3	14.5/26
Advanced	96.0	🗡️7	🗡️2, 🗡️2, 🗡️2	3	14.5/26
Elite	115.2	🗡️7	🗡️3, 🗡️3, 🗡️3	3	14.5/26

12 Ptolemaics

