

EGYPTIAN CIV PROFILE

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EGYPT kmt

Civ Emblem: Eye of Horus

Starting Units: 2 Spearmen, 2 Bowmen, 1 Horseman, 4 Egyptian Women

UNITS (**Bold**

units are more high-priority; the others are if time permits)

BRANCH	CLASS	IN-GAME NAME	SPECIFIC NAME	ARMAMENT	TRAINED FROM	PHASE	SPECIAL
Infantry	Citizen Spearman	Spearman	iry djA	Thrusting Spear	Civ Centre, Barracks	Village	
Infantry	Citizen Archer	Bowman	iry pDt	Stave Bow	Civ Centre, Barracks	Village	
Infantry	Citizen Swordsman	Axeman	iry iq Hw	Axe ->Mace-axe	Barracks	Village	
Infantry	Citizen Slinger	Hebrew Slinger	Hat xA	Sling	Corral	Village	5 units per Corral
Infantry	Citizen Skirmisher	Chariot Runner	HpwtY	Javelins	Stables	Town	
Infantry	Citizen Archer	Nubian Bowman	nHsy	Composite Bow	Fortress	City	
Infantry	Champ Swordsman	Captain -> Commander	Hry pDt -> Tsw pDt	Mace	Barracks	Town	1 unit per Barracks, grants attack aura
Infantry	Champ Skirmisher	Marine	Xnw	Javelins	Warship	City	
Infantry	Champ Swordman	Sherden Warrior	imy xt	Sword	Dock	City	
Infantry	Champ Spearman	Medjay Guardsman	mDAw	Spear-sword	Temple	City	build limit of 20
Infantry	Champ Spearman	Retainer of the Pharaoh	Smsw Hm	Spear	Palace	City	build limit of 10
Cavalry	Citizen Cav Archer	Horseman	rmT ssm	Stave Bow	Civ Centre, Stables	Village	slow and weak shooting; build limit of 5
Cavalry	Champ Cav Archer	Chariot	mrkbt	Composite Bow	Stables	Town	can upgrade from a lighter to a heavier vehicle
Cavalry	Champ Cav Archer	General of the Army	Hnw	Composite Bow	Fortress	City	build limit of 2, grants greater attack aura
Support	Standard	Standard Bearer of the Troop	Taw sryt sqdwt	---	Barracks	Town	1 unit per Barracks, grants armour

Support	Standard	Standard Bearer of the Army	Taw sryt sb	---	Fortress	City	aura build limit of 2, grants greater armour aura
Support	?	Overseer	imy r	Rod	Granary	Town	slaves work faster in his aura
Support	Female Citizen	Woman	st	Knife	Civ Centre, House	Village	
Support	Healer	Priest of Amun- re	hm nTr	Staff	Temple	Town	
Support	Relic	Sacred Chariot	mrkbt nTry	---	Temple	City	can function as a "Relic"
Support	Trader	Merchant	sWty	---	Market	Town	
Support	Slave	Hebrew Slave	aabt	---	Storehouse	Town	cheap, slowly loses health, can build and gather
Naval	Fishing Boat	Fishing Boat	mk	---	Dock	Village	
Naval	Merchant Ship	Merchant Ship	kbnt	---	Dock	Town	
Naval	Light Warship	Troop Ship	mXnt	Arrows	Dock	Town	troop transport, shoots arrows
Naval	Medium Warship	War Ship	aHat	Arrows	Dock	City	trains Marines
Siege	Siege Tower	Siege Tower	sw nw skw	Arrows	Fortress	City	
Siege	Battering Ram	Siege Ram	xt	Ram	Fortress	City	
Hero	Hero 1 Swordsman	Seneferu	s-nfr-w	Mace-axe	Palace	City	mace-axe, double crown; aura increases worker health
Hero	Hero 2 Support	Thutmose III	ḏḥwti-msi(w)	Small axe	Palace	City	hand axe, fly- whisk, nemes; increases territory radius
Hero	Hero 3 Cav Archer	Ramesses II	r'-msi-sw mri-imm	Composite Bow	Palace	City	composite bow, khepresh; decreases building cost
Gaia	Domestic	Cattle	iwA	---	Corral	Village	
Gaia	Domestic	Goat	waty	---	Corral	Village	
Gaia	Domestic	Sheep	sr	---	Corral	Village	

