
MANUAL

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1 Romans

Rome was great.

1.1 Civilization Bonuses

Blabla

1.2 Structures

1.2.1 Civic Centre



Specific Name: Municipium
Trains Female Citizen
Roman Swordsman
Roman Skirmisher
Roman Cavalry
Cost 🏠 500, 🏠 500, 🏠 500, 🏠 300



A Municipium was a Roman settlement just below a Colonia in level, enjoying self-governance and the grant of Latin citizenship rights for its inhabitants.

	Health	Attack	Armour	Range	Speed
Basic	3000	🗡 25	🛡 20, 🗡 40, 🗡 10	60	—




1.2.2

House



Specific Name: Domus
Cost  150,  100

The word "domus" is the root of the English word "domicile" which means house or home. The typical middle and upper-class Roman Domus had many rooms, a skylight to collect water and provide sunlight, and a tile roof. An attached garden was later included under Hellenistic influence.

	Health	Attack	Armour	Range	Speed
Basic	1200	—	 10,  40,  5	—	—




1.2.3 Farmstead



Specific Name: Villa

Cost  100,  90



As Rome grew more and more affluent, many of the rich senators built lavish villas throughout Italy. Most of them emulated earlier Hellenistic examples; remains can be seen even today at Pompeii.

	Health	Attack	Armour	Range	Speed
Basic	900	–	 10,  40,  15	–	–




1.2.4

Field



Specific Name: Ager
Cost  100,  60

A farmer’s field.

	Health	Attack	Armour	Range	Speed
Basic	120	–	 5,  40,  40	–	–

1.2.5



Mill

Specific Name: Receptaculum

Cost 100, 80

Resources and building materials were kept in warehouses.

	Health	Attack	Armour	Range	Speed
Basic	800	–	10, 40, 15	–	–

1.2.6

Corral



Specific Name: Saeptum
Trains Sheep
Cost 🍷 100, 🐔 50

A place for a farmer to pen his animals. Garrison a sheep, goat, or cow here to gain a trickle of the food resource. Garrisoning an animal here also "fattens" them so that they may be slaughtered and gathered for a quick burst of food.

	Health	Attack	Armour	Range	Speed
Basic	500	—	🛡️ 5, 🗡️ 40, 🏹 10	—	—

1.2.7 Market



Specific Name: Forum
Trains Plebeian Merchant
Cost 🍷 300, 🌳 150

The Forum was the most important place in Rome, for it was there that important speeches were held and decisions taken. Starting with Julius Caesar, the great emperors Vespasian, Nerva and Trajan built their own magnificent forums.

	Health	Attack	Armour	Range	Speed
Basic	1500	—	🛡️ 10, 🗡️ 40, 🏹 20	—	—

1.2.8

Dock



Specific Name: Portus

Trains Fishing Boat
Merchantman
Light Warship
Medium Warship
Heavy Warship

Cost 🪦 200, 🏹 250

Being an inland city, Rome was still connected to the port of Ostia through means of the Tiber. Merchant ships from all over the Mediterranean arrived at Ostia, bringing all kinds of luxurious goods. The construction of a reliable harbour was planned by Julius Caesar and carried out by Claudius.

	Health	Attack	Armour	Range	Speed
Basic	2500	—	🛡️ 15, 🪓 40, 🏹 20	—	—

1.2.9

Temple



Specific Name: Aedes

Trains State Priest

Cost 300, 200

Roman temples in general were not meant for congregational worship. Instead the temple housed a statue of whatever deity the temple was dedicated to and what was needed to carry out the ceremonial and cultic practice necessary for worship. Any actual worship activity was performed outside.

	Health	Attack	Armour	Range	Speed
Basic	2000	–	20, 40, 10	–	–





1.2.10

Outpost





Specific Name: Roman Outpost
Cost  80,  40

N/A




	Health	Attack	Armour	Range	Speed
Basic	800	 25	 5,  5,  5	55	—

1.2.11 Siege Wall



Specific Name: Murus Latericius
Cost  60,  30

Quick building, but expensive wooden and earthen walls used to surround and siege an enemy town or fortified position. The most famous examples are the Roman sieges of the Iberian stronghold of Numantia and the Gallic stronghold of Alesia.



