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# MANUAL

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# 1 Technology

## 1.1 Defensive Technologies

### 1.1.1 Chamfron

Equip your cavalry mounts with armour. All Cavalry +1 Hack Armour.

Requirements Unlocked in City Phase.  
Cost  155,  20

### 1.1.2 Reinforced hull

Wooden reinforcement beams for hulls. Adds +2 to all ship armor types.

Requirements Unlocked in Village Phase.  
Cost  250,  20



### 1.1.3 Hypozomata undergirding

The hypozomata braces the ship's structure. Adds +2 to all ship armor types.

Requirements Unlocked in Town Phase.  
Cost  150,  150,  20

### 1.1.4 Lead hull sheathing

Lead sheathing protects ship hulls. Adds +2 to all ship armor types.

Requirements Unlocked in City Phase.  
Cost  350,  20

### 1.1.5 Trade convoys

Traders +2 Hack and Pierce Armour

Requirements Unlocked in City Phase.

Cost  200,  20

### 1.1.6 Stone Foundations

Territory decay -50% for Outposts.

Requirements Unlocked in Town Phase.

Cost  100,  30

### 1.1.7 Divine Offerings

Healing rate +50% for Temples.

Requirements Unlocked in City Phase.

Cost  200,  20

### 1.1.8 Healing Range

Healers gain +4 Healing Range.

Requirements Unlocked in Town Phase.

Cost  300,  30

### 1.1.9 Healing Rate



Healing Rate increases by 25%.

Requirements    Unlocked in Town Phase.

Cost              ⚔ 300, ⚙ 30

### 1.1.10 Armour plating



All Siege weapons +2 Hack Armour

Requirements    Unlocked in City Phase.

Cost              ⚔ 300, ⚔ 350, ⚙ 30

### 1.1.11 Advanced Siege



Siege crush damage increased 20%

Requirements    Unlocked in City Phase.

Cost              ⚔ 200, ⚔ 250, ⚙ 30

## 1.2 Offensive Technologies

### 1.2.1 Cavalry Lance



Equip your melee cavalry with better weapons. Melee Cavalry +2 Hack Attack.

Requirements Unlocked in City Phase.

Cost  25,  135,  20

### 1.2.2 Elite Unit



Elite units wield the best weapons. Champions +2 attack.

Requirements Unlocked in City Phase.

Cost  150,  20

### 1.2.3 Will to fight



Inspire your troops with higher pay. All citizen-Soldiers +2 attack.

Requirements Unlocked in City Phase.

Cost  150,  20

### 1.2.4 Crenellations



Install crenellations and murder holes to double the number of arrows fired per garrisoned soldier.

Requirements Unlocked in Town Phase.

Cost  100,  100,  20

### 1.2.5 Night's Watch



Post night's watchmen to double the number of default arrows in ungarisoned Towers.

Requirements    Unlocked in Town Phase.

Cost              100,  100,  20

### 1.2.6 Infantry Training



Melee infantry +1 hack attack.

Requirements    Unlocked in Town Phase.

Cost              50,  20

### 1.2.7 Infantry Spear Fighting



Spearmen +2 pierce attack.

Requirements    Unlocked in City Phase.

Cost              100,  20

### 1.2.8 Ranged Infantry Irregulars



Ranged infantry +2 pierce attack.

Requirements    Unlocked in Town Phase.

Cost              50,  20

### 1.2.9 Ranged Infantry Skirmishers

Skirmisher infantry +2 pierce attack.

Requirements    Unlocked in City Phase.

Cost               100,  20

## 1.3 Supportive Technologies

### 1.3.1 Stockbreeding



+25% meat gathering rate for all workers.

Requirements Unlocked in Town Phase.

Cost  100,  100,  30

### 1.3.2 Wheelbarrow



Workers use wheelbarrows. +20% shuttle capacity for all resources.

Requirements Unlocked in Village Phase.

Cost  100,  50,  20

### 1.3.3 Iron Plough



Equip your workers with iron ploughs. +25% farming rate.

Requirements Unlocked in Town Phase.

Cost  50,  50,  20

### 1.3.4 Iron Ax Heads



Workers +25% lumbering rate for trees.

Requirements Unlocked in Village Phase.

Cost  50,  50,  20

### 1.3.5



### Serfs

Compel serfs to help your workers mine stone. +25% stone gathering rate.

Requirements Unlocked in Town Phase.

Cost  50,  50,  20

### 1.3.6



### Servants

+25% stone gathering rate.

Requirements Hire servants to help mine stone. No requirements.

Cost  50,  20

### 1.3.7



### Shaft Mining

Develop shaft mining. +25% metal gathering rate.

Requirements Unlocked in Town Phase.

Cost  50,  50,  20

### 1.3.8



### Silver Mining

Strike a vein of precious silver. +25% metal gathering rate.

Requirements Unlocked in City Phase.

Cost  35,  35,  35,  20

## 1.3.9



## Slaves

Buy slaves to help your workers mine for stone. +25% stone gathering rate.

Requirements Unlocked in City Phase.

Cost 🏠 35, 🪵 35, 🪨 35, ⚙️ 20

## 1.3.10



## Wedge and Mallet

+25% metal gathering rate.

Requirements Equip your workers with helpful tools. No requirements.

Cost 🪵 50, ⚙️ 20

## 1.3.11



## Town Phase

Advance to Town Phase, which unlocks more structures and units. Territory radius for Civilisation Centres increased by +25%

Requirements Requires 5 Village Phase structures (except Palisades and Farm Fields).

Cost 🏠 500, 🪵 500, ⚙️ 30

## 1.3.12



## City Phase

Advance to City Phase, which unlocks more structures and units. Territory radius for Civilisation Centres increased by another +25%

Requirements Requires 4 new Town Phase structures (except Walls and Civ Centres).

Cost 🏠 1000, 🪵 1000, ⚙️ 60



## 2 Romans

Rome was great.

