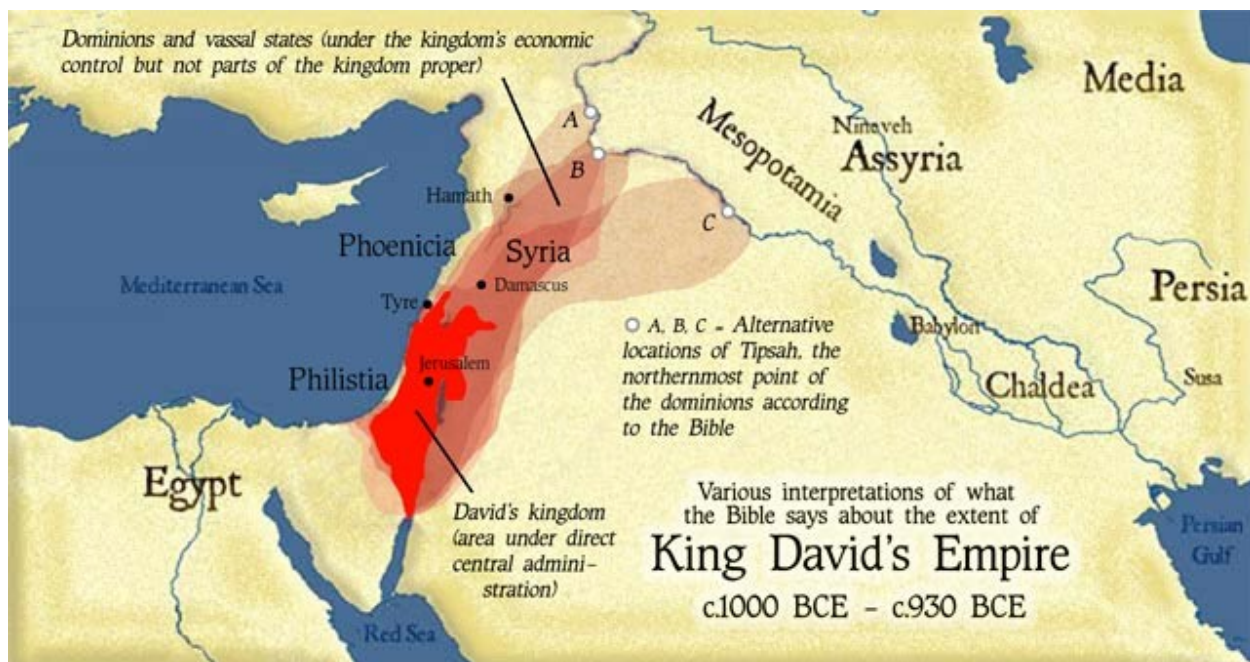


UNITED MONARCHY ISRAELITE CIVILIZATION PROFILE

Version 2.0, by Nathan Rossman (a.k.a. Zophim). Email: nrossman3@gmail.com



■ = A rough approximate map of the lands inhabited by Israelites or under *direct* central royal administration during the United Monarchy (according to the Bible). This is basically what is referred to by the recurring Biblical phrase “from Dan to Beersheba”. ■ = The central core of ancient Judea. This area was part of a Jewish kingdom, or a Jewish province within a larger empire, almost continuously from the days of King David down to 135 CE.



“Thou shalt keep the commandments of the LORD thy God, to walk in his ways, and to fear him. For the LORD thy God bringeth thee into a good land, a land of brooks of water, of fountains and depths that spring out of valleys and hills; a land of wheat, and barley, and vines, and fig trees, and pomegranates; a land of oil olive, and honey; a land wherein thou shalt eat bread without scarceness, thou shalt not lack any thing in it; a land whose stones are iron, and out of whose hills thou mayest dig brass.” (Deut. 8:6b-9)

“Hear, O Israel, ye approach this day unto battle against your enemies: let not your hearts faint, fear not, and do not tremble, neither be ye terrified because of them; for the LORD your God is he that goeth with you, to fight for you against your enemies, to save you.” (Deut. 20:3b-4)

“This will be the manner of the king that shall reign over you: he will take your sons, and appoint them for himself, for his chariots, and to be his horsemen; and some shall run before his chariots. And he will appoint him captains over thousands, and captains over fifties; and will set them to ear his ground, and to reap his harvest, and to make his instruments of war, and instruments of his chariots. And he will take your daughters to be confectionaries, and to be cooks, and to be bakers. And he will take your fields, and your vineyards, and your oliveyards, even the best of them, and give them to his servants. And he will take the tenth of your seed, and of your vineyards, and give to his officers, and to his servants. And he will take your menservants, and your maidservants, and your goodliest young men, and your asses, and put them to his work. He will take the tenth of your sheep: and ye shall be his servants. And ye shall cry out in that day because of your king which ye shall have chosen you; and the LORD will not hear you in that day.” (I Sam. 8:11b-18)

- **Historical Period:** The United Monarchy in this civilization spans the reigns of David and Solomon (approximately 1010-930 BC).
- **The Twelve Sons of Israel:** Reuben, Simeon, Levi, Judah, Dan, Naphtali, Gad, Asher, Issachar, Zebulun, Joseph, and Benjamin. Joseph's two sons, Ephraim and Manasseh, became the forefathers of two distinct tribes; the Levites were appointed as priests and ministers to the service of the Lord. Therefore, “the twelve tribes” in later contexts refers to Reuben, Simeon, Judah, Dan, Naphtali, Gad, Asher, Issachar, Zebulun, Ephraim, Manasseh, and Benjamin. Judah was the tribe through which the promised Messiah would come; their population was much more numerous than that of the other tribes, and they were practically a nation in their own right.
- **Civilization Overview:** The Israelites of Canaan were descended from the twelve sons of Israel (formerly called Jacob), son of Isaac, son of Abraham, to whom (as recounted in the 12th chapter of Genesis) the Lord Jehovah first promised a mighty nation (c. 1875 BC). Because of a famine in Canaan, Israel and his family settled in Egypt (c. 1660 BC), which eventually was ruled by a series of oppressive Pharaohs. The Israelites made an Exodus into the Sinai under Moses son of Amram, a Levite (c. 1445 BC), then conquered the promised land of Canaan under Joshua son of Nun, an Ephraimite (beginning c. 1405 BC). Following Joshua's death, the tribes were loosely confederated, but occasionally several acted in concert under a strong leader (known as a “judge”) to defend themselves against foreign invaders. Finally, the people of Israel made demands to Samuel son of Elkanah, the last of the judges, for the establishment of a strong central ruler, “that

we also may be like all the nations; and that our king may judge us, and go out before us, and fight our battles” (I Sam. 8:20); hence, Saul son of Kish, a Benjamite, was anointed by Samuel as the first king of Israel (c. 1030 BC). After Saul's death in battle with the Philistines twenty years later, David son of Jesse, a Judahite, eventually presided over the first true unification of all twelve tribes under his centralized authority. David's son Solomon furthered his father's designs and undertakings, and greatly expanded Israelite wealth, control, territory, and influence, concluding alliances and diplomatic treaties with surrounding nations such as Egypt and Phoenicia, and utilizing a strong merchant fleet and formidable army.