	Health	Attack	Armour	Range	Speed
Basic	3000	–	 15,  35,  10	–	–

1.2.12




Siege Wall Gate



Specific Name: Porta Circummunitio

Cost  80,  20

(Insert History Here)

	Health	Attack	Armour	Range	Speed
Basic	2000	–	 15,  35,  10	–	–





1.2.13 Siege Wall Tower



Specific Name: Turris Circummunitio

Cost  80,  20

(Insert history here)


	Health	Attack	Armour	Range	Speed
Basic	3000	 25	 15,  35,  10	40	–

1.2.14




Stone Wall



Specific Name: Moenia

Cost  30,  30

Roman city walls used a number of innovations to thwart besiegers.

	Health	Attack	Armour	Range	Speed
Basic	3000	–	 20,  40,  15	–	–




1.2.15 City Gate



Specific Name: Porta

Cost  60,  20

Rome had a number of gates piercing its city walls. One of the most famous of these was the Appian Gate.

	Health	Attack	Armour	Range	Speed
Basic	2000	–	 15,  40,  10	–	–

1.2.16

Wall Turret



Specific Name: Turris Lapidea
Cost 60, 20

(Insert history here)

	Health	Attack	Armour	Range	Speed
Basic	4000	25	20, 40, 15	40	–

1.2.17



Barracks

Specific Name: Armamentarium
Trains Roman Swordsman
Veteran Spearman
Roman Skirmisher
Roman Cavalry
Cost 🏹 100, 🏰 200, 🏹 200

Romans specialised in the building of military camps and forts. A few of them still survive.

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🏹 15, 🏹 40, 🏹 20	—	—

1.2.18





Defense Tower



Specific Name: Turris Ligna

Cost  100,  100,  120

For use by the Romans to keep an eye over surrounding hostile territory.

	Health	Attack	Armour	Range	Speed
Basic	1200	 25	 15,  40,  15	80	–

1.2.19 Entrenched Army Camp



Specific Name: Castra Vellum
Trains Roman Swordsman
Veteran Spearman
Roman Skirmisher
Roman Cavalry
Siege Catapult
Bolt Shooter
Battering Ram
Cost ⚔ 400, 🛡 200, 🏰 160

Sometimes it was a temporary camp built facing the route by which the army is to march, other times a defensive or offensive (for sieges) structure. Within this gate the tents of the first centuries or cohorts are pitched, and the dragons (ensigns of cohorts) and other ensigns planted. The Decumane gate is directly opposite to the Praetorian in the rear of the camp, and through this the soldiers are conducted to the place appointed for punishment or execution.

	Health	Attack	Armour	Range	Speed
Basic	3600	🗡 25	🛡 10, 🛡 40, 🗡 20	80	—

1.2.20

Fortress



Specific Name: Castellum

Trains

Marcus Claudius Marcellus

Quinctus Fabius Maximus

Scipio Africanus

Italic Heavy Infantry

Consular Bodyguard

Siege Catapult

Bolt Shooter

Battering Ram

Cost

650, 420

Fortified auxillary camp.

	Health	Attack	Armour	Range	Speed
Basic	4200	25	20, 40, 20	80	—

1.3 Units

1.3.1 Roman Swordsman



Specific Name: Hastatus
Train in Entrenched Army Camp
Barracks
Civic Centre
Bonus vs. Infantry Spear (×2)
Infantry Javelin (×1.5)
Elephant (×1.25)
Cost 🛡️ 50, 🏹 60, 🐘 10, 🧠 1

The hastati were the first line of heavy infantry in the early Republican Roman army. They used pila and gladii as their main weapons, throwing the former into the enemy formation and then closing with the sword. For defence they used a large shield called a scutum and wore the best armor they could afford. Hastati were recruited from the young men of Rome, a small part of the 700,000 troops Rome could bring to bear against its opponents.