## 2.1 Civilization Bonuses

Blabla

## 2.2 Structures

### 2.2.1 Civic Centre



Specific Name	Municipium
Trains	Female Citizen Roman Swordsman Roman Skirmisher Roman Cavalry
Improvements	City Phase, Town Phase
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	—




### 2.2.2 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	—	—

### 2.2.3 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	—	—




## 2.2.4 Field



Specific Name Ager

Cost  100,  60

*A farmer's field.*

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

## 2.2.5



## 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	—	—

## 2.2.6 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	—	—



2.2.7  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	—	—



### 2.2.8 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	—	—



### 2.2.9 Temple

Specific Name	Aedes
Trains	State Priest
Improvements	Divine Offerings
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	—	—

### 2.2.10 Outpost




Specific Name Roman Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

\*N/A\*





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

### 2.2.11 Defense Tower



Specific Name Turris Lignea  
 Improvements Crenellations, Night's Watch  
 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	—




### 2.2.12 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	—	—




### 2.2.13 Siege Wall Gate



Specific Name Porta Circumunitio

Cost  80,  20

*(Insert History Here)*

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

### 2.2.14 Siege Wall Tower







Specific Name Turrus Circumunitio

Improvements Crenellations, Night's Watch

Cost  80,  20

*(Insert history here)*



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

2.2.15  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	—	—

## 2.2.16 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	—	—

### 2.2.17 Wall Turret







Specific Name Turris Lapidea

Improvements Crenellations, Night's Watch




Cost  60,  20

*(Insert history here)*




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

### 2.2.18 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	—	—

### 2.2.19 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	—

## 2.2.20 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	—

## 2.3 Units

### 2.3.1 Female Citizen

Specific Name	Matrona Romana
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
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	8/16

### 2.3.2 State Priest




Specific Name	Pontifex Minoris
Train in	Temple
Improvements	Healing Range, Healing Rate
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

### 2.3.3 Plebeian Merchant







Specific Name	Mercator Plebeius
Train in	Market
Improvements	Trade convoys
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 plebeian 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

### 2.3.4 Roman Swordsman





Specific Name	Hastatus
Train in	Entrenched Army Camp Barracks Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.25) Infantry Spear (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Wedge and Mallet, Infantry Training
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

### 2.3.5 Veteran Spearman



Specific Name	Triarius
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
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

### 2.3.6 Roman Skirmisher





Specific Name	Veles
Train in	Entrenched Army Camp Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
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

### 2.3.7 Italic Heavy Infantry







Specific Name	Extraordinarius
Train in	Fortress
Bonus vs.	Elephant (×1.5) Spear (×2)
Improvements	Elite Unit, Infantry Training
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





### 2.3.8 Roman Cavalry

Specific Name	Eques
Train in	Entrenched Army Camp Barracks Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
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

### 2.3.9 Consular Bodyguard

Specific Name	Eques Consulares
Train in	Fortress
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
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 than 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

### 2.3.10 Scipio Africanus



Train in	Fortress
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
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

### 2.3.11 Marcus Claudius Marcellus







Train in	Fortress
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
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

### 2.3.12 Quinctus Fabius Maximus





Train in	Fortress
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
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

### 2.3.13 Siege Catapult

Specific Name Ballista  
 Train in Entrenched Army Camp  
                   Fortress  
 Bonus vs. Structure (×2)  
 Malus vs. StoneWall (×0.75)  
 Improvements Armour plating, Advanced Siege  
 Cost  300,  100,  40,  3

*None*

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

### 2.3.14 Bolt Shooter







Specific Name Scorpio  
 Train in Entrenched Army Camp  
                   Fortress  
 Bonus vs. Organic (×2)  
 Improvements Armour plating, Advanced Siege  
 Cost 🪵 90, 🪵 100, 🪵 15, 🪵 2





*None*

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

### 2.3.15 Battering Ram

Specific Name	Aries
Train in	Entrenched Army Camp Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
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

### 2.3.16 Fishing Boat



Specific Name	Navicula Piscatoria
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
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

### 2.3.17 Merchantman







Specific Name	Corbita
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
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

### 2.3.18 Light Warship







Specific Name	Liburnus
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
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 than 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





### 2.3.19 Medium Warship

Specific Name	Triremis Romanum
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
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

### 2.3.20 Heavy Warship

Specific Name Quinquereme  
 Train in Dock  
 Improvements Lead hull sheathing, Hypozomata undergirding,  
 Reinforced hull  
 Cost  250,  200,  45,  5

*None*

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

### 3 Carthaginians

Carthage was great.

### 3.1 Civilization Bonuses and Special Technologies

Blabla

#### 3.1.1 Colonisation



Carthaginians were colonisers. Civilisation Centres, Temples, and Houses -50% build time.

Requirements    Unlocked in Town Phase.

Cost                 250,  250,  30

#### 3.1.2 Exploration



Carthaginians were explorers. All Traders and Ships +25% vision range.

Requirements    Unlocked in Town Phase.

Cost                 200,  200,  30

## 3.2 Structures

### 3.2.1 Civic Centre



Specific Name	Merkāz
Trains	Female Citizen Libyan Spearman Mauritanian Archer Numidian Cavalry
Improvements	City Phase, Town Phase
Cost	🍷 500, 🏠 500, 🛡️ 500, 🌟 300

#### *Carthaginian's History*

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




### 3.2.2 House



Specific Name Bet

Cost  150,  100

*Housing was generally built of adobe or sandstone then plastered with stucco. Flat roofs predominate, few windows, arched doorways in evidence, kind of a blend of Achaemenian and Mediterranean styles with some tiled roofs. In the biggest cities, especially Carthage and such as Utica, housing was in flat-roofed structures rising as high as 6 and 7 stories.*




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

### 3.2.3 Farmstead

Specific Name Aḥuzāh

Cost  100,  90

*Although there must have been many small farms as well, when the Carthaginians expanded into the hinterland, most farms and orchardist establishments were created by the wealthy segment of society that became known as the landowners, and the resulting estates were mostly worked by ?almost enslaved? Liby-Phoenicians, Numidians, and whomever they could get.*

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




### 3.2.4 Field



Specific Name Šadd

Cost  100,  60

*A farmer's field.*

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

## 3.2.5



## Mill

Specific Name Maḥṣabah



Cost 100, 80

*Resources and building materials were kept in warehouses.*




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

### 3.2.6 Corral





Specific Name	Rēfet
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. Horses or elephants can be captured in the wild and placed in the Corral. Unlike normal corralled animals that generate food, the corralled Horse and Elephant functions similarly to a relic as in AoK. As long as it/they remain(s) in the Corral, the resource cost of training horse-mounted units (cavalry) or War Elephant Super Units is reduced by a fixed amount of -5% per animal corralled appropriate to kind.*

