

NABATEAN CIVILIZATION PROFILE

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Civ Emblem:



- **Historical Period:** Although the Nabataeans were literate, they left no lengthy historical texts. However, there are thousands of inscriptions still found today in several places where they once lived; including graffiti and on their minted coins. The first historical reference to the Nabataeans is by Greek historian Diodorus Siculus who lived around 30 BC, but he includes some 300 years earlier information about them.
- **The Twelve Sons of Ishmael:** Nebaioth, Qedar, Adbeel, Mibsam, Mishma, Dumah, Massa, Hadad, Tema, Jetur, Naphish, Kedemah.
- **Civilization Overview:** The **Nabataeans**, also **Nabateans**, were an Arab people who inhabited northern Arabia and the Southern Levant, and whose settlements, most prominently the assumed capital city of Raqmu, now called Petra, in AD 37 – c. 100, gave the name of *Nabatene* to the borderland between Arabia and Syria, from the Euphrates to the Red Sea. Their loosely controlled trading network, which centered on strings of oases that they controlled, where agriculture was intensively practiced in limited areas, and on the routes that linked them, had no securely defined boundaries in the surrounding desert. Trajan conquered the Nabataean kingdom, annexing it to the Roman Empire, where their individual culture, easily identified by their characteristic finely potted painted ceramics, became dispersed in the general Greco-Roman culture and was eventually lost. They were later converted to Christianity. Jane Taylor, a writer, describes them as "one of the most gifted peoples of the ancient world".
- **Notes on Warfare:** Hence we come to a lightly armoured but swift-moving force which was used for raiding or fighting off raiders. The armies were perfectly adapted to the arid desert, which they employed to their utmost benefit against their enemy. Moving fast was so important many Arabian nomads moved whole forces on camel- and horseback. Both especially in combination provided their answer to heavier armoured forces. From the account of the fights against the Makedonians in 312 BC we also hear of them carrying out a surprise attack at night on the returning enemy to even their chances. Their nomadic lifestyle was not only a great weapon against their enemies, but also an ideal defence. This roaming lifestyle meant that a foreigner could not occupy or conquer your lands and was seen as the only decent way of life. Settled life was decadent. The Nabataeans got their name from their adeptness at living and travelling in the wastelands. These 'water diggers' had a system of rainwater cisterns, which made them known for quickly travelling great distances. However if all failed or if it was bad for business, they relied on their riches, they earned by protecting merchants from raiders, to bribe enemies off, something their enemies often were counting on or hoping for.
- **Physical Appearance:**
- **Notable Contemporaries:**
 - Hasmoneans: Alexander Jannaeus; Hyrcanus II; Simon Thassi; Aristobulus I; Aristobulus II; Antigonus II Mattathias;
 - Herodians: Herod the Great; Archelaus; Antipas; Philip the Tetrarch; Salome I; Agrippa; Agrippa II;
 - Diadochi: Antigonus I Monophthalmus;
 - ?;
 - ?;

UNIT DESCRIPTIONS

INFANTRY

- **Generic Name:** Nabataean Reformed Swordmen

- **Specific Name:** Sayyafin

- **Class:** Swordsman.
- **Hacker Armament:**
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**

- **History:** These men provide an extremely mobile force that can hit hard with their heavy javelins then rush in to flank enemy units. They are well armed and armored for the task, having bronze helmets, scale armour, an almond shaped thureos shield, and a sword.

- **Garrison:** 1.
- **Function:** Good for swift attacks on isolated enemies.
- **Special:**



- **Generic Name:** Nabataean Levy Spearmen

- **Specific Name:** Istratfin

- **Class:** Spearman.
- **Hacker Armament:**
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**

- **History:** These urbanites are the core of the Nabataean military machine. Armed with sturdy spears and leather or wicker shields, these men are far more capable than their lighter counterparts in tribal levies of holding the line of battle.

- **Garrison:** 1.
- **Function:** Good for forming a basic heavy battle line.
- **Special:**



- **Generic Name:** Nabataean Reformed Skirmisher

- **Specific Name:** Romakhaya

- **Class:** Javelinist.
- **Ranged Armament:** Javelin.
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**



- **History:** They were a type of elite skirmisher that sacrifices heavy arms and armor for mobility and range. They are armored in leather and carry a medium sized oval shield. Their armaments consist of several javelins and a sword. This panoply makes them light and mobile, but still able to engage in melee after their javelins have been thrown.