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 12	🛡️ 4, 🏹 6, 🏹 5	4	8/16
Advanced	110	🏹 14	🛡️ 6, 🏹 6, 🏹 8	4	7/14
Elite	120	🏹 16	🛡️ 6, 🏹 8, 🏹 10	4	6.5/13

1.3.2

Veteran Spearman



Specific Name: Triarius
Train in Barracks
Bonus vs. Cavalry (×2)
Cost 🏹50, 🛡50, 🛡10, 🏹1

The Triarii were the third line of heavy infantry in the Republican Roman army. Made up of the veterans from previous campaigns, they often possessed the most fashionable arms and armor. Armed with a spear and gladius, the Triarii usually did not fight unless the battle was going poorly or enemy forces required the use of a spear to fend them off. In many cases the Tirarii were left at the camp instead of marching out with the rest of the army.

	Health	Attack	Armour	Range	Speed
Basic	100	🏹5, 🛡10	🏹4, 🛡5, 🏹5	4	7.5/18.75
Advanced	110	🏹6, 🛡11	🏹6, 🏹5, 🛡7	4	7/21
Elite	120	🏹7, 🛡12	🏹7, 🏹7, 🛡9	4	6.5/19.5

1.3.3 Roman Skirmisher



Specific Name:	Veles
Train in	Entrenched Army Camp Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Infantry Spear (×1.5) Elephant (×1.5) Chariot (×1.5)
Cost	50, 45, 9, 1

The Velites (sing. Veles) were the light skirmish infantry of the Polybian legion. They were the younger men who could not afford hastatus equipment or boys too young to serve otherwise. They usually numbered 1200 men in squads of twenty assigned to the maniples of the Hastati, Principes, and Triarii. Their job was to harry the enemy lines before the heavy infantry engaged and to support the cavalry.

	Health	Attack	Armour	Range	Speed
Basic	90	20	3, 3, 3	36	9/18
Advanced	100	20	4, 4, 4	36	8.5/17
Elite	110	20	5, 5, 5	36	8/16

1.3.4

Female Citizen



Specific Name: Matrona Romana
Train in Civic Centre
Cost 🏰50, 🌳7.5, 🧑1

Roman women in the Republic were in a similar state as their Greek counterparts. When a Roman woman married their dowry and property passed to their father-in-law, while she herself became the property of her husband. Their job was to raise the children and helping in farm work or running the family business. It was a sign of affluence when a man's wife did not have to work.

	Health	Attack	Armour	Range	Speed
Basic	75	🗡6	🛡1, 🛡1, 🗡5	4	6.5/8

1.3.5 State Priest



Specific Name: Pontifex Minoris
Train in Temple
Cost 200, 15, 1

During the Republic, the position of priest was elevated and required a lot of responsibilities, which is why priests were by no means chosen randomly. The position of Pontifex Maximus, the high priest of the Roman religion, was occupied by such prominent figures as Julius Caesar, Marcus Aemilius Lepidus and Augustus.

	Health	Attack	Armour	Range	Speed
Basic	85	—	2, 2, 2	—	7.5/12
Advanced	95	—	2, 2, 2	—	7.5/12
Elite	105	—	2, 2, 2	—	7.5/12

1.3.6

Plebeian Merchant



Specific Name: Mercator Plebeius
Train in Market
Cost 🍷 100, 🏹 80, 🛡 15, 🏰 1

Plebeians were the poor class in Roman society, underneath the patricians, often carrying out much local trading and business. While patricians financed large business ventures plebian merchants did the actual work. They traded far and wide, from Iberia to Syria, buying and selling everything from salt to wool to horses to metals to glass to slaves. Rome’s extensive network of roads within Italy, many ports, and central location within the Mediterranean made it an ideal place to do business.