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



3.2.7  Market

Specific Name	Šūq
Trains	Trader
Cost	 300,  150



*Carthaginian markets were probably just big sheds or structures surrounding a ?market? area or in a wharf area of a port.*

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

### 3.2.8 Commercial Port




Specific Name	Namel
Trains	Fishing Boat Merchantman
Cost	 150,  250

*The Carthaginians were famous for their sea trade. Carthage itself had an entire harbour dedicated to nothing more than commercial sea trade.*




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

### 3.2.9 Naval Shipyard



Specific Name	Cothon
Trains	Light Warship Medium Warship Heavy Warship
Cost	 300,  200,  500

*The structure is based upon the centre island of the inner harbour constructed to house the war fleet of the Carthaginian navy at Carthage.*

	Health	Attack	Armour	Range	Speed
Basic	5000	—	 10,  40,  10	—	—

### 3.2.10 Temple

Specific Name	Maqdaš
Trains	Healer Sacred Band Pikeman
Improvements	Divine Offerings
Cost	🏰 400, 🌟 200

*What little we know of the Carthaginian religion has be pieced together from scattered sources. Tanit, a fertility goddess, was one of two principle gods in the Carthaginian pantheon, the other being her consort Ba'al, a deity of Phoenician origin.*

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🗡️ 20, 🏹 40, 🏹 10	—	—

### 3.2.11 Outpost







Specific Name Carthaginian Outpost

Improvements Stone Foundations




Cost  80,  40

\*N/A\*





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

### 3.2.12 Defense Tower



Specific Name Mijdil  
 Improvements Crenellations, Night's Watch  
 Cost  100,  100,  120


*Sturdy stone outposts used to keep an eye on desert nomad tribes along the Carthaginian North African frontier.*

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




### 3.2.13 Stone Wall



Specific Name Homah

Cost  60,  90

*The Carthaginians built what are referred to as "triple walls" to fortify some of their cities; as triple walls aren't a practical construct for 0 A.D, the construction of the inner wall is to be used. This wall served not only as a defensive structure but had barracks and stables integrated right into it, and raised towers at intervals. Fodder for elephants and horses, and arms were stored onsite. The ground level consisted of housing for elephants, the second level for horses, and the third level as barracks for the troops. In Carthage alone, 200 elephants, a thousand horses and 15,000 30,000 troops could be housed within the city walls. As shown in the reference drawing, there was also a ditch at the base in front of the wall. These walls were typically built of large blocks of sandstone hewn from deposits nearby, and were never breached by invaders.*

	Health	Attack	Armour	Range	Speed
Basic	9000	—	 20,  40,  15	—	—




### 3.2.14 City Gate



Specific Name Mijdil-ša'ar

Cost  90,  30

*The tower sections constituted a 4th level where they rose up to provide even higher firing level platform than that of the top of the wall run.*

	Health	Attack	Armour	Range	Speed
Basic	6000	—	 15,  40,  10	—	—

### 3.2.15 Wall Turret



Specific Name Mijdil

Improvements Crenellations, Night's Watch




Cost 90, 120

*The Carthaginians built what are referred to as "triple walls" to fortify some of their cities; as triple walls aren't a practical construct for 0 A.D, the construction of the inner wall is to be used. This wall served not only as a defensive structure but had barracks and stables integrated right into it, and raised towers at intervals. Fodder for elephants and horses, and arms were stored onsite. The ground level consisted of housing for elephants, the second level for horses, and the third level as barracks for the troops. In Carthage alone, 200 elephants, a thousand horses and 15,000 30,000 troops could be housed within the city walls. As shown in the reference drawing, there was also a ditch at the base in front of the wall. These walls were typically built of large blocks of sandstone hewn from deposits nearby, and were never breached by invaders.*




	Health	Attack	Armour	Range	Speed
Basic	12000	25	20,  40,  15	40	—

### 3.2.16 Barracks



Specific Name	Maḥanēt
Trains	Libyan Spearman Mauritanian Archer Numidian Cavalry
Cost	 100,  150,  200

*The Carthaginians incorporated stables and barracks into their city walls.*

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

## 3.2.17 Celtic Embassy



Trains	Gallic Mercenary Swordsman Gallic Mercenary Cavalry
Cost	🏠 200, 🏰 120

*The Celts supplied fierce warrior mercenaries for Carthaginian armies.*

	Health	Attack	Armour	Range	Speed
Basic	1200	—	🗡️ 10, 🏹 40, 🏹 10	—	—

### 3.2.18 Iberian Embassy



Trains	Iberian Mercenary Skirmisher Balearic Slinger Iberian Heavy Cavalry
Cost	🏠 200, 🏰 200

*The Iberians were known as fierce mercenaries, loyal to their paymasters.*

	Health	Attack	Armour	Range	Speed
Basic	2000	—	🗡️ 10, 🏹 40, 🏹 10	—	—

### 3.2.19 Italiote Embassy

Trains	Italian Allied Swordsman Italic Cavalry
Cost	🏰 200, 🏰 150

*When Hannibal invaded Italy and defeated the Romans in a series of battles, many of the Italian peoples subject to Rome, including the Italian Greeks and powerful Samnites, revolted and joined the Carthaginian cause.*

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

### 3.2.20 Blockhouse Fort



Specific Name	Ḥamet
Trains	Hamilcar Barca Hannibal Barca Maharbal War Elephant Siege Catapult Bolt Shooter
Cost	🏠 650, 🏹 420




*The Carthaginians built a number of rather 'monolithic' blockhouse forts sited at critical locations in North Africa, sometimes also in conjunction with long lengths of wall intended to keep the wilder people of the desert to the south from freely ranging into the 'civilised' territories under their direct control.*