- **Garrison:** 1.

- **Function:** Good for harassment of enemy chariots and infantry columns.

- **Special:**

- **Generic Name:** Nabataean Axemen

- **Specific Name:** Muharûbîn Fleqā

- **Class:** Swordsman.

- **Hacker Armament:** An axe.

- **Appearance:**

- **Garb:**

- **Helmet:**

- **Shield:**

- **Figure(s):**

- **History:** Armed with an axe and light wickerwork or leather shields, these men form a light and unruly levy. While they are not the toughest or most reliable troops on the field of battle they have been weathered and hardened by their inhospitable homeland.

- **Garrison:** 1.

- **Function:** Softening up enemy infantry.

- **Special:**



- **Generic Name:** Nabataean Slinger

- **Specific Name:** Muqālā'în

- **Class:** Slinger.

- **Ranged Armament:** Leather sling.

- **Appearance:**

- **Garb:**

- **Helmet:**

- **Shield:**

- **Figure(s):**

- **History:** Slingers are common in Arabian armies, being levied from the nomadic tribes. These men are mostly lower class herders. The tribesmen are not wealthy, so they march to war in only their simple garments, carrying a simple shield and their own, often homemade sling, in addition to a dagger for self-defence.

- **Garrison:** 1.

- **Function:** Harassing chariots and infantry formations.

- **Special:**



CAVALRY

- **Generic Name:** Bedouin Scouts
- **Specific Name:** Farasîn Bedawi
 - **Class:** Cavalry Javelinist.
 - **Ranged Armament:** Javelins.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **Mount:**



- **History:** In ancient times, most people settled near rivers but the Bedouin people preferred to live in the open desert. In battle these men provide a highly skilled light cavalry contingent exceedingly capable in the roles of skirmishing, pursuit, and harassment.
- **Garrison:** 1.
- **Function:** Primarily a scout, should avoid direct engagement of the enemy if possible.
- **Special:**

- **Generic Name:** Nabataean Lancers
- **Specific Name:** Faras haRamat
 - **Class:** Cavalry Javelinist.
 - **Ranged Armament:** Javelins.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **Mount:**



- **History:** These lancers are a mix of good old fashioned greek know-how with the practical needs for an effective medium cavalry force. The result is the wedding of leather armor, greek helmets, a kontos lance and swords who producing a warrior with excellent equipment.
- **Garrison:** 1.
- **Function:** Good for shock attacks against infantry.
- **Special:**

- **Generic Name:** Nabataean Horse Archer
- **Specific Name:** Farasîn Qesate
 - **Class:** Cavalry Archer.
 - **Ranged Armament:** Short bow.
 - **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **Mount:**



- **History:** Being lightly armoured, these horse archers are ill-suited to a melee fight except with other horsemen of their ilk, though they do have a high-quality sword and helmet for when they must fight in close quarters with the enemy, preferably from his flank or rear.
- **Garrison:** 1.
- **Function:** Good for harassing and disrupting enemy formations with long-range fire.
- **Special:**

- **Generic Name:** Nabataean Camel Archer
- **Specific Name:** Mutsābiq Gamal Nabatu

- **Class:** Cavalry Archer.
- **Ranged Armament:** Short bow.
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
 - **Mount:**



- **History:** These camel riders are equipped as archers, but they also carry longswords. They do not use reins or bridles; in fact, they drive the camels in the same manner as the Numidians drive their horses: with a stick and a rope wrapped around their necks. In addition, due to the repulsive smell, horses detest camels and try to avoid them in battle.
- **Garrison:** 2.
- **Function:** Good for harassing and disrupting enemy formations with long-range fire.
- **Special:**

SUPPORT UNITS

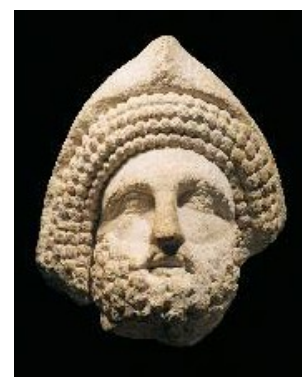
- **Generic Name:** Nabatean woman
- **Specific Name:** Ni'saia haNabatu
- **Class:** Female Citizen.
- **Appearance:**