	Health	Attack	Armour	Range	Speed
Basic	100	—	🛡 5, 🏹 8, 🍷 5	—	8/15

1.3.7



Italic Heavy Infantry

Specific Name: Extraordinarius

Train in Fortress

Bonus vs. Spear (×2)
Elephant (×1.5)

Cost 🛡️ 50, 🏹 80, 🗡️ 13, 🏰 1

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
Basic	130	🏹 15	🛡️ 9, 🗡️ 8, 🏹 9	5	8/16

1.3.8

Roman Cavalry



Specific Name:	Eques
Train in	Entrenched Army Camp Barracks Civic Centre
Bonus vs.	Infantry Sword (×2) Infantry Javelin (×1.5) Siege (×2)
Malus vs.	Elephant (×0.5) Camel (×0.5)
Cost	100, 55, 13, 1

Equites were the elite of Roman society, the added wealth stemming from that position enabling them to obtain horses and therefore serve as cavalry. They were formed into units of 30, known as turmae, armored in chain mail and often wearing fashionable Hellenistic helmets. They used a spear for throwing or over arm stabbing as well as a shield and sword for close combat.

	Health	Attack	Armour	Range	Speed
Basic	130	5, 10	4, 8, 5	6	11/27.5
Advanced	140	6, 16	6, 5, 10	6	9/25.2
Elite	150	7, 17	8, 6, 12	6	8/24

1.3.9 Consular Bodyguard



Specific Name: Eques Consulares
Train in Fortress
Bonus vs. Support (×2)
Siege (×2)
Infantry Bow (×1.5)
Malus vs. Camel (×0.5)
Elephant (×0.5)
Cost 🏹 100, 🛡️ 80, 🐘 16, 🏰 1

The Equites Consulares were the best of the Roman cavalry that were picked out by the commanding Consul and served under him directly. They functioned about identical to later Praetorian cavalry, but were usually made up of the most local Italian allies. The Italic cavalry was of better quality and quantity then the citizen cavalry of the Republic, and were highly prized for service.

	Health	Attack	Armour	Range	Speed
Basic	160	🏹 15	🛡️ 9, 🏹 11, 🏹 8	5	10/25

1.3.10

Scipio Africanus



Train in	Fortress
Bonus vs.	Support (×2) Siege (×2) Infantry Bow (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Cost	🏰 100, 🐘 250, 🦏 50, 🛡️ 1

He was the first really successful Roman general. His campaigns in Spain and Africa helped to bring Carthage to its knees during the Second Punic War. He defeated Hannibal at the Battle of Zama in 202 BC.

	Health	Attack	Armour	Range	Speed
Basic	1500	🗡️ 30	🛡️ 11, 🗡️ 13, 🗡️ 10	6	11/27.5

1.3.11



Marcus Claudius Marcellus

Train in	Fortress
Bonus vs.	Support (×2) Siege (×2) Infantry Bow (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Cost	👤 100, 🛡️ 250, 🏹 50, 🏰 1

Marcus Claudius Marcellus, 268 - 208 BC, a soldier of the first war with Carthage, a hero of the Second Punic War, and victor over the Gauls at Clastidium. Plutarch describes him as a man of war, strong in body and constitution, with an iron will to fight on. As a general he was immensely capable, standing alongside Scipio Africanus and Claudius Nero as the most effective Roman generals of the entire Second Punic War. In addition to his military achievements Marcellus was a fan of Greek culture and arts, which he enthusiastically promoted in Rome. He met his demise when his men were ambushed near Venusia. In honor of the respect the people held for him, Marcellus was granted the title of "Sword of Rome".

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 30	🛡️ 11, 🏹 13, 🏹 10	6	11/27.5

1.3.12

Quinctus Fabius Maximus



Train in	Fortress
Bonus vs.	Support (×2) Siege (×2) Infantry Bow (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Cost	🏰 100, 🐘 250, 🦏 50, 🛡️ 1

Maximus was dictator of Rome for six months during the Second Punic War. Instead of attacking the most powerful Hannibal, he started a very effective war of attrition against him, securing the nickname "Cunctator" or Delayer.