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





### 3.3 Units

#### 3.3.1 Female Citizen



Specific Name	Aštāh
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1

*Unlike many ancient cities, Carthage was found by a woman; Queen Dido, hailing originally from Tyre. Carthaginian women were famous for their beauty and were capable of extremely hard physical work. The records written about the Third Punic War mentioned that all citizens of Carthage, including the women, worked incessantly to manufacture weapons and prepare the city for siege. The women even cut their own hair for use in the springs of artillery pieces.*

	Health	Attack	Armour	Range	Speed
Basic	75	 6	 1,  1,  5	4	8/16

## 3.3.2



## Healer

Specific Name	Kehinit
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	👁️ 200, 🌟 15, 🏠 1

*Tanit (also spelled TINITH, TINNIT, or TINT), chief goddess of Carthage, equivalent of Astarte. Although she seems to have had some connection with the heavens, she was also a mother goddess, and fertility symbols often accompany representations of her. She was probably the consort of Baal Hammon (or Amon), the chief god of Carthage, and was often given the attribute "face of Baal." Although Tanit did not appear at Carthage before the 5th century BC, she soon eclipsed the more established cult of Baal Hammon and, in the Carthaginian area at least, was frequently listed before him on the monuments. In the worship of Tanit and Baal Hammon, children, probably firstborn, were sacrificed. Ample evidence of the practice has been found west of Carthage in the precinct of Tanit, where a tofet (a sanctuary for the sacrifice of children) was discovered. Tanit was also worshipped on Malta, Sardinia, and in Spain. There is no other reason for giving the Carthaginians a priestess instead of a priest in 0 A.D., although Tanit was the most popular of their two main gods with the people.*

	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

## 3.3.3



## Trader

Specific Name	Mekir
Train in	Market
Improvements	Trade convoys
Cost	🐪 100, 🏹 80, 🛡️ 15, 🏰 1













*Of all the merchants of the ancient world, the Carthaginians were the most traveled. Their vast fleet of trading ships went as far as Britain and down the coast of West Africa. Culturally sensitive, the Carthaginians would make allowances for the particular customs of their trading partners, some transactions taking place without direct contact or negotiation. Thanks to the long voyages of Carthaginian merchants much territory was explored and even colonized.*

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

### 3.3.4 Gallic Mercenary Swordsman

Specific Name	Seh̄ir Herev
Train in	Celtic Embassy
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.25) Infantry Spear (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Training
Cost	 100,  10,  1

*Hannibal hired Celtic mercenaries when he invaded Italy in 218 BC, recruited from the Gallic tribesmen in the northern third of the country. Fierce and physically imposing thanks to their height the Celtic soldiers attacked their opponents with swords and spears in a solid wave. They were capable of changing formations and despite their usual lack of body armor they were quite capable of hacking down their opponents.*

	Health	Attack	Armour	Range	Speed
Basic	100	 10	 4,  3,  5	4	8/16
Advanced	110	 12	 6,  6,  4	4	7/15
Elite	120	 14	 7,  8,  5	4	6.5/14

### 3.3.5 Italian Allied Swordsman







Specific Name	/Italian Allied Swordsman/
Train in	Italiote Embassy
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.25) Infantry Spear (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Training
Cost	 100,  10,  1

*TBD.*

	Health	Attack	Armour	Range	Speed
Basic	100	↘ 10	↘ 4, ↗ 3, ↗ 5	4	8/16
Advanced	110	↘ 12	↗ 6, ↘ 6, ↗ 4	4	7.5/15
Elite	120	↘ 14	↗ 7, ↘ 8, ↗ 5	4	7/14





### 3.3.6 Libyan Spearman

Specific Name	Səḥīr Ḥanīt
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  50,  10,  1













*The core of the Carthaginian army was made up of Liby-Phoenicians, Africans with Phoenician ancestors. The wealthy residents of Carthage recruited the non-citizen Liby-Phoenicians as heavy infantry, fighting in the phalanx armed with the long spear. Armor could range from chain mail hauberks to bronze cuirasses and helmets often included the latest Hellenistic types. Although armed with a shield and a sword, Carthaginian swordsmen were woefully ill-trained compared to their Roman or Iberian counterparts in fencing.*

	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





### 3.3.7 Iberian Mercenary Skirmisher

Specific Name	Səḥīr Kidōn
Train in	Iberian Embassy
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	 45,  50,  9,  1













*While Iberians had often served as mercenaries in earlier times, after Carthage's conquest of Spain they were often called up as levies. After the Celts they were considered the most expendable of all the troops in the Carthaginian army, used to dull the force of a charging formation. Armed with a javelin that could have a bundle of burning grass attached at the end for torching buildings, the Iberians could also wear light breastplates called pectorals in addition to their distinctive sinew caps.*

	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

### 3.3.8 Mauritanian Archer






Specific Name	Qešet
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  9,  1

*A mercenary archer from North Africa.*






	Health	Attack	Armour	Range	Speed
Basic	90	 20	 3,  2,  3	50	8.5/21.25
Advanced	95	 20	 3,  3,  3	50	8.5/21.25
Elite	105	 20	 6,  4,  4	50	6.7/16.75

### 3.3.9 Sacred Band Pikeman



Specific Name	Mašal
Train in	Temple
Bonus vs.	Elephant (×1.5) Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  50,  50,  13,  1

*The Sacred Band was a group of elite troops dedicated to the service of the Phoenician god Ba'al. In addition to providing crack troops, the unit trained Carthaginians aspiring to command Punic mercenary armies. Specially picked troops carried the unit standard emblazoned with the symbols of Carthage into battle.*

	Health	Attack	Armour	Range	Speed
Basic	130	 5,  20	 10,  10,  10	8	6.5/12

### 3.3.10 Iberian Heavy Cavalry

Specific Name	Ḥayyāl Ḥerev Raḥūv
Train in	Iberian Embassy
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🏹 125, 🏰 13, 🏹 1

*Along with the Gauls, Iberians formed the Carthaginian heavy cavalry, closing with their opponents at every opportunity. Armed with long-bladed spears and short curved sabers known as falcata, the Iberians were no strangers to fighting on horseback. On many occasions they routed opposing cavalry but usually did not pursue them, preferring to remain close to the main army.*