- **Notes on Warfare:** Up until the United Monarchy, and even during it a great deal, the Israelites fought predominantly as light infantry, drawn from the various tribes in times of crisis and subsequently returning “every man to his tent” once conclusions had been reached. The rugged, hilly, wooded terrain of much of the Promised Land was quite conducive to this style of warfare. The first standing Israelite fighting force, consisting primarily of Benjamites, seems to have been instituted under King Saul. By the time of David, there existed a centrally administrated tribal levy under Joab son of Zeruiah (with twelve divisions undergoing rotating active duty for one month each), as well as picked bodies of full-time professional soldiers under such leaders as Benaiah son of Jehoiada. The reign of Solomon saw the first large-scale Israelite use of chariots (which Israel had first acquired under King David), as well as extensive fortification construction in strategic locations such as along the Negev.
- **Physical Appearance:** Based on information from the Hebrew Scriptures and contemporary descriptions and depictions, it would seem that the Israelites possessed a range of physical features and skin shades (considering that Israel was situated in the Levant, at the crossroads of many different cultures, such conglomeration would hardly be unusual). On the average, though, it would probably be safe to assume that the average Israelite had relatively dark skin (although not to the degree of the Nubians or Ethiopians) and dark hair.
- **Notable Contemporaries:**
 - **Egypt:** Amenhotep I, Thutmose I, Thutmose II, Hatshepsut (possibly the Queen of Sheba)
 - **Phoenicia:** Hiram of Tyre
 - **Philistia:** Achish of Gath
 - **Aramaean states:** Hadadezer son of Rehob





UNIT DESCRIPTIONS

INFANTRY

- **Generic Name:** Gadite Swordsman
- **Specific Name:** Taphas Chereb (lit., “Handler of Sword”)
 - **Class:** Swordsman.
 - **Hacker Armament:** Egyptian/Canaanite style kopesh sickle-sword for basic and advanced, straight iron two-edged short sword for elite.
 - **Appearance:**
 - **Garb:** Simple tunic. Elite rank receives leather torso shirt.
 - **Helmet:** Advanced rank receives leather cap.
 - **Shield:** Egyptian-style oblong shield with rounded top.
 - **Figure(s):**
 - **History:** The tribe of Gad supplied swift light shield-bearing infantry to David (I Chron. 12:8).
 - **Garrison:** 1.
 - **Function:** Good for swift attacks on isolated enemies.
 - **Special:**
- **Generic Name:** Judahite Spearman -> Israelite Warrior -> Israelite Chosen Warrior
- **Specific Name:** Taphas Chaniyth -> Ish Milchamah -> Ish Bachur (lit., “Handler of Spear”-> “Man of War” -> “Chosen Man”)
 - **Class:** Spearman.
 - **Hacker Armament:** 5-6 foot thrusting spear.
 - **Appearance:**
 - **Garb:** Simple tunic for basic, leather torso shirt for advanced, leather arm guards and cosmetic sheathed iron straight sword for elite.



- **Helmet:** Leather cap for advanced, bronze cap for elite.
 - **Shield:** Basic: Egyptian-style oblong shield with rounded top. Advanced receives round shield.
 - **Figure(s):**
- **History:** The tribe of Judah was integral to David's bid for kingship; they supplied him with many spearmen (I Chron. 12:24). The “men of war” advanced designation would have been the militiamen in their current one-month course of duty. The “chosen men” elite rank designation would have been the most experienced/skilled/veteran militiamen. In times of national emergency, of course, all militiamen, regardless of active-duty status or not, would be liable for service.
- **Garrison:** 1.
- **Function:** Good all-around multi-purpose infantryman.
- **Special:** Upon reaching advanced rank, becomes “Israelite Warrior” active duty unit; upon reaching elite rank, this unit becomes “Israelite Chosen Warrior.”
- **Generic Name: Zebulunite Pikeman**
- **Specific Name: Taphas Romah**
 - **Class:** Spearman.
 - **Hacker Armament:** 7-8 foot thrusting spear.
 - **Appearance:**
 - **Garb:** Simple tunic for basic, leather torso shirt for advanced, elite rank receives cosmetic sheathed iron straight sword.
 - **Helmet:** Advanced rank receives leather cap.
 - **Shield:** None.
 - **Figure(s):**
 - **History:** The Zebulunites were skilled at fighting in closed ranks with different types of weapons (I Chron. 12:33).
 - **Garrison:** 1.
 - **Function:** Good for forming a basic heavy battle line.
 - **Special:** Low attack and speed, high defense.
- **Generic Name: Manassite Skirmisher**
- **Specific Name: Na'ar** (lit., “Young Man/Youth”)
 - **Class:** Javelinist.
 - **Ranged Armament:** Javelin.
 - **Appearance:**
 - **Garb:** Simple tunic; advanced rank receives headband; elite rank receives cosmetic sheathed knife.
 - **Helmet:** None.
 - **Shield:** None.
 - **Figure(s):** Barefoot; younger and poorer citizen soldier.

- **History:** The tribe of Manasseh occupied much of the hill country on either side of the Jordan River; they fought with various kinds of weapons (I Chron. 12:37).
 - **Garrison:** 1.
 - **Function:** Good for harassment of enemy chariots and infantry columns.
 - **Special:** High speed, low attack and armour. Can't stand up to a fight.
- **Generic Name: Benjamite Archer**
 - **Specific Name: Yarah**
 - **Class:** Archer.
 - **Ranged Armament:** Simple wooden bow.
 - **Appearance:**
 - **Garb:** Simple tunic, leather torso shirt for advanced and headband for advanced, elite rank receives arm guards and cosmetic sheathed knife.
 - **Helmet:** Advanced rank receives leather cap.
 - **Shield:** None.
 - **Figure(s):** Holds bow in right hand.
 - **History:** The Benjamites were renowned archers and slingers, and many of them were ambidextrous (I Chron. 12:2). Archery was likely one of the Benjamites' tribal specialties; King Saul's son Jonathan was an archer (I Sam. 20).
 - **Garrison:** 1.
 - **Function:** Softening up enemy infantry.
 - **Special:** High attack.
 - **Generic Name: Ephraimite Slinger**
 - **Specific Name: Qalla**
 - **Class:** Slinger.
 - **Ranged Armament:** Leather sling.
 - **Appearance:**
 - **Garb:** Simple tunic with bullet pouch, headband for advanced, cosmetic sheathed knife for elite.
 - **Helmet:** None.
 - **Shield:** None.
 - **Figure(s):** Barefoot.
 - **History:** Slingers played an important role in Israel's early wars against her enemies.
 - **Garrison:** 1.
 - **Function:** Harassing chariots and infantry formations.
 - **Special:** Fast movement, rapid fire. Can't stand up to a fight.

CAVALRY

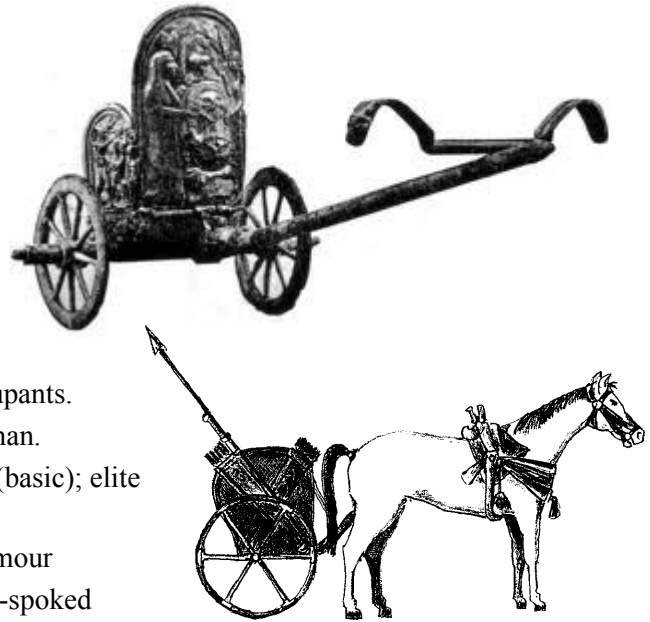
- **Generic Name: Issacharite Light Horseman**
- **Specific Name: Cuwc**

- **Class:** Cavalry Javelinist.
- **Ranged Armament:** Javelins.
- **Appearance:**
 - **Garb:** Simple tunic, headband for advanced, cosmetic sheathed knife for elite.
 - **Helmet:** None.
 - **Shield:** None.
 - **Figure(s):**
 - **Mount:** Small-framed, medium height horse.
- **History:** The main use of horses in United Monarchy Israel was for chariots; this unit is included primarily for balance. Though there is little evidence that I am aware of for horseback riding during the time of David; Solomon may have used horsemen in scouting and messenger roles. Practically the only direct mention of an Israelite horseman is from the reign of King Jehoram (II Kings 9:17-19), almost a century after the United Monarchy. The Issacharites probably served as scouts for David (I Chron. 12:32).
- **Garrison:** 1.
- **Function:** Primarily a scout, should avoid direct engagement of the enemy if possible.
- **Special:** Fast speed, weak attack and armour.