- **Garb:**
- **Helmet:**
- **Shield:**
- **Figure(s):**



- **History:** Along with this, the Nabataeans accorded a high position to their women. Women could inherit property and dispose of it. Women were often honored, such as the queens whose pictures appeared on coins, sometimes alone and sometimes with their husbands.
- **Garrison:** 1.
- **Function:** The backbone of the agricultural economy and of domestic life.
- **Special:**

- **Generic Name:** Priest of Dushara
- **Specific Name:** Kahin haDushara



- **Class:** Priest.
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
- **History:**
- **Garrison:** 1.
- **Function:** The backbone of the agricultural economy and of domestic life.
- **Special:**

• **Generic Name:** Trader

• **Specific Name:** Ta'gara

- **Class:** Trader.
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**
- **History:** On land, the Nabataeans developed a series of forts and caravan stops, all along the caravan routes. At many of these spots, archeologists have discovered the remains of barracks where soldiers were stationed to protect the wealthy merchants and their priceless cargos and loads of gold and jewelry.
- **Garrison:** 2.
- **Function:** Overland trade.
- **Special:**

NAVY

• **Generic Name:** Nabatean Fishing Ship

• **Specific Name:** Armi'nun

- **Class:** Fishing Ship.
- **Appearance:**
 - **Shell:**
- **History:**
- **Garrison:** Cannot.
- **Garrison Capacity:** 1; support, infantry.
- **Function:** Gathering: only method of collecting meat from fish.
- **Special:** -



• **Generic Name:** Nabatean Merchant Ship

• **Specific Name:** Safinat haTa'gara

- **Class:** Merchant Ship.
- **Appearance:**



- **Shell:**

- **History:** As trade ships and caravans carried many valuables, they had to be protected. Since the Nabataeans had started out their sailing days as pirates, they seem to have become masters of the seas and may not have had trouble with other pirates.

- **Garrison:** Cannot.

- **Function:** Maritime trade.

- **Special:** -

- **Generic Name:** War Ship

- **Specific Name:** Safinat haHarb

- **Class:** Trireme.

- **Appearance:**

- **Shell:**

- **History:**

- **Garrison:** Cannot.

- **Function:** Good for escorting valuable cargo.

- **Special:** -



SIEGE

- **Generic Name:** Battering Ram

- **Specific Name:** Riš'diḥ ra

- **Class:** Ram.

- **Appearance:**

- **Shell:**

- **History:**

- **Garrison:** 4.

- **Function:** Good for breaching enemy gates and walls.

- **Special:** Bonused against gates.

CHAMPION UNITS

- **Generic Name:** Nabatean Elite Infantry

- **Specific Name:** Qestûnarîn

- **Class:** Champion Swordsman

- **Hacker Armament:** an axe.

- **Appearance:**

- **Garb:**

- **Helmet:**

- **Shield:**

- **Figure(s):**



- **History:** These are the veterans among the North Arabian tribes - men who have seen and lived through many wars. They rush into battle with what they can afford - axe, helmet, leather armour and leather covered wicker shields - and cut down even heavy infantry.

- **Garrison:** 1.
- **Function:** Good to hold in reserve until a critical moment.
- **Special:**

• **Generic Name:** Nabataean Bodyguard Infantry

• **Specific Name:** Naṭ ārîn

• **Class:** Champion Spearman

• **Hacker Armament:** Spear.

• **Appearance:**

• **Garb:**

• **Helmet:**

• **Shield:**

• **Figure(s):**

• **History:**

• **Garrison:** 1.

• **Function:** Good for stiffening the main line of defense, or for spearheading shock infantry attacks.

• **Special:**



• **Generic Name:** Nabataean Bodyguard Cavalry

• **Specific Name:** Naṭ ārîn haRābb

• **Class:** Cavalry Javelinist.

• **Ranged Armament:** Javelins.

• **Appearance:**

• **Garb:**

• **Helmet:**

• **Shield:**

• **Figure(s):**

• **Mount:**



• **History:** Every Nabataean Nobleman surrounds himself with fierce warriors who make up his personal guard. These riders are the elite, to be used in times of crisis. The men of the guard are equipped with a lance, sword, shield and leather armour. Agile and powerful, they can be used anywhere on the battlefield and against any enemy.