STRUCTURES
(**Bold** units are
more high-
priority; the others

PHASE	CLASS	COMMON NAME	SPECIFIC NAME	TRAINABLE UNITS	PHASE	SPECIAL
						are if time permits)
Town	Civic Centre	House of the Nomarch	Hwt	Horseman, Bowman, Spearman, Woman	Town	
Village	House	House	at	Woman	Village	
Village	Mill	Storehouse	Sn at	Slave	Village	
Village	Farmstead	Granary	Sn wt	Overseer	Village	
Village	Farmfield	Farmfield	aHt	---	Village	
Village	Corral	Corral	hrmw	Slinger, Cattle, Goat, Sheep	Village	
Village	Special	Threshingfloor	xtyw	---	Village	More farming techs
Village	Barracks	Barracks	pr nfrw	Bowman, Spearman, Axeman, Officer, Standard	Village	
Village	Dock	Dock	wxr	Fisher, Trader, Troopship, Warship (w/ Marines), Sherden	Village	
Town	Blacksmith	Metalsmith	is Hmty	---	Town	
Town	Defense Tower	Tower	swnw	---	Town	
City	Wall Gate	Gate	rwt	---	Town	
City	Wall Tower	Wall Tower	swnw sAt	---	Town	
City	City Wall	Wall	sAt	---	Town	
Town	Temple	Temple	Hwt nTr	Priest, Medjay, Sacred Chariot	Town	
Town	Market	Market	iwyt Hnt	Trader	Town	
Town	Stables	Stables	ihw	Horseman, Runner, Chariot	Town	
City	Fortress	Fortress	mnnw	Nubian, Ram, Tower, General, Army Standard	City	
City	Special	Palace	pr aA	Heroes, Retainer	City	
City	Wonder	Great Pyramid at Giza	mr	----	City	
City	Special	Great Sphinx of Giza	Hor-em-akhet	---	City	TBD
City	Special	Obelisk	txn	---	City	TBD
City	Special	Theban Mortuary Temple	Dsr Dsrw	---	City	TBD
City	Special	Great Colossus of Memnon	Ssp	---	City	TBD
City	Special	Karnak Temple of Amun-re	ipt swt	---	City	TBD

City	Special	Great Pharaoh's Monument	sSmw	---	City	TBD
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CIV BONUSES

"Herders of Cattle"	mni w	Egyptian player starts with a small herd of cattle instead of chickens
"Gift of the Nile"	Hap y	Egyptian player can access four special farming techs
"Breeders of Horses"	sxpr	Horses can be captured and garrisoned at the corral

TEAM BONUS

"Grain of Egypt"	swt	Allies receive a steady trickle of food throughout the game
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NEW STRUCTURE TRAITS

"Territorial Tribute"	inw	The Palace grants a steady trickle of metal income
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HERO TRAITS

Seneferu	"Beloved of the People"	aura increases nearby worker health
Thutmose III	"Conqueror of Foreign Lands"	increased territory radius during his lifetime
Rameses II	"Great Builder of Monuments"	decreased building cost during his lifetime

TECHNOLOGIES

"Hunting Dogs"	Tsm	Corral	Increased meat gathering rates	Village
"Sickles"	Xab	Granary	Increased farming rates	Village
"Cats of Bastet"	miw	Granary	Increased basket capacity	Town
"Irrigation Sluices"	txb	Threshingfloor	Increased farming rates	Village
"Shadouf Sweeps"	sxr	Threshingfloor	Increased farming rates	Town
"Canals and Dikes"	dnit	Threshingfloor	Increased farming rates	City
"Nilometers"	Axt	Threshingfloor	Increased farming rates	City
"Granite Quarries of the First Cataract"	ikw mAT	Storehouse	Increased stone mining rates	Town
"Electrum Mines of Nubia"	biAw Damw	Storehouse	Increased metal mining rates	Town
"Alabaster of Akhetaten"	anxw	Storehouse	Increased stone mining	City

			rates	
"Gold Mines of Kush"	biAw nbw	Storehouse	Increased metal mining rates	City
"Papyrus Reeds"	wAD	Dock	Decreased shipbuilding cost	Village
"Fishing Nets"	Snw	Dock	Increased fishing rate	Village
"Cedar Construction"	aS	Dock	Increased armour for ships	Town
"War Drums"	Xnt	Fortress	Increased armour for citizen soldiers	City
"Trumpets of Tutankhamun"	snb	Fortress	Increased attack for citizen soldiers	City
"Bronze Smelting"	Hsmn	Metalsmith	Increased attack for all units	Town
"Composite Bows"	db	Barracks	Increased range for citizen archers	Town
"The Gold of Valour"	nbw qnt	Barracks	Increased attack for citizen soldiers	Town
"Wisdom of Imhotep"	sAA ii-m-htp	Temple	Increased healing rate	Town
"Son of Ra"	sA-Ra	Palace	Increased attack for heros	City
"Followers of His Majesty"	Smsw Hm	Palace	Increased attack for champions	City
"Lord of the Two Lands"	nb tAwy	Palace	Increased territory radius	City
"Trading Expeditions of Hatshepsut"	ir swnt	Market	Increased international trade bonus	City

AI NAMES

Narmer

Djoser

Seneferu

Khufu

Mentuhotep
Intef
Amenemhet
Senusret
Sobekhotep
Sesostris
Dudimose
Seqenenre Tao
Kamose
Ahmose I
Amenhotep I
Thutmose I
Thutmose II
Hatshepsut
Thutmose III
Amenhotep III
Thutmose IV
Amenhotep III
Amenhotep IV
Tutankhamun
Ay
Horemheb
Rameses I
Seti I
Rameses II
Merenptah
Seti II
Siptah
Rameses III