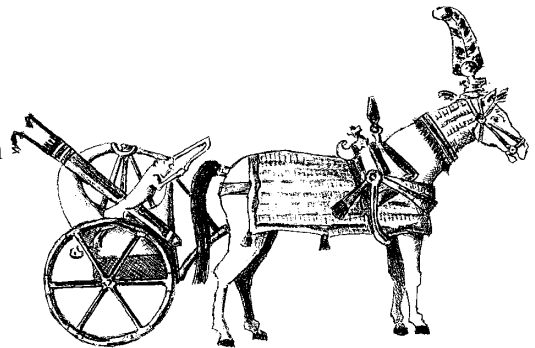
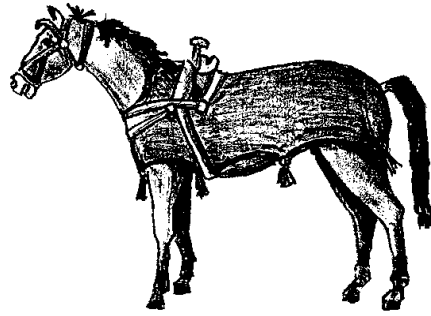
- **Generic Name:** Canaanite Iron Chariot
- **Specific Name:** Rekeb Barzel Kna'anah

- **Class:** Cavalry Javelinist.
- **Ranged Armament:**
 - **Javelinist:** Javelins.
 - **Driver:** None.

- **Appearance:**
 - **Garb:** Scale armour for all occupants.
 - **Helmet:** Bronze cap for all occupants.
 - **Shield:** Round shield for spearman.
 - **Figure(s):** 1 driver, 1 javelinist (basic); elite receives 1 spearman w/ shield.
 - **Mount:** 2 horses with textile armour (basic), wooden chariot with six-spoked iron wheels and javelin cases. Elite rank receives four horses with bronze scale armour, and a high wooden front panel.
- **History:** David gained 100 chariots after his defeat of the Aramaean (Syrian) king Hadadezer, but there is no record of David's use of these chariots for warfare that I am aware of. Solomon probably used a mix of chariot types, including Canaanite, Syrian, and Egyptian, in his armies.
- **Garrison:** 3.
- **Function:** Good for shock attacks against infantry.



- **Special:** Higher than average speed, powerful armour.
- **Generic Name:** Egyptian Light Chariot
- **Specific Name:** Rekeb Mitsriy
 - **Class:** Cavalry Archer.
 - **Ranged Armament:**
 - **Archer:** Composite bow.
 - **Driver:** None.
 - **Appearance:**
 - **Garb:** Scale armour for both occupants.
 - **Helmet:** Bronze caps for both occupants
 - **Shield:** None.
 - **Figure(s):** 1 driver, 1 archer.
- **Mount:** 2 horses with light textile protection, light wooden chariot with leather hide frame stretched over D-shaped cab; extra arrow quivers attached to the sides.
- **History:** King Solomon carried on extensive chariot acquisitions from Egypt, not only for warfare but also for a lucrative chariot market with surrounding nations. At one point Solomon possessed 1400 chariots (I Kings 10:26).
- **Garrison:** 2.
- **Function:** Good for harassing and disrupting enemy formations with long-range fire.
- **Special:** Very fast, weak armour, above average attack. Only available during King Solomon's lifetime.



SUPPORT UNITS

- **Generic Name:** Israelite Woman
- **Specific Name:** Ishshah Yisr'eliyth
 - **Class:** Female Citizen.
 - **Appearance:**
 - **Garb:** A heavy long-sleeved outer garment unstitched at the front, over a light-coloured ankle-length long-sleeved tunic.
 - **Helmet:** A shawl serving as a head covering, beginning from the forehead, framing the face, and extending down the back to the waist or lower.
 - **Shield:** None.
 - **Figure:** Sandals.

- **History:** Women were highly regarded in ancient Israel; one of the rights they enjoyed was the inheritance of property in the absence of a male heir (Num. 27). Notable women during the time of the United Monarchy include Michal daughter of Saul and a wife of David; Abigail the Carmelitess and wife of Nabal (and later of David); Bathsheba daughter of Eliam and wife of Uriah (and later of David); Tamar daughter of David and sister of Absalom; and Naamah the Ammonite, a wife of Solomon and mother of Rehoboam.
- **Garrison:** 1.
- **Function:** The backbone of the agricultural economy and of domestic life.
- **Special:** Brought up at foraging, farming, and building houses.



- **Generic Name:** Priest of the Lord
- **Specific Name:** Kohen Yhovah

- **Class:** Priest.
- **Appearance:**
 - **Garb:** Plain white linen long-sleeved neck-to-ankle-length tunic; white twined linen sash.
 - **Helmet:** White cone-shaped turban.
 - **Shield:** None.
 - **Figure(s):** Trimmed dark brown or grey beard; barefoot



- **History:** The priests were from the tribe of Levi, and were responsible for offering not only daily, but also holy day sacrifices. They served in the Tabernacle, Solomon's Temple, and the Second Temple.
- **Garrison:** 1.
- **Function:** Healing.
- **Special:** -

- **Generic Name:** High Priest
- **Specific Name:** Kohen Gadol
- **Class:** Priest.
- **Appearance:**



- **Garb:** Plain white linen longsleeved neck-to-ankle-length tunic, topped by a sleeveless blue robe; the blue robe's lower hem is fringed with alternating small golden bells and blue/purple/scarlet pomegranate tassels. In addition, the high priest wears an ephod, or vest/apron with an onyx gemstone on each shoulder; a priestly breastplate with twelve gems, one for each of the tribes; and an embroidered blue/purple/scarlet-embroidered linen sash.
- **Helmet:** Large, wide, flat-topped turban, with a golden plate attached to the front with the inscribed words, "Holiness Unto YHWH".
- **Shield:** None.
- **Figure(s):** White beard; barefoot.



- **History:** The High Priests were descended through the Levitical line of Aaron, Moses' older brother. They appear to have been appointed for life. High priests during the United Monarchy included Abiathar, Zadok, and Ahimaaz.
- **Garrison:** 1.
- **Function:** Healing.
- **Special:** Twice the healing range and rate of an ordinary priest. Build limit of 1.

- **Generic Name:** Levite Guard
- **Specific Name:** Kohen Yhovah
 - **Class:** Spearman.
 - **Hacker Armament:** 5-6' spear.
 - **Appearance:**
 - **Garb:** Long white long-sleeved robe with sash.
 - **Helmet:** White semi-turban "keffiyeh" head-scarf.
 - **Shield:** None.
 - **Figure(s):** Trimmed beard.