	Health	Attack	Armour	Range	Speed
Basic	130	🏹 10	🏹 4, 🏹 7, 🏹 5	6	11.5/28.75
Advanced	140	🏹 21	🏹 6, 🏹 5, 🏹 8	6	10/28.75
Elite	150	🏹 22	🏹 7, 🏹 7, 🏹 13	6	9.8/28.75

### 3.3.11 Gallic Mercenary Cavalry



Specific Name	Epos
Train in	Celtic Embassy
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🛡️ 125, 🏹 13, 🐎 1

*Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.*

	Health	Attack	Armour	Range	Speed
Basic	130	↘10	↘3, ↘7, ↘5	6	11/33
Advanced	140	↘21	↘6, ↘5, ↘9	6	9.68/29.04
Elite	150	↘22	↘7, ↘7, ↘11	6	9.24/27.72

### 3.3.12 Italic Cavalry

Specific Name	Ḥayyāl Romah Raḥūv
Train in	Italiote Embassy
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🏹 55, 🛡️ 75, 🏰 13, 🧑 1

*The Italian allies of Carthage included the various Samnite tribes of the interior hill-country and Italiote Greek colonies along the Southern coast. They provided a much-needed and high-quality cavalry contingent for Hannibal's army.*

	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

### 3.3.13 Numidian Cavalry







Specific Name	Ḥayyāl Romah Raḥūv Masili
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	👤 100, 🐎 50, 🛡️ 12, 🏹 1






*The Carthaginians possessed the greatest light cavalry of the ancient world in the Numidians. Tough and hardy like their mounts, the Numidians were famous for their ability to ride bareback and without bridles. Riders controlled their horses through a combination of voice commands, knee pressure, and a rope around the animals' necks. Used mostly for pursuing defeated opponents, the Numidians' favored weapon was a javelin that could be used for close combat if necessary.*

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 25	🛡️ 3, 🛡️ 3, 🏹 2	44	13/36
Advanced	130	🏹 25	🛡️ 4, 🛡️ 4, 🏹 4	44	12.5/35
Elite	140	🏹 25	🛡️ 5, 🛡️ 5, 🏹 5	44	12/34

### 3.3.14 War Elephant





Specific Name	Pil Malḥamit
Train in	Blockhouse Fort
Bonus vs.	Gates (×1.5) Cavalry (×1.5) Structure (×1.5)
Cost	 200,  200,  15,  1

*By far the most famous of Carthaginian weapons was the small, ugly, and now extinct, North African forest elephants. Going into battle without a war tower carrying only a driver, Carthaginian war elephants were used as terror weapons: horses could not stand their smell, inexperienced troops were frightened, and the havoc they could cause was immense. Yet by the time of the Second Punic War elephants were at the end of their time. Armies had learned the weaknesses of the giant beasts, specifically how to hamstring and confuse them. More often than not a war elephant could be just as dangerous to its own side as the enemy.*





	Health	Attack	Armour	Range	Speed
Basic	400	 25,  20	 10,  10,  15	8	7/14

### 3.3.15 Himelqart Baraq







Train in	Blockhouse Fort
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
Cost	 100,  250,  50,  1

*Father of Hannibal and virtual military dictator of Carthage. Hamilcar Barca was a soldier and politician who excelled along his entire career. Lived 275-228 BC. While overshadowed by his sons, Hamilcar was great general in his own right, earning the nickname Baraq or Barca for the lightning speed of his advance.*







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

### 3.3.16 Hanniba'al Baraq



Train in	Blockhouse Fort
Bonus vs.	Gates (×1.5) Siege (×2) Infantry Sword (×2) Infantry Javelin (×1.5) Cavalry (×1.5) Structure (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 500,  500,  50,  3

*Carthage's most famous son. Hannibal Barca was the eldest son of Hamilcar Barca and proved an even greater commander than his father. Lived 247-182 BC. While he ultimately lost the Second Punic War his victories at Trebia, Lake Trasimene, and Cannae, and the feat of crossing the Alps have secured his position as among the best tacticians and strategists in history.*

	Health	Attack	Armour	Range	Speed
Basic	2000	 25,  25,  25	 13,  25,  10	6	8.5/13

3.3.17  Maharba'al

Train in	Blockhouse Fort
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	👤 100, 🐎 250, 🛡️ 50, 🏆 1

*Maharbal was Hannibal Barca's "brash young cavalry commander" during the 2nd Punic War. He is credited with turning the wing of the legions at Cannae resulting in defeat in which 30,000 of 50,000 Romans were lost, as well as significant contributions to the winning of many other battles during the 2nd Punic War. He is known for having said, after the battle of Cannae, "Hannibal, you know how to win the victory; just not what to do with it."*

	Health	Attack	Armour	Range	Speed
Basic	1500	🗡️ 15, 🏹 25	🛡️ 10, 🏹 14, 🏹 10	6	10.5/26.25

### 3.3.18 Siege Catapult



Specific Name Ballista  
 Train in Blockhouse Fort  
 Bonus vs. Structure (×2)  
 Malus vs. StoneWall (×0.75)  
 Improvements Armour plating, Advanced Siege  
 Cost 🏹 200, 🏠 100, 🛡️ 30, 🧰 3

*None*

	Health	Attack	Armour	Range	Speed
Basic	150	🏹 30, 🏹 30	🛡️ 4, 🛡️ 25, 🏹 10	68	5.5/10

### 3.3.19 Bolt Shooter



Specific Name Oxybeles  
 Train in Blockhouse Fort  
 Bonus vs. Organic (×2)  
 Improvements Armour plating, Advanced Siege  
 Cost 🏰 100, 🛡️ 100, ⚙️ 20, 🧑‍🎓 2

*None*

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 20, 🗡️ 20	🛡️ 4, 🛡️ 25, 🗡️ 2	60	6.5/12

### 3.3.20 Fishing Boat



Specific Name	Noon-Mašōt
Train in	Commercial Port
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🏰 50, 🌊 20, 🏹 1

*Fishing for the Carthaginians was much the same as it was for the Phoenicians from whom they were descended. Being primarily a sea power, fishing was one of Carthage's primary means of food supply. The main fishing boat used was a medium sized (about 20 feet) row and sail boat.*

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

## 3.3.21 Merchantman







Specific Name	Seher
Train in	Commercial Port
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
Cost	🛡️ 100, 🏹 20, 🏰 1





*The entire purpose of the Phoenicians/Carthaginians was to conduct trade and commerce principally upon the sea (though not limited to that as far as Carthage was concerned).*

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

### 3.3.22 Light Warship





Specific Name	Bireme
Train in	Naval Shipyard
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 100,  100,  20,  2

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*





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

### 3.3.23 Medium Warship







Specific Name	Trireme
Train in	Naval Shipyard
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 200,  150,  30,  3






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

### 3.3.24 Heavy Warship

Specific Name	Quinquereme
Train in	Naval Shipyard
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 250,  200,  45,  5

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*

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

## 4 Macedonians

macehage was great.

