


Structures:

Barracks : per-meš'ayu (house of soldiers) 

Blacksmith : ḥemu ḥ'ay-n-roa (weapon smith) 

Civil Centre : Per-nesu (palace, royal residence) 

Corral : Iḥy(stall) 

Defense Tower : Ṭesmet 'o (great battlement) 

Dock : Meriyet (harbour) 

Farmstead : Šenut (granary) 

Field : Seḥet (field, countryside) 

Fortress : Ḥetem (fortress, stronghold) 

House : Per (house) 

Market : Per-Sebet (house of exchange) 


Outpost : Terter (counterwork) 

Pyramid large : Merwer (great pyramid) 

Pyramid small : Mer (pyramid) 

Sentry Tower : Ṭesmet (battlement) 


Storehouse : Wedot (storehouse) 

Temple Amun : Per-Amun (house of Amun) 

Temple Apedemak: Per-Apedemak (house of Apedemak) 

Wall Gate : 'Arerit (gate, door) 

Wall : Sebty (wall, fortress, stronghold) 

Wall Tower : Sowut (battlement, wall) 

Wonder : Menu naht (mighty monument) 