- **History:** The tribe of Levi was the only one to not receive property in the promised land; instead, several Levitical cities were situated in the land of each tribe. The non-priest Levites served in various auxiliary capacities, supporting the work of the priests. They read and taught the Torah, served as ceremonial musicians, guarded the holy place entrances, constructed and repaired the holy places, and generally assisted in the day-to-day activities and functions of the priests.
- **Garrison:** 1.
- **Function:** Guards the Tabernacle/Temple.
- **Special:** Trained at the Civ Centre, Tabernacle, and Temple. Levite Guards can only construct Tabernacle or Temple; only Levite Guards can construct these buildings. Levite

Guards lose their fighting capabilities when not within the aura of the Tabernacle (packed or unpacked) or the Temple.

- **Generic Name: Israelite Merchant**
- **Specific Name: Cachar**
 - **Class:** Trader.
 - **Appearance:**
 - **Garb:** Trader has a heavy dark earth-coloured long-sleeved garment over a light-coloured mid-calf-length tunic, and a head covering.
 - **Helmet:** None.
 - **Shield:** None.
 - **Figure:** Dark beard; sandals.
 - **Mount:** Merchant leads a saddlebag-laden donkey.
 - **History:** Israelite merchants used two principal overland trade routes: the Way of the Sea and the King's Highway.
 - **Garrison:** 2.
 - **Function:** Overland trade.
 - **Special:** -

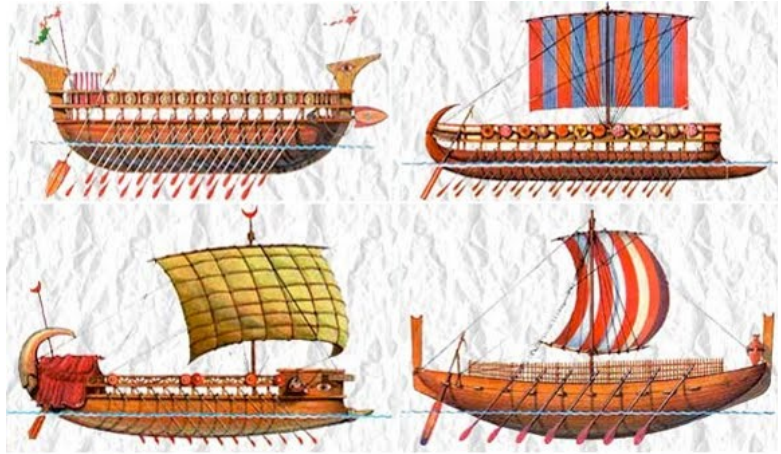
NAVY

- **Generic Name: Fishing Boat**
- **Specific Name: Oniyah Davvag**
 - **Class:** Fishing Ship.
 - **Appearance:**
 - **Shell:** [Can probably use something akin to the Phoenician/Carthaginian fishing vessel model]
 - **History:** The port of Tarshish, the Sea of Chennereth (Galilee) in northern Israel, and the port of Ezion-Geber at the Gulf of Aqaba were probably (besides the Phoenician industries along the Mediterranean) three of Israel's main sources of fish during the United Monarchy.
 - **Garrison:** Cannot.
 - **Garrison Capacity:** 1; support, infantry.
 - **Function:** Gathering: only method of collecting meat from fish.
 - **Special:** -

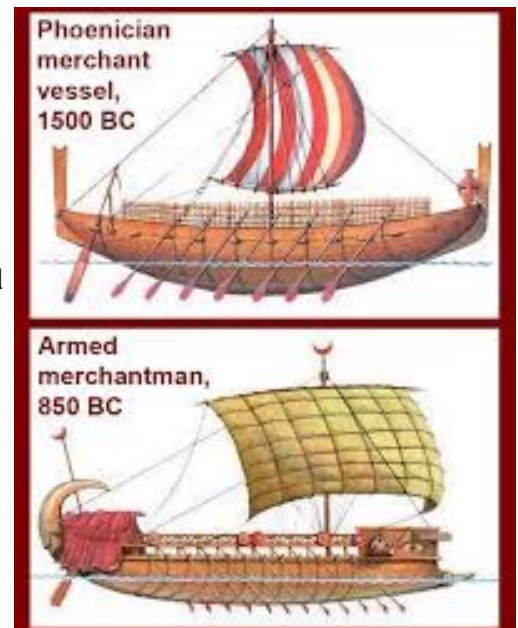
- **Generic Name: Phoenician Merchant Ship**
- **Specific Name: Oniyah Cachar**
 - **Class:** Merchant Ship.
 - **Appearance:**
 - **Shell:** [basically Phoenician]



- **History:** King Solomon made great use of Phoenician vessels courtesy of King Hiram of Tyre, and imported vast quantities of all manner of goods and luxuries from far-flung regions. Many, if not most, of Solomon's sailors were Phoenicians.
- **Garrison:** Cannot.
- **Function:** Maritime trade.
- **Special:** -

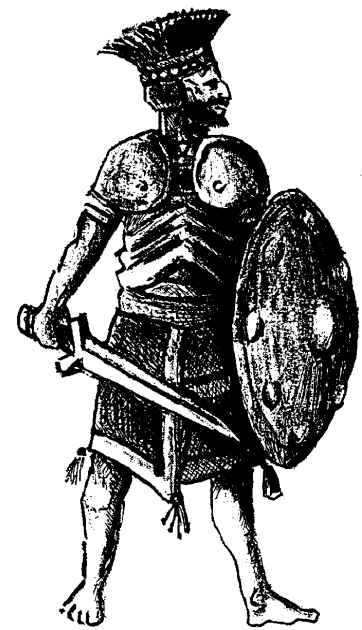


- **Generic Name:** Phoenician Warship
- **Specific Name:** Oniyah Milchamah
 - **Class:** Trireme.
 - **Appearance:**
 - **Shell:** [basically Phoenician]
 - **History:** Working closely with Hiram of Tyre in naval affairs, King Solomon would have had access to armed Phoenician vessels to protect his valuable merchant cargos.
 - **Garrison:** Cannot.
 - **Function:** Good for escorting valuable cargo.
 - **Special:** Expensive; superior speed, light armour.



SIEGE

- **Generic Name:** Battering Ram
- **Specific Name:** Kar
 - **Class:** Ram.
 - **Appearance:**
 - **Shell:** An oaken tree trunk wielded by a team of four men in tunics, leather armour, and bronze caps.
 - **History:** The Israelites did not possess heavy equipment for besieging towns; their primary options consisted of using ruses and deceptions in order to enter unguarded city openings, scaling the walls with ladders, and battering the gates with rams.
 - **Garrison:** 4.
 - **Function:** Good for breaching enemy gates and walls.
 - **Special:** Bonused against gates.



CHAMPION UNITS

- **Generic Name: Philistine Mercenary Swordsman**
- **Specific Name: Ish Mishma'ath [or Sahiyr Plishtiy]**
 - **Class: Champion Swordsman**
 - **Hacker Armament:** Straight iron sword.
 - **Appearance:**
 - **Garb:** Full iron corselet, bronze arm guards.
 - **Helmet:** Distinctive Philistine helmet with horsehair/reeds crest.
 - **Shield:** Round iron/wood shield.
 - **Figure(s):** Clean-shaven.
 - **History:** Formed part of the personal bodyguard of King David; many of these mercenaries consisted of two units known as the Cherethites and the Pelethites under the command of Benaiah son of Jehoiada.
 - **Function:** Good to hold in reserve until a critical moment.
 - **Special:** Trained at the Royal Palace.
- **Generic Name: Mighty Man**
- **Specific Name: Ish Gibbor Chayil** (lit., “Mighty Man of Valour”)
 - **Class: Champion Spearman**
 - **Hacker Armament:** Spear.
 - **Appearance:**
 - **Garb:** Scale armour over a short-sleeved tunic, leather arm guards, cosmetic sheathed short iron sword.
 - **Helmet:** Bronze cap.
 - **Shield:** Round iron/wood shield.
 - **Figure(s):** Bearded.
 - **History:** These men were professional soldiers who had fought alongside David since his exile from King Saul, and who later formed the building blocks/advisors of King David's army.
 - **Function:** Good for stiffening the main line of defense, or for spearheading shock infantry attacks.
 - **Special:** Trained at the Fortress. Only available during King David's lifetime.
- **Generic Name: Benjamite Slinger**
- **Specific Name: Qalla Bachur** (lit., “Chosen Slinger”)
 - **Class: Champion Slinger**
 - **Ranged Armament:** Leather sling.
 - **Appearance:**
 - **Garb:** Simple tunic, leather torso protection, bullet pouch, cosmetic sheathed knife.
 - **Helmet:** Leather cap.