## 4.1 Civilization Bonuses

Blabla

## 4.2 Structures

### 4.2.1 Civic Centre



Specific Name	Agorá
Trains	Female Citizen Foot Companion Agrarian Peltast Thessalian Lancer Philip II of Macedon Alexander The Great Demetrius The Besieger
Improvements	City Phase, Town Phase
Cost	500,  500,  500,  330

*The most important place in most Classical Greek poleis, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.*

	Health	Attack	Armour	Range	Speed
Basic	3300	25	20,  40,  10	60	—




### 4.2.2 House



Specific Name Oikos

Cost  150,  100

*Hellenic houses from the Classical Age were generally humble yet stylish. During the Hellenistic Age, however, luxurious palaces and estates became commonplace in the rich Hellenistic metropolises like Antioch, Alexandria and Seleucia.*




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


### 4.2.3 Farmstead

Specific Name Sītobólion

Cost  100,  99

*Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.*




	Health	Attack	Armour	Range	Speed
Basic	990	—	 10,  40,  15	—	—

4.2.4  Field

Specific Name Agrós

Cost  100,  33

*A farmer's field. The Hellenes were not reknowned as farmers and preferred to herd livestock instead.*




	Health	Attack	Armour	Range	Speed
Basic	132	—	 5,  40,  40	—	—

4.2.5  Mill

Specific Name Apothékē



Cost  100,  88

*Resources and building materials were kept in warehouses.*




	Health	Attack	Armour	Range	Speed
Basic	880	—	 10,  40,  15	—	—

### 4.2.6 Corral





Specific Name Épaulos  
 Trains Sheep  
 Cost  100,  11




*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	110	—	 5,  40,  10	—	—

4.2.7  Market

Specific Name	Empóron
Trains	Trader
Cost	 300,  165

*Most Hellenic cities were centers of trade. The Emporion is the Hellenic marketplace, where commerce and trading occur. Economic technologies may be researched here as well.*

	Health	Attack	Armour	Range	Speed
Basic	1650	—	 10,  40,  20	—	—

4.2.8  Dock



Specific Name	Limén
Trains	Fishing Boat Merchantman Light Warship Medium Warship
Cost	🏠 200, 🏰 275

*Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonisation were thriving port centres, which traded with the local population.*




	Health	Attack	Armour	Range	Speed
Basic	2750	—	🛡️ 15, 🛡️ 40, 🛡️ 20	—	—

### 4.2.9 Temple





Specific Name	Asclepeion
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  220





*An asclepeion (or asklepieion) was a healing temple, sacred to the god Asclepius.*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	 20,  40,  10	—	—

4.2.10  **Outpost**

Specific Name Greek Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

\*N/A\*

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

### 4.2.11 Defense Tower







Specific Name Pyrgión

Improvements Crenellations, Night's Watch

Cost  100,  100,  132


*Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.*

	Health	Attack	Armour	Range	Speed
Basic	1320	 25	 15,  40,  15	80	—




## 4.2.12 Stone Wall



Specific Name Teíkhos

Cost  30,  33

*All Hellenic cities were surrounded by stone walls for protection against enemy raids. Some of these fortifications, like the Athenian Long Walls, for example, were massive structures.*

	Health	Attack	Armour	Range	Speed
Basic	3300	—	 20,  40,  15	—	—




### 4.2.13 City Gate



Specific Name Pýlai

Cost  60,  20

*(Insert history)*





	Health	Attack	Armour	Range	Speed
Basic	2200	—	 15,  40,  10	—	—

## 4.2.14 Wall Turret



Specific Name Pýrgos  
 Improvements Crenellations, Night's Watch  
 Cost  60,  20

*Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.*

	Health	Attack	Armour	Range	Speed
Basic	4400	 25	 20,  40,  15	40	—

4.2.15  Barracks

Specific Name	Stratēgeîon
Trains	Foot Companion Agrianian Peltast Cretan Mercenary Archer Rhodian Slinger Thessalian Lancer Odrysian Cavalry
Cost	🏰 150, 🏠 150, 🏰 220

*The Stratigeion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoï".*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	🛡️ 15, 🏹 40, 🏹 20	—	—




### 4.2.16 Library



Specific Name Bibliothikon

Cost  200,  200,  200

*Alexander the Great founded libraries all over his new empire. These became a center of learning for an entirely new synthesized culture: the Hellenistic culture.*

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 10,  40,  10	—	—

4.2.17 **Greek Theater**

Specific Name Théātron

Cost 500, 500, 550

*Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture.*

	Health	Attack	Armour	Range	Speed
Basic	5500	—	10,  40,  10	—	—

4.2.18  Fortress

Specific Name	Teíchisma
Trains	Macedonian Shield Bearer Companion Cavalry Bolt Shooter Siege Catapult Battering Ram Siege Tower
Cost	🏰 650, 🏹 462




*The Akropolis was usually a fortified citadel in the upper part of the city. The Athenian Akropolis was renowned for its marvellous temples, among which was the Parthenon, while the Acro-Corinthus was highly prized by the Macedonians for its strategic location and good defences. Fortresses (also called a "phourion") were also built to guard passes and atop hills in order to command plains and valleys below.*

	Health	Attack	Armour	Range	Speed
Basic	4620	🏹 25	🏹 20, 🏹 40, 🏹 20	80	—





## 4.3 Units

### 4.3.1 Female Citizen



Specific Name	Gýnē
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1

*Macedonian women were mothers, first and foremost. They had few rights and a low station. Lower class women labored the land and, only when necessary, tended the family shop. Middle and upper class women were relegated almost exclusively to home life. Be that as it may, they were masters of the home and servants, their husbands often deferred to their wives in domestic matters. Some Macedonian women did wield uncommon influence in politics, the most famous being Olympias, mother of Alexander.*

