



Artefact Hero Telamonian Ajax

Type – temporary, combat

Sub-class – hero

Hero level - 100

Duration of use – five days/week/+ten days

Availability by nation: all the Greeks, the Lydians, the Thracians

A bonus added to the heroes in the same army: attack x 2, morale +10.

A bonus for troops: defence x 2, speed + 10

A special unit bonus: hoplites – attack x 2

A passive ability – this hero increases the overall attack power of the player's troops by 15% while in the given player's service.

The Telamonian Ajax' Parameters:

Sight – leader*

Logistics – leader

Seafaring – leader

Attack – leader

Defence – master

Movement – leader

Morale – leader

Archery – specialist

Siege – newbie

* The 'leader' level is intended to be the highest one in the game and will supersede, from bottom to top, 'newbie', 'specialist' and 'master'

The player requirements (hero-holding pre-requisites): the player must have the Mycenaean Suit of Armour (including the Mycenaean Shield), the Ancient Mycenaean Helmet and the Chamber of Heroes (a special building; must be erected in the player's capital city). If the former two artefacts are present in the player's capital city's treasury and the third artefact is in any of the player's other towns, Telamonian Ajax will come as a Kingdom Event within 3 days: he can appear in 30 minutes or by the end of the 3rd day, depending as he pleases to do.

Telamonian Ajax is a legendary hero of the Trojan War, one of the Achaean warlords, the King of Salamis. He joins the army of the player who has the following three artefacts simultaneously: the **Mycenaean Suit of Armour** (complete with the **Mycenaean Shield**), the **Ancient Mycenaean Helmet** and the **Chamber of Heroes** (an artefact building). When joining the player, Telamonian Ajax brings with him 100 **Mycenaean Hoplites** and 14 **Combat Galleys** and automatically takes over the command of the most powerful present army of the hero; in so doing, Telamonian Ajax replaces the previously strongest hero in such an army.

Armed with a spear and a sword and protected by the great ancient shield, Telamonian Ajax is fierce and fearless in combat while leading his soldiers to one victory to another. In his presence, even the meekest cruit turns into a roaring lion and desires glory in a battlefield whatever the cost.

Telamonian Ajax remains in the player's army for five days in an ordinary course of play. If a player has a major victory killing up to 20,000 enemy units in this period, then, impressed and willing to help further, Telamonian Ajax will remain for 2 days more so that the overall service term is extended to a week. If the player has had two or three victories having killed 40-50 thousand enemy units within this whole week, then Telamonian Ajax will, admiring the player's prowess and courage, stay to help for 10 days more. Upon expiry of 17 days in total the player can persuade the mighty hero to serve for 5 days longer by offering a sacrifice to **Heracles** at the **Temple of Heracles**.

Any one player can only enlist Telamonian Ajax as well as each of the other artefact heroes only once in 2 months.