	Health	Attack	Armour	Range	Speed
Basic	1500	🗡️ 30	🛡️ 11, 🏹 13, 🏹 10	6	11/27.5

1.3.13



Siege Catapult

Specific Name: Ballista
Train in Entrenched Army Camp
Fortress
Bonus vs. Structure (×2)
Malus vs. StoneWall (×0.75)
Cost 🏰 300, 🏠 100, ⚙️ 40, 🧑‍🔧 3

History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	150	🏹 30, 🏹 30	🏹 4, 🏹 25, 🏹 10	76	5.5/10

1.3.14

Bolt Shooter



Specific Name: Scorpio

Train in Entrenched Army Camp
Fortress

Bonus vs. Organic (×2)

Cost 🏹 90, 🛡️ 100, 🎯 15, 🧑 2

History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	150	🏹 40, 🗡️ 20	🛡️ 4, 🏹 25, 🗡️ 2	56	6.5/12

1.3.15 Battering Ram



Specific Name: Aries
Train in Entrenched Army Camp
Fortress
Bonus vs. Gates (×3)
Structure (×2)
Cost 🏰 200, 🛡️ 150, ⚙️ 20, 🧑 5

There are several famous sieges during the time of the Republic which required the use of extensive siege weaponry – Syracuse (212 BC), Carthage (148 – 146 BC) and Tigranocerta (68 BC) – they were all carried out successfully.

	Health	Attack	Armour	Range	Speed
Basic	200	🔪 40	🔪 5, 🛡️ 25, 🧱 10	6.5	6.5/11

1.3.16

Fishing Boat



Specific Name: Navicula Piscatoria
Train in Dock
Cost 🏠 50, 🌳 20, 🍷 1

For the Romans fishing quickly became the plebs’ favorite pastime from the early days of the Roman Republic when fishing was still done on the Tiber. However towards the end of the Republic the fishing craze spread to the nobility, and hit its peak from the 2nd Century BC to the 4th Century AD. As both a livelihood and as a sport, fishing actually outpaced hunting.

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 10	🛡️ 3, 🗡️ 3, 🗡️ 3	5	8.5/15

1.3.17 Merchantman



Specific Name: Corbita
Train in Dock
Cost 🏹100, 🛡20, 🧑1

The Corbita was the most famous class of Roman merchant ships, known as Oneraria. They had a cargo capacity of 60-300 tons on average, with variants known to carry as much as 400 tons. These vessels traveled all over the Mediterranean, and could be found literally on every trade route.

	Health	Attack	Armour	Range	Speed
Basic	400	—	🛡4, 🛡4, 🛡4	—	10.5/15

1.3.18

Light Warship



Specific Name: Liburnus
Train in Dock
Cost 🏹 100, 🛡️ 100, 🌀 20, 🏰 2

By the time of the Second Punic War the Romans had adopted an improved bireme design created by the Liburnians of Illyria. Faster, lighter, and more agile then conventional warships, the Liburna (sing. Liburnus) would quickly become widespread throughout the Roman navy. They appear to have been used in support of Triremes.

	Health	Attack	Armour	Range	Speed
Basic	800	🏹 35	🛡️ 2, 🏹 2, 🏹 2	45	12.5/18

1.3.19 Medium Warship



Specific Name: Triremis Romanum
Train in Dock
Cost 🏹 200, 🛡️ 150, 🌀 30, 🧑 3

The Trireme was the most common warship of the Mediterranean – it was used by Phoenicians, Greeks, Carthaginians and Romans alike. The Romans were already using these vessels by the beginning of the Punic Wars, and underwent a number of modifications. These remain controversial, but it seems that Triremes remained the mainstay of the fleet for this era.

	Health	Attack	Armour	Range	Speed
Basic	1400	🏹 35	🛡️ 3, 🏹 3, 🏹 3	55	14.5/20

1.3.20

Heavy Warship



Specific Name: Quinquereme
Train in Dock
Cost 🏰 250, 🛡️ 200, 🎯 45, 🧑 5

History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	2000	🗡️ 40, 🏹 100	🛡️ 5, 🛡️ 5, 🏹 5	65	14.5/15

2 Carthaginians

Carthage was great.

2.1 Civilization Bonuses

Blabla

2.2 Structures

2.3 Units

3 Macedonians

4 Athenians

5 Spartiates

6 Persians

7 Iberians

8 Mauryans

9 Gauls

10 Britons

11 Ptolemaics

References