
MANUAL



VERSION α 1.0 - JANUARY 5, 2013

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1 Romans

ROME evolved from a republic in Latium to a great conquering imperial powerhouse, sweeping across Europe, the western shores of the Mediterranean and North Africa. The Romans were notable for their regimented military, powerful siege engines, broad range of naval vessels, politics, and adaptation to change.

The Romans controlled the largest empire of the ancient world. Rising from a group of villages to controlling an empire stretching from southern Scotland to the Sahara Desert, Rome remained one of the strongest nations on earth for almost 800 years, controlling over 60 million inhabitants, one quarter of the Earth's population at that time.

Rome's regime changed over time from a republican system to an autocratic empire. While the politicians seemed to be in control, the real power lay with the army. Indeed, war was the heart and soul of the Roman political system, affecting everything that the government did.

Rome produced not only effective generals but formidable engineers. Today we owe many technological advances to the Romans, who were the supreme builders of the ancient world. Roads, massive buildings, and large mining and water movement projects were common. These inventions and more served to spread the Roman legacy that endures to this day, from language to medicine, from literature to government, and from legal codes to art, architecture and beyond.

In 0 A.D. the Romans will have many bonuses that match their historic strengths. These include:

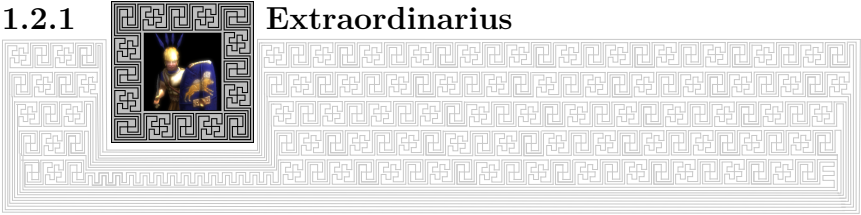
- Powerful infantry
- Incredible siege equipment
- Superior defensive construction and mining, and
- An excellent navy.

1.1 Buildings

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1.2 Units

1.2.1 Extraordinarius



Roman special infantry champion melee unit that is trainable in city phase. The extradordinariii possess quite good armour, but are comparatively slow.

- Train in Roman Fortress, Roman Army Camp
- Useful vs. Spearmen (2x), Elephants (1.5x)
- Useless vs. Archers, Cavalry Spearmen
- Improvements **Attack** – Elite Weapons
- Cost  50,  80
- Characteristics Throws Javelin before engaging



The Extraordinarii were best of the infantry fielded by Rome’s Italic allies (the socii) that were picked out by the commanding Consul and served under him directly. They were charged with function of vanguard, rearguard, and bodyguard. In battle the Extraordinarii were expected to act as a special unit, to give the Consul additional tactical options.

	Health	Attack	Armour	Range	Speed
Champion	130	15	9, 8, 9	–	8.0/16.0

	Lifepoints	Attack	Armour	Range
Basic	–	–	–	–
Advanced	–	–	–	–
Elite	130	15	9, 8, 9	–

References