	Health	Attack	Armour	Range	Speed
Basic	75	 6	 1,  1,  5	4	8/16

## 4.3.2



## Healer

Specific Name	Hiereús
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	👤 200, 🌿 15, 🏠 1

*The Macedonians worshiped the Olympic Pantheon. The priests of the various sects were renown for "curing" various ailments. When this propensity for "faith healing" collided with the intellectualism of some of the more liberal city-states, medicine was born.*

	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

## 4.3.3







## Trader

Specific Name	Émporos
Train in	Market
Improvements	Trade convoys
Cost	🍷 100, 🐘 80, 🌿 15, 🏠 1
















*Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.*

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

### 4.3.4 Foot Companion

Specific Name	Pezétairos
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  60,  10,  1

*'Foot Companions', these were the elite troops from the Macedonian phalanx, whom carried their Sarissas with both hands, the white shields being attached to their armour. The Sarissa and the new tactics they used were developed by Philip II under Theban influence. If properly protected by cavalry on both sides, the Pezhetairoi were virtually invincible to any kind of enemy unit. They were always deployed in deep formations of 16+.*













	Health	Attack	Armour	Range	Speed
Basic	100	 5,  10	 4,  9,  5	6	6.5/13
Advanced	110	 6,  11	 8,  8,  11	6	6/12
Elite	120	 6,  11	 13,  13,  13	6	5/10

### 4.3.5 Agrianian Peltast



Specific Name	Peltastes Agrianikos
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	 50,  50,  9,  1

*Peltasts were javelinists originating in Thrace but their form of combat was widely copied by the Hellenes, Macedonians, and Persians. Equipped with a small oval or crescent shield, a peltast would charge at enemy formations whilst hurling his javelins then fall back to avoid close combat. They wore no armor and were at a significant disadvantage against heavy infantry and cavalry, relying on their speed and skill for survival. Agrianians are a Thracian tribe who sold their services to the Macedonians as mercenaries and added a much needed ranged and skirmishing ability to Macedonian armies.*

	Health	Attack	Armour	Range	Speed
Basic	90	 20	 3,  3,  3	44	11/20
Advanced	100	 20	 4,  4,  4	44	10.5/20
Elite	110	 20	 5,  5,  6	44	10/20

### 4.3.6 Rhodian Slinger







Specific Name	Sphendonetes Rhodikos
Train in	Barracks
Bonus vs.	Infantry (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	🏠 40, 🍷 50, 🍷 9, 🍷 1

History IS MISSING!













	Health	Attack	Armour	Range	Speed
Basic	90	↗15	↘2, ↘2, ↗2	48	9/22.5
Advanced	100	↗15	↘3, ↘3, ↗3	48	7.5/21.6
Elite	110	↗15	↘4, ↘4, ↗4	48	7/20.4

### 4.3.7 Cretan Mercenary Archer








Specific Name	Toxótēs Krētikós
Train in	Barracks
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 40,  50,  9,  1

*Mercenary archers from the big island of Crete. They were widely regarded as the best archers in all of Hellas and had a long tradition of hiring themselves out to Hellenic states such as Athens for use aboard Triremes naval vessels. Alexander hired them to accompany him on his world conquest march and while in his service they dueled admirably with the greatly feared eastern archers.*

	Health	Attack	Armour	Range	Speed
Basic	90	 20	 3,  2,  3	50	8.5/21.25
Advanced	95	 20	 3,  3,  1	50	8.5/21.25
Elite	105	 20	 6,  4,  2	50	6.7/16.75

### 4.3.8 Macedonian Shield Bearer





Specific Name	Hypaspistes
Train in	Fortress
Bonus vs.	Persians (×1.25) Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  75,  20,  13,  1

*The Hypaspistai, or "shield bearers", were the flower of the Macedonian infantry. They were the most battle hardened veterans within the army and followed Philip II and Alexander the Great into over a dozen full scale engagements. These heavily armed and opulently armoured units acted as an intermediary between the phalanx and the cavalry arm, many times charging headlong with Alexander into a breach in the enemy lines. Sometimes they fought as slow pikemen, like the Pezhetairoi with 6 meter "sarissas", and other times they fought as Hoplites with large aspides and 2.5 meter-long spears, or "dorata". In later times they became known as the Argyraspidai, or "Silver Shields" when Alexander bestowed upon them armor and shields plated in pure silver, and played a decisive role in the early Diadochoi Wars of Alexander's "Successors."*
















	Health	Attack	Armour	Range	Speed
Basic	135	✓10, ✗15	✓9, ✗12, ✗9	6	7/16.5
Advanced	145	✓11, ✗16	✓10, ✗10, ✗12	6	6.5/15

### 4.3.9 Thessalian Lancer







Specific Name	Xystophoros Thessalikos
Train in	Barracks Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	 100,  55,  13,  1













*The best cavalry in Greece, besides the Macedonian hetairoi. Thessalians led an agrarian life and raised horses in the large pasture lands of Thessaly. They were widely regarded as the best cavalry in all of Hellas due to the speed and tenacity of their horses. They were used effectively in the Macedonian armies as light cavalry and held the important left flank of the battle line, staving off enemy advances long enough for the heavy cavalry on the right flank to make the killer blow.*

	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

### 4.3.10 Odrysian Cavalry






Specific Name	Hippeus Odrysi
Train in	Barracks
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 50,  100,  12,  1

*Thracian cavalry skirmishers were recruited from the Odrysian tribe of central Thrace.*






	Health	Attack	Armour	Range	Speed
Basic	120	 25	 3,  3,  2	44	12/30
Advanced	130	 25	 3,  4,  4	44	11.5/28.75
Elite	140	 25	 4,  5,  5	44	11/27.5

### 4.3.11 Companion Cavalry







Specific Name	Hetairos
Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 100,  80,  20,  16,  1





*The Hetairoi, or Companion cavalry, were a preferred general stand in Macedonian armies. Macedonian noblemen made up this elite cavalry unit, which was key to victory for Macedonian kings starting with Philip II, who increased their number from 600 to several thousand.*