- **Shield:** None.
- **Figure(s):** Barefoot, holds sling in left hand.
- **History:** Benjamite slingers were almost certainly among the best in the Levant. Judges 20:16 states, *“Among all this people there were seven hundred chosen men lefthanded; every one could sling stones at an hair breadth, and not miss.”* I Chronicles 12:2 tells us, *“They were armed with bows, and could use both the right hand and the left in hurling stones and shooting arrows out of a bow, even of Saul's brethren of Benjamin.”*
- **Function:** Good for hard-hitting ranged attacks on chariots, infantry.
- **Special:** Extremely accurate, fast, agile. Trained at the Fortress. Only available during Benaiah's lifetime.

HEROES

- **Generic Name:** David son of Jesse
- **Specific Name:** Dawidh ben Yishai
 - **Class:** Hero1.
 - **Hacker Armament:** Straight iron sword.
 - **Appearance:**
 - **Garb:** Scale armour, bronze arm guards.
 - **Helmet:** Bronze cap.
 - **Shield:** Round shield.
 - **Figure:** Bearded.
 - **History:** (c. 1010-970, 7 ½ years over Judah in Hebron, 33 years over United Israel in Jerusalem) David was the first king of Israel to preside over the true unification of all twelve tribes. He established ties with Hiram of Tyre, and expanded Israelite control and influence to the east and south. David instituted an efficient tribal levy system, and laid the foundation for Israel's first chariot corps. I Chronicles 14:17 states, *“And the fame of David went out into all lands; and the LORD brought the fear of him upon all nations.”*
 - **Garrison:** 1
 - **Function:** -
 - **Special:**
 - Increased speed for citizen ranged units.
 - Increased attack for Champion Swordsmen.
 - Unlocks Mighty Men.
- **Generic Name:** Solomon son of David
- **Specific Name:** Sh'lomoh ben Dawidh
 - **Class:** Hero2.
 - **Ranged Armament:**
 - **Hero:** None.
 - **Driver:** None.

- **Archer:** Composite bow.
- **Shieldbearer:** None.
- **Appearance:** All non-hero occupants possess scale armour, bronze arm guards, and bronze helmets.
 - **Hero Garb:** Purple cloak with gold embroidering, golden arm guards, scale armour overlaid with silver, scarlet torso sash.
 - **Hero Helmet:** Royal golden crown.
 - **Hero Shield:** Gold-overlaid round shield borne by armour-bearer.
 - **Figure(s):** 4 bearded men in a royally-arrayed 4-horse chariot: the hero, the driver, an archer, and a shield-bearer. The horses are splendidly attired and harnessed, and have bronze protection. The chariot is of a Syrian/Canaanite style but much richer and more ornate; the cab is overlaid with gold and ivory decorations and draped with purple cloth, and the yoke pole and wheel spokes are overlaid with silver (I have loosely based the chariot furnishings on the description of Solomon's sedan chair from Song of Solomon 3.).
- **History:** (c. 970-930 BC) The reign of Solomon ushered in a golden age for Israel, the like of which they had not known before, nor would know since. The sheer abundance and opulence of Solomon's material wealth was staggering, as was his wisdom, commerce, fame, and military might. Israel's close ties with both Egypt and Phoenicia were very beneficial to all three powers, and many of the smaller states around Israel became vassals and tributaries to Solomon. II Chronicles 9:22-24, 26 states, *“And king Solomon passed all the kings of the earth in riches and wisdom. And all the kings of the earth sought the presence of Solomon, to hear his wisdom, that God had put in his heart. And they brought every man his present, vessels of silver, and vessels of gold, and raiment, harness, and spices, horses, and mules, a rate year by year.... And he reigned over all the kings from the river unto the land of the Philistines, and to the border of Egypt.”*
- **Garrison:** 4.
- **Function:** -
- **Special:**
 - Increased attack and speed for chariots.
 - Increased trade income and resource gathering.
 - Increased territory radius for all buildings during his lifetime.
 - Unlocks Egyptian Chariots, Solomon's Temple, House of the Forest of Lebanon.
- **Generic Name:** Benaiah son of Jehoiada
- **Specific Name:** Benayahu ben Yehoyada
 - **Class:** Hero3.
 - **Hacker Armament:** Spear.
 - **Appearance:**

- **Garb:** Scale armour, leather arm guards.
- **Helmet:** Bronze cap.
- **Shield:** Round shield
- **Figure:** Bearded.
- **History:** Benaiah was the captain of David's guard (most notably the Cherethites and Pelethites), and later general of the army under Solomon. I Chronicles 11:22-25 relates, *"Benaiah the son of Jehoiada, the son of a valiant man of Kabzeel, who had done many acts; he slew two lionlike men of Moab: also he went down and slew a lion in a pit in a snowy day. And he slew an Egyptian, a man of great stature, five cubits high; and in the Egyptian's hand was a spear like a weaver's beam; and he went down to him with a staff, and plucked the spear out of the Egyptian's hand, and slew him with his own spear. These things did Benaiah the son of Jehoiada, and had the name among the three mighties. Behold, he was honourable among the thirty, but attained not to the first three: and David set him over his guard."*
- **Garrison:** 1.
- **Function:** --
- **Special:**
 - Increased attack for citizen melee soldiers.
 - Increased hitpoints for all military structures.
 - Unlocks Benjamite Slingers.
- **Generic Name:** Joab son of Zeruiah
- **Specific Name:** Yo'av ben Tzeruyah
 - **Class:** Hero4.
 - **Hacker Armament:** Straight iron sword.
 - **Appearance:**
 - **Garb:** Scale armour, leather arm guards.
 - **Helmet:** Bronze cap.
 - **Shield:** Round shield.
 - **Figure:** Bearded.
 - **History:** The commander of the tribal levy under King David, Joab was a very skilled general who nonetheless periodically exceeded or even defied his orders. Joab met his death at the beginning of King Solomon's reign.
 - **Garrison:** 1.
 - **Function:** -
 - **Special:**
 - Scenario editor unit only.

CIV CENTRE UNITS

- Melee Infantry: Judahite Spearman (2).

- Ranged Infantry: Ephramite Slinger (2).
- Cavalry: Issacharite Light Horseman (1).
- Support: Levite Guard (1).
- Support: Israelite Woman (4).

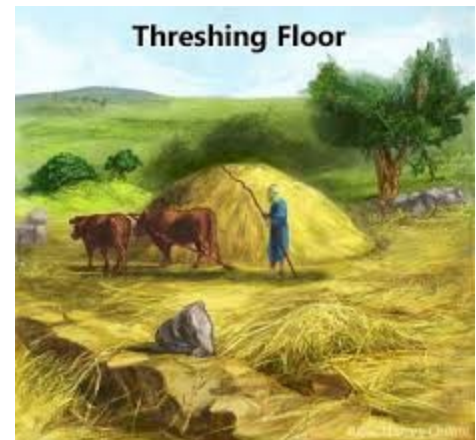
FORBIDDEN CLASSES

- Cavalry Swordsman
- Cavalry Spearman
- Bireme
- Quinquereme.
- Bolt Shooter.
- Ballista.