• **Garrison:** 1.

• **Function:** Primarily a scout, should avoid direct engagement of the enemy if possible.

• **Special:**

• **Generic Name:**

• **Specific Name:**

• **Class:** Champion Slinger

• **Ranger Armament:**

• **Appearance:**

• **Garb:**

• **Helmet:**

- **Shield:**
- **Figure(s):**
- **History:**
- **Garrison:** 1.
- **Function:** Good for hard-hitting ranged attacks on chariots, infantry.
- **Special:**

HEROES:

- **Generic Name:** Aretas III Philhellen
- **Specific Name:** Harith III

- **Class:** Hero1
- **Hacker Armament:**
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**

• **History:** Aretas III was king of the Nabataean kingdom from 87 to 62 BCE. Aretas ascended to the throne upon the death of his brother, Obodas I, in 87 BCE. During his reign, he extended his kingdom to cover what now forms the northern area of Jordan, the south of Syria, and part of Saudi Arabia. Probably the greatest of Aretas' conquests was that of Damascus, which secured his country's place as a serious political power of its time. Nabataea reached its greatest territorial extent under Aretas' leadership.

- **Garrison:** 1.
- **Function:** -
- **Special:**

- **Generic Name:** Aretas IV Philopatri
- **Specific Name:** Harith IV

- **Class:** Hero2
- **Hacker Armament:**
- **Appearance:**
 - **Garb:**
 - **Helmet:**
 - **Shield:**
 - **Figure(s):**

• **History:** Aretas came to power after the assassination of Obodas III, who was apparently poisoned. His full title, as given in the inscriptions, was "*Aretas, King of the Nabataeans, Friend of his People.*" Being the most powerful neighbour of Judea, he frequently took part in the state affairs of that country, and was influential in shaping the destiny of its rulers. While not on particularly good terms with Rome and though it was only after great hesitation that Augustus recognized him as king, nevertheless he took part in the expedition of Varus against the Jews in the year 4 BCE, and placed a considerable army at the disposal of the Roman general. His daughter Phasaelis married Herod Antipas, otherwise known as

Herod the Tetrarch. When Phasaelis discovered Herod intended to divorce her in order to take his brother Philip's wife Herodias, mother of Salome, some time before the death of Philip 33/34 CE, she fled to her father. Aretas IV invaded Herod's holdings and defeated his army, partly because soldiers from Philip's tetrarchy changed sides. Herod Antipas then appealed to Emperor Tiberius, who dispatched Lucius Vitellius the Elder the governor of Syria to attack Aretas. Vitellius mustered his legions and moved southward, stopping in Jerusalem for the passover of CE 37, when news of the emperor's death arrived and the invasion of Nabataea was never completed.

- **Garrison:** 1.
- **Function:** -
- **Special:**

- **Generic Name:** Aretas I
- **Specific Name:** Harith I
 - **Class:** Hero3
 - **Hacker Armament:**
 - **Appearance:**

- **Garb:**
- **Helmet:**
- **Shield:**
- **Figure(s):**

• **History:** Aretas I is the first known King of the Nabataeans. The "Tyrant of the Arabs" and "King of the Nabatu" is mentioned in II Maccabees 5:8. During this time the Nabataeans were beginning to expand their domain from Biblical Edom into Moab

- **Garrison:** 1.
- **Function:** -
- **Special:**

CIV CENTRE UNITS

- **Melee Infantry:**
- **Ranged Infantry:**
- **Cavalry:**
- **Support:**

FORBIDDEN CLASSES

STRUCTURE DESCRIPTIONS

VILLAGE

- **Generic Name:** Tent
- **Specific Name:** Kayma
 - **Class:** House.



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- **History:** In the Early and Middle Nabataean period, the Nabataean people must have lived exclusively in tents, and only very occasionally are their camping spots found. Usually these are identified by a little broken pottery and blackened stones used for cooking and upturned stones, possibly used for worship.