STRUCTURE DESCRIPTIONS

VILLAGE

- **Generic Name: House**
- **Specific Name: Beyth**
 - **Class:** House.
 - **History:** The Israelites used the standard 4-room house in common with other Levantine peoples such as the Phoenicians. (The Carthaginian house model would be good to use).
- **Generic Name: Threshingfloor**
- **Specific Name: Goren**
 - **Class:** Farmstead.
 - **History:** The threshing floor would have been a special circular outdoor area used to separate out the grain via animal or human power. The threshed grain would most likely be stored in an adjacent granary.
- **Generic Name: Farm Field**
- **Specific Name: Sadeh**
 - **Class:** Field.
 - **History:** Agriculture was a major part of Israel's economy.
- **Generic Name: Sheepfold**
- **Specific Name: 'Gderah**
 - **Class:** Corral.
 - **History:** A sheepfold consisted of a low stone-walled structure (or, more simply, a



circular man-made brush thicket) with a narrow opening in which the shepherd would place himself at night, literally serving as the door to the animals within, and thereby forcing any would-be predators to confront him first.

- **Generic Name: Storehouse**
- **Specific Name: Beyth Owtsar**
 - **Class:** Mill.
 - **History:** This building was an essential part of Israel's agricultural system.
 - **Special:** Enables “Cedars of Lebanon” and “Gold of Ophir” techs (possibly either/or tree format) in Town Phase.
- **Generic Name: Watchtower**
- **Specific Name: Mitspeh**
 - **Class:** Scout Tower.
 - **History:** Watchtowers gave the Israelites greater visibility in detecting friendly or hostile movement from a long distance away.
- **Generic Name: Hedge**
- **Specific Name: Msuwkah**
 - **Class:** Palisade.
 - **History:** Hedges were extensively used for protection and for marking off land, field, and orchard boundaries.
- **Generic Name: Place of Training - > Garrison Barracks**
- **Specific Name: Maqowm Nacah - > Matstsab**
 - **Class:** Barracks.
 - **History:** Able-bodied Israelite males of 20 years and up were members of the tribal militia; they were practiced in the use of their particular tribal weapon specialty (spear, bow, sling, etc.). The kings of Israel erected special structures in strategic locations in order to house the monthly rotation of levy soldiers.
 - **Special:** Trains citizen soldiers. Upon reaching City Phase, player can build garrison barracks in neutral territory.

TOWN

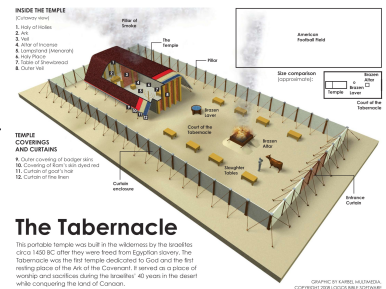
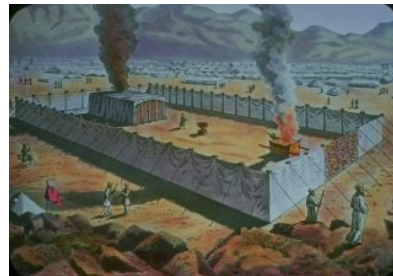
- **Generic Name: House of Meeting**
- **Specific Name: Beyth Mow'ed**
 - **Class:** Civ Centre.
 - **History:** This building serves as a center for community life such as social functions and local assemblies; most likely it would have been the dwelling of the eldest and most respected member (or family) of the local community.
- **Generic Name: Dock**
- **Specific Name: Machowz**

- **Class:** Dock.
- **History:** Some of King Solomon's most enterprising maritime ventures were carried on through his Red Sea fleet, based at the port of Ezion-Geber at the northern end of the Gulf of Aqaba. Solomon's commercial ventures encompassed as well the Mediterranean, in addition to ports in Arabia and perhaps Africa.
- **Special:** Enables “Friendship of Hiram” tech tree option.

- **Generic Name:** Tabernacle

- **Specific Name:** Mishkan

- **Class:** Temple.
- **History:** The Tabernacle was a portable tent-like structure that was built shortly after the Exodus; it housed the divine presence of Jehovah. At the time of David, the Tabernacle resided at Gibeon.
- **Special:** Mobile, can pack up and move via oxen. Build limit of 1. Can train Levite Guards, Priests, and High Priest. Can only be built by Levite Guards. Structure disintegrates once Temple of Solomon is constructed.



- **Generic Name:** Blacksmith

- **Specific Name:** Maqowm Charash

- **Class:** Blacksmith.
- **History:** Only under David and Solomon were the Israelites able to overcome the effects of a King Saul-era Philistine monopoly on smithying.
- **Special:** Enables “Kenite Metallurgy” tech. The Kenites were a group of Midianites who specialized in metalworking services for various peoples, including the Israelites.

- **Generic Name:** Market

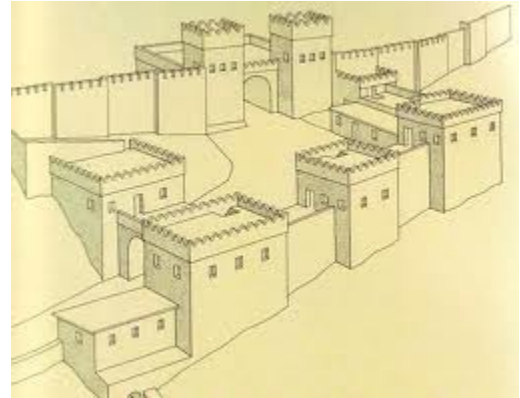
- **Specific Name:** Markoleth

- **Class:** Market.
- **History:** Marketplaces were often the hub of life in a city or town. Under Solomon's reign, two principal trade routes, the Way of the Sea and the King's Highway, were utilized. Jerusalem served as the center of control for a vast trade network spanning from Egypt to Mesopotamia.
- **Special:** Enables “The King's Highway” tech.

- **Generic Name:** Tower

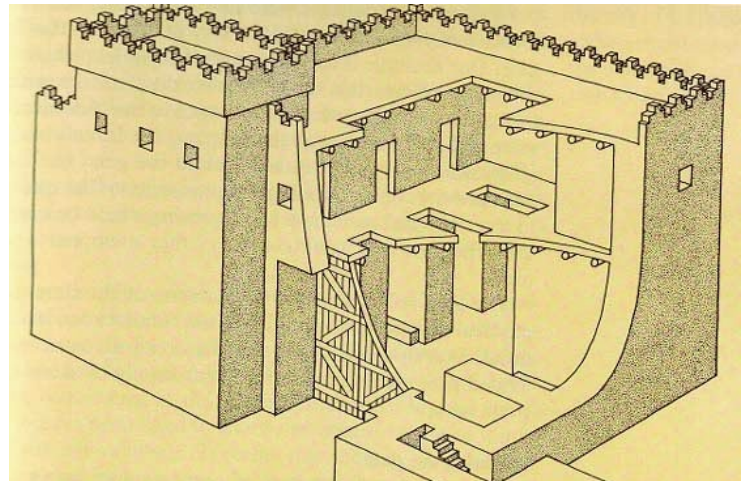
- **Specific Name:** Migdal

- **Class:** Tower.
- **History:** The defense tower often served as a city's citadel, or final desperate refuge, if any enemy overran the main defenses.