- **Generic Name: House**

- **Specific Name: Bayt**

- **Class:** House.
- **History:** The Nabataeans had a dislike for houses and ownership of land, not wanting to be enslaved by anyone. So, when we later find them erecting huge cities and monuments, it seems as if a complete change had taken place in their culture. They seem to move directly from tents in the desert to massive and impressive palaces in the cities. Like the houses of the oil-rich Arabs today, Nabataean houses were not plain, but were stuccoed and painted with reds, blues, and gleaming whites. Even Strabo comments: "Their homes through the use of stone, are costly, but on account of peace, their cities are not walled." (XVI.4.26)



- **Generic Name: Farmstead**

- **Specific Name: Mazraatīn haMabbaniha**

- **Class:** Farmstead.
- **History:**

- **Generic Name: Farm Field**

- **Specific Name: Haql**

- **Class:** Field.
- **History:**

- **Generic Name: Corral**

- **Specific Name: 'Bayt 'Buqra**

- **Class:** Corral.
- **History:** The Nabataeans clung to their pastoral lifestyle, herding sheep, goats, and camels.

- **Generic Name: Storehouse**

- **Specific Name: 'Anbar**

- **Class:** Mill.
- **History:**

- **Generic Name: Watchtower**

- **Specific Name: Bayt 'ḥara**

- **Class:** Scout Tower.

- **History:**
- **Generic Name: Hedge**
- **Specific Name: 'Pakra**
 - **Class:** Palisade.
 - **History:**
- **Generic Name: Barracks**
- **Specific Name: Tukna**
 - **Class:** Barracks.
 - **History:**

TOWN

- **Generic Name: Village**
- **Specific Name: Bit' Malka**
 - **Class:** Civ Centre.
 - **History:** It should seem to be cut into the face of a mountain. It should look grand and heavily Hellenized. (For inspiration look at the Treasury and Monastery of Petra)
- **Generic Name: Dock**
- **Specific Name: Is'kala**
 - **Class:** Dock.
 - **History:**
- **Generic Name: Temple**
- **Specific Name: Haykal haDushara**
 - **Class:** Temple.
 - **History:**
- **Generic Name: Blacksmith**
- **Specific Name: Haddād**
 - **Class:** Blacksmith.
 - **History:**
- **Generic Name: Market**
- **Specific Name: 'Bazar**
 - **Class:** Market.
 - **History:**
- **Generic Name: Tower**

- **Specific Name:** Burj
 - **Class:** Tower.
 - **History:**
- **Generic Name:** Wall
- **Specific Name:** Jidār
 - **Class:** Wall.
 - **History:**
- **Generic Name:** Wall Tower
- **Specific Name:** Al-ba'dan
 - **Class:** Wall Tower.
 - **History:** -
- **Generic Name:** Gate
- **Specific Name:** Bawāba
 - **Class:** Gate.
 - **History:**

CITY

- **Generic Name:** Fortress
- **Specific Name:** Qal'a
 - **Class:** Fortress.
 - **History:**
 - **Special:**

SPECIAL STRUCTURES

- **Generic Name:**
- **Specific Name:**
 - **Class:** SB1.
 - **History:**
 - **Requirements:**
 - **Phase:**
 - **Special:**
- **Generic Name:**
- **Specific Name:**
 - **Class:** SB2.
 - **History:**

- **Requirements:**
- **Phase:**
- **Special:**
- **Generic Name:**
- **Specific Name:**
 - **Class:** SB3.
 - **History:**
 - **Requirements:**
 - **Phase:**
 - **Special:**

WONDER

- **Generic Name:**
- **Specific Name:**
 - **Class:** Wonder.
 - **History:**
 - **Requirements:**
 - **Phase:**
 - **Special:**

CIV BONUSES

- **CB1**
 - **Name:**
 - **History:**
 - **Effect:**
- **CB2**
 - **Name:**
 - **History:**
 - **Effect:**
- **CB3**
 - **Name:**
 - **History:**
 - **Effect:**

TEAM BONUS

- **TB1**
 - **Name:**
 - **History:**
 - **Effect:**

TECHNOLOGIES

- **Infantry:**
- **Cavalry:**
- **Naval:**
- **Siege:**
- **Economy:**
 - **Farming:**
 - **Mining:**
 - **Lumbering:**
 - **Hunting:**
 - **Land Trade:**
 - **Naval Trade:**
- **Architecture:**
 - **Defences:**

SPECIAL TECHNOLOGIES

- **ST1**
 - **Name:**
 - **History:**
 - **Effect:**
- **ST2**
 - **Name:**
 - **History:**
 - **Effect:**
- **ST3**
 - **Name:**
 - **History:**
 - **Effect:**

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