- **Generic Name:** Wall
- **Specific Name:** Chowmah
 - **Class:** Wall.
 - **History:** The walls of Solomon's cities and fortresses consisted of both casemate and solid construction types. Casemate walls were constructed by building two parallel walls a short distance apart, and joining them at regular intervals. The hollow spaces could be used as storage rooms.

- **Generic Name:** Wall Tower
- **Specific Name:** Migdal Chowmah
 - **Class:** Wall Tower.
 - **History:** -
- **Generic Name:** Gate
- **Specific Name:** Sha'ar
 - **Class:** Gate.
 - **History:** -



CITY

- **Generic Name:** Fortress
- **Specific Name:** Biyraniyth
 - **Class:** Fortress.
 - **History:** Solomon used an extensive labour pool to build many fortified bases, including Hazor, Megiddo, Gezer, and Lower Beth-horon. These fortresses were then manned with professional soldiers and charioteers.
 - **Special:** Trains Rams, Mighty Men (during David's lifetime), Judahite Spearmen, Benjamite Slingers (during Benaiah's lifetime).



SPECIAL STRUCTURES

- **Generic Name:** Olivepress
- **Specific Name:** Gath Shemen
 - **Class:** SB1.
 - **History:** Olives were a staple crop of the Levant.
 - **Requirements:**
 - **Phase:** Town.
 - **Special:** Increases food production by 25% via the “Year of the Sabbath” tech.



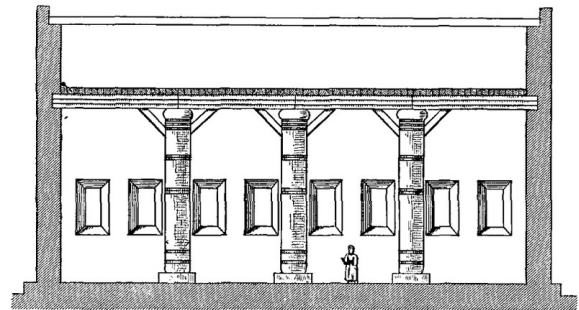
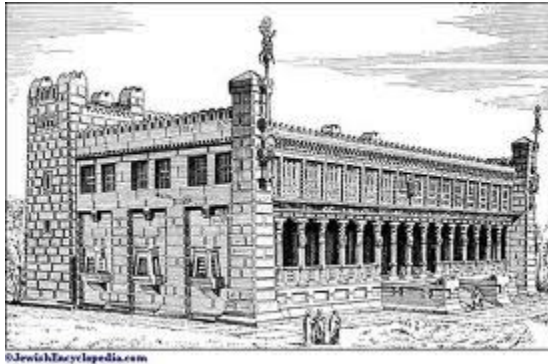
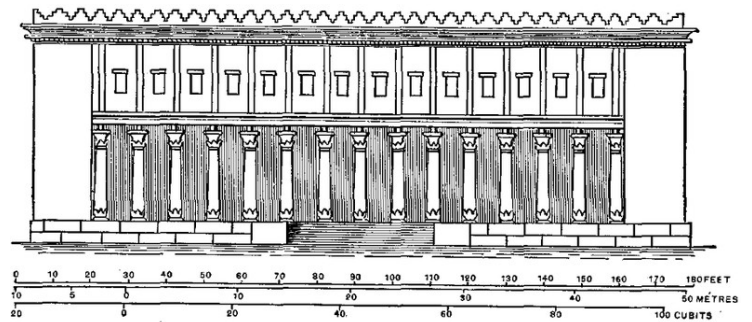
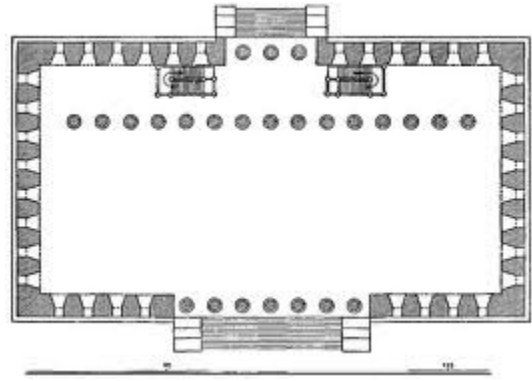
- **Generic Name:** Cavalry Stables
- **Specific Name:** Urvah
 - **Class:** Stables.
 - **History:** Solomon built “chariot cities” to house his powerful equine striking arm. At one time Solomon possessed 1,400 chariots, along with at least 4,000 stalls for chariot horses.
 - **Requirements:**
 - **Phase:** Town.
 - **Special:** Trains Iron Chariots, Egyptian Chariots (during Solomon's lifetime), and Horsemen.



- **Generic Name:** Royal Palace
- **Specific Name:** Beyth Melek
 - **Class:** SB2.
 - **History:** David built himself a house through the invaluable assistance of Hiram of Tyre (I Chron. 14:1).
 - **Requirements:**
 - **Phase:** City.
 - **Special:** Trains Heroes and Philistine Mercenary Swordsmen.

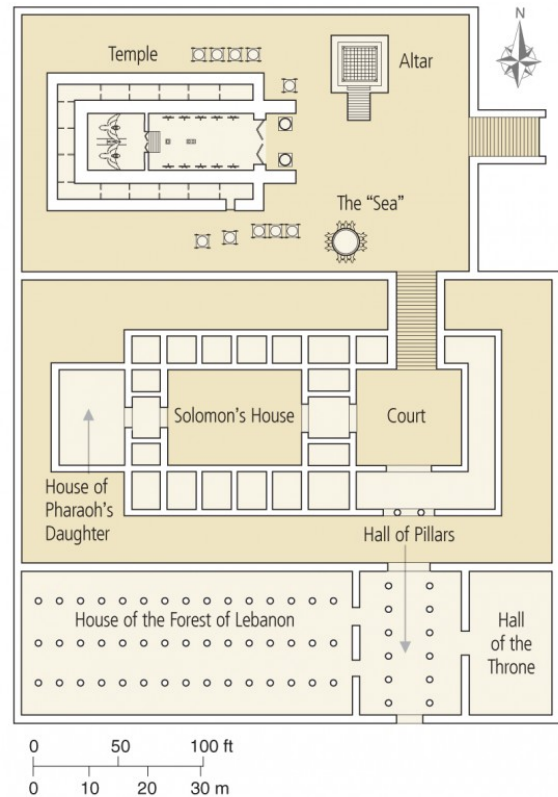
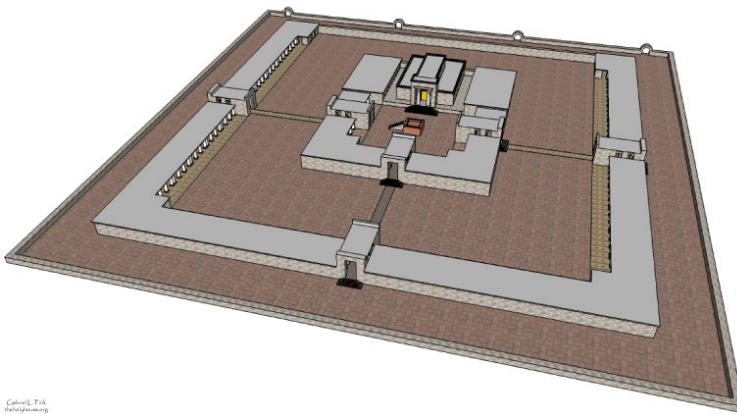


- **Generic Name:** House of the Forest of Lebanon
- **Specific Name:** Beyth Ya'ar Lbanown
 - **Class:** SB3.
 - **History:** Solomon built the House of the Forest of Lebanon (I Kings 7:2-6), which may have functioned as an armoury.
 - **Requirements:** Solomon hero.
 - **Phase:** City.
 - **Special:** Can only be built during Solomon's lifetime. Enables “Shields of Beaten Gold” and “The Fame of Solomon” techs.



WONDER

- **Generic Name:** Temple of Solomon
- **Specific Name:** Beyth Yhovah (lit., “House of the LORD”)
 - **Class:** Wonder.
 - **History:** The Temple of Solomon was constructed over a seven-year period, and was not only a fitting dwelling place for the presence of God, but also a magnificent testimony to the splendour of King Solomon (I Chron. 22:5).
 - **Requirements:** Solomon hero.
 - **Phase:** City.
 - **Special:** Trains Levite Guards, Priests, and High Priest. Can only be built during Solomon's lifetime. Can only be built by Levite Guards.



Solomon's Temple and Palace Complex

To get to the new quarter that Solomon built from the old city of David, one had to pass through the gate in the northern Davidic city wall. Going in a northerly direction, the new complex consisted of an entrance hall, the so-called Hall of Pillars (1 Kings 7:6); the House of the Forest of Lebanon (7:2–5); the porch (7:6b); the king's house (7:8a); and the house of his wife, Pharaoh's daughter (7:8b).

The House of the Forest of Lebanon, shown here to the west of the Hall of Pillars, served as an armory. The main hall had rows of cedar pillars, and gold shields and targets hung on its walls (10:16–17). To the east of the Hall of Pillars was the porch, or Hall of the Throne, Solomon's place of judgment. Beyond the Hall of Pillars lay Solomon's palace. Here is the setting which so impressed the Queen of Sheba on her visit to King Solomon (1 Kings 10).

There are parallels between this palace complex and the contemporary palaces of northern Syria, with the order of the parts of the building in 1 Kings 7 corresponding to the order of the units in these palaces.

On the right is a possible layout of Solomon's housing complex (not that it would be practical to incorporate it in the game, but I thought it'd be nice to include in the design doc anyway), found at

<http://thesentone.files.wordpress.com/2010/07/illustration-solomons-temple-and-palace-complex.png>

The webpage the above link is found on contains a wealth of information pertaining to Solomon's architectural projects.

<http://thesentone.wordpress.com/2010/07/10/1-kings-7-the-house-of-the-lord-pt-2/>

NEW STRUCTURE TRAITS

•

CIV BONUSES

- **CB1**
 - **Name: Masters of the Hills**
 - **History:** The Israelites dwelt in “a land of hills and valleys” (Deut. 11:11), and often used the terrain to their advantage against more heavily-armed foes.
 - **Effect:** Light ranged infantry (archers, slingers, and skirmishers) have higher range and speed compared to other contemporary civilizations.
- **CB2**
 - **Name: Tribal Levy**
 - **History:** Able-bodied Israelite males of 20 years and up were members of the tribal militia (Num. 1); they were practiced in the use of their particular tribal weapon specialty (spear, bow, sling, etc.).
 - **Effect:** The United Monarchy Israelites have access to the full range of citizen infantry soldiers (swordsman, spearman, skirmisher, archer, and slinger), plus one more (pikeman).
- **CB2**
 - **Name: Bounty of the Levant**
 - **History:** The Promised Land of the Israelites was often referred to as a land flowing with milk and honey (Ex. 3:8, 3:17, 13:5, 33:3, Lev. 20:24, Num. 13:27, 14:8, 16:13, 16:14, Deut. 6:3, 8:8, 11:9, 26:9, 26:15, 27:3, 31:20, Josh. 5:6, Jer. 11:5, 32:22, Ezek. 20:6, 20:15). Deut. 8:8 also mentions olive oil.
 - **Effect:** During Town Phase, the player can construct a special building, the Olivepress, to gain additional food production advantages.

TEAM BONUS

- **TB1**
 - **Name: The Wealth of Solomon**
 - **History:** During King Solomon's reign, Israel experienced wealth of phenomenal proportions (II Chron. 9:20, 9:27).
 - **Effect:** Higher income (+25%) from land trade routes, for the player's traders and his ally's traders, and higher income (+33%) from sea trade routes.

TECHNOLOGIES

- **Infantry:** Citizen melee infantry are average to below average (except for above-average Judahite Spearmen), ranged infantry are above average (except for Benjamite slingers who are excellent). Champion infantry are above average. Few armour upgrades for citizen soldiers (except for Judahite Spearmen).
- **Cavalry:** Little use of horsemen; horses are primarily utilized in the form of iron chariots and light archer chariots.
- **Naval:** Adequate naval capabilities, but warships must remain mobile to compensate for low armour.

- **Siege:** Below average; the battering ram is the basic option for this faction.
- **Economy:** Most techs.
 - **Farming:** Very good agriculture.
 - **Mining:** Above average.
 - **Lumbering:** Above average.
 - **Hunting:** Average.
 - **Land Trade:** Above average.
 - **Naval Trade:** Excellent, due to close Phoenician ties.
- **Architecture:** Strong.
 - **Defences:** Formidable walls.

SPECIAL TECHNOLOGIES

(note: these are possibilities for developers to choose from, not all techs must necessarily be implemented)

- **ST1**
 - **Name: The Fame of Solomon ('Shama Sh'lomoh)**
 - **History:** King Solomon was one of the most famous potentates of the known world (I Kings 4:31, 10:1, 10:7, II Chron. 9:1, 9:6, 9:23).
 - **Effect:** Increased territory radius for all buildings (+20%); available at the House of the Forest of Lebanon.
- **ST2**
 - **Name: Cedars of Lebanon ('Erez Lbanown)**
 - **History:** Cedars of Lebanon were harvested in vast quantities during the United Monarchy period (II Sam. 5:11, I Kings 5:6). A great deal of these cedars were floated by sea to Joppa, an Israelite port on the Mediterranean (II Chron. 2:16).
 - **Effect:** Increased wood gathering rate (+25%); available at the Storehouse.
- **ST3**
 - **Name: Shields of Beaten Gold**
 - **History:** Solomon fashioned 300 shields of beaten gold, and stored them in the House of the Forest of Lebanon (II Chron. 9:16), which may have functioned as an armoury.
 - **Effect:** Increased armour for Levite Guards and Philistine Mercenary units; available at the House of the Forest of Lebanon.
- **ST4**
 - **Name: Friendship of Hiram**
 - **History:** The Israelites made great use of Phoenician ships and manpower (II Chron. 8:18).
 - **Effect:** Reduced shipbuilding cost (-25%), OR increased LOS for all ships (+25%); available at the Dock.
- **ST5**
 - **Name: Gold of Ophir**

- **History:** Solomon's merchant fleets brought gold and other riches from an enigmatic place known as Ophir (II Chron. 8:18, 9:10). Various possible sites include southern Arabia, East Africa, and India.
 - **Effect:** Increased metal gathering rate (+25%); available at the Storehouse.
- **ST6**
 - **Name: Kenite Metallurgy**
 - **History:** The Kenites were a group of Midianites who specialized in metalworking services for various peoples, including the Israelites.
 - **Effect:** Increased attack for all swordsmen; available at the Blacksmith.
- **ST7**
 - **Name: Year of the Sabbath (Shmittah)**
 - **History:** Every seven years, the lands of Israel were to undergo a fallow period in order to give the land rest (Ex. 23:11). Any food that grew in a field during that time was considered free for the taking; any man or beast could eat thereof.
 - **Effect:** Increased farm field production (+25%); available at the Olivepress.
- **ST8**
 - **Name: The King's Highway**
 - **History:** The King's Highway was a major land trade route stretching from Egypt to Syria, and heavily utilized by Solomon.
 - **Effect:** Reduced cost for training overland traders (-25%); available at the Market.

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