	Health	Attack	Armour	Range	Speed
Basic	160	 8,  13	 10,  12,  8	6	10/25

### 4.3.12 Mégās Aléxandros

Train in	Civic Centre
Bonus vs.	Siege (×2) Support (×2) Infantry Bow (×1.5) Hero (×1.2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
Cost	 100,  300,  50,  1

*The most powerful hero of them all - son of Philip II, king of Macedonia (336 BC - 323 BC). After conquering the rest of the Thracians and quelling the unrest of the Greeks, Alexander embarked on a world-conquest march. Defeating the Persian forces at Granicus (334 BC), Issus (333 BC) and Gaugamela (331 BC), he became master of the Persian Empire. Entering India, he defeated king Porus at Hydaspes (326 BC), but his weary troops made him halt. Died in Babylon at the age of 33 while planning a campaign against Arabia.*

	Health	Attack	Armour	Range	Speed
Basic	1500	 30	 11,  13,  20	6	11/27.5

## 4.3.13







## Dēmétrios Poliorkētēs

Train in	Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	👤 50, 🏰 200, 🏹 40, 🛡️ 1






*One of the Diadochi, king of Macedonia (294 BC - 288 BC), Demetrius was renowned as one of the bravest and most able successors of Alexander. As the son of Antigonus I Monophthalmus, he fought and won many important battles early on and was proclaimed king, along with his father, in 306 BC. Losing his Asian possessions after the battle of Ipsus, he later won the Macedonian throne. Fearing lest they should be overpowered by Demetrius, the other Diadochi united against him and defeated him.*

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 30	🛡️ 10, 🏹 12, 🏹 10	5	8/20





### 4.3.14 Philippos B' ho Makedón

Train in	Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 100,  250,  50,  1






*The king of Macedonia (359 BC - 336 BC), he carried out vast monetary and military reforms in order to make his kingdom the most powerful force in the Greek world. Greatly enlarged the size of Macedonia by conquering much of Thrace and subduing the Greeks. Murdered in Aegae while planning a campaign against Persia.*

	Health	Attack	Armour	Range	Speed
Basic	1500	 15,  25	 10,  14,  10	6	10.5/26.25

### 4.3.15 Siege Catapult

Specific Name	Lithóbolos
Train in	Fortress
Bonus vs.	Structure (×2)
Malus vs.	StoneWall (×0.75)
Improvements	Armour plating, Advanced Siege
Cost	 200,  100,  30,  3

*None*

	Health	Attack	Armour	Range	Speed
Basic	150	 30,  30	 4,  25,  10	68	5.5/10

### 4.3.16 Bolt Shooter



Specific Name	Oxybelés
Train in	Fortress
Bonus vs.	Organic (×2)
Improvements	Armour plating, Advanced Siege
Cost	🏰 100, 🛡️ 100, ⚙️ 20, 🧑 2

*None*

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 20, 🏹 20	🛡️ 4, 🛡️ 25, 🛡️ 2	60	6.5/12

4.3.17  Battering Ram

Specific Name	Poliorkitikós Kriós
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	🍷 200, 🪦 100, 🌪️ 20, 🧨 5

*Macedonian siege ram*

	Health	Attack	Armour	Range	Speed
Basic	200	🗡️ 30	🛡️ 5, 🗡️ 25, 🗡️ 6	6.5	6.5/11

### 4.3.18 Siege Tower

Specific Name	Helépolis
Train in	Fortress
Improvements	Armour plating, Advanced Siege
Cost	500,  300,  50,  5

*When Demetrius Poliorcetes besieged Salamis, in Cyprus, he instructed that a machine be constructed, which he called "the taker of cities." Its form was that of a square tower, each side 90 cubits high and 45 wide. It rested on four wheels, each eight cubits high. It was divided into nine stories, the lower of which contained machines for throwing great stones, the middle large catapults for throwing spears, and the highest, other machines for throwing smaller stones, together with smaller catapults. It was manned with 200 soldiers, besides those that moved it by pushing the parallel beams at the bottom.*

	Health	Attack	Armour	Range	Speed
Basic	800	25	7,  25,  6	65	6/10

### 4.3.19 Fishing Boat



Specific Name	Ploïon Halieutikón
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 50, 🌀 20, 🏰 1

#### *Need History*

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

### 4.3.20 Merchantman



Specific Name	Ploïon Phortēgikón
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
Cost	🏰 100, 🌳 20, 🏹 1

#### *Need History*

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





4.3.21  Light Warship

Specific Name Pentēkónteros




Improvements Lead hull sheathing, Hypozomata undergirding,  
Reinforced hull

Cost  100,  100,  20,  2





*Pentekonters were employed from 800 BC, mostly as a light support unit in the Greek navy. After 600 BC, they were only seen in battle in very limited numbers. They were still in use by small states which could not afford a sufficient number of triremes for their navy.*

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

### 4.3.22 Medium Warship

Specific Name	Triérēs
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 200,  150,  30,  3

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*

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

## 5 Athenians

athenhage was great.

## 5.1 Civilization Bonuses

Blabla

## 5.2 Structures

### 5.2.1 Civic Centre



Specific Name	Agorá
Trains	Female Citizen Athenian Hoplite Athenian Militia Cavalry Skirmisher
Improvements	City Phase, Town Phase
Cost	🏠 500, 🏰 500, 🏹 500, 🏰 330

*The most important place in Athens, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.*

	Health	Attack	Armour	Range	Speed
Basic	3300	🏹 25	🏹 20, 🏹 40, 🏹 10	60	—




### 5.2.2 House



Specific Name Oikos

Cost  150,  100

*Hellenic houses from the Classical Age were generally humble yet stylish. During the Hellenistic Age, however, luxurious palaces and estates became commonplace in the rich Hellenistic metropolises like Antioch, Alexandria and Seleucia.*




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


### 5.2.3 Farmstead

Specific Name Sītobólion

Cost  100,  99

*Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.*




	Health	Attack	Armour	Range	Speed
Basic	990	—	 10,  40,  15	—	—

5.2.4  Field

Specific Name Agrós

Cost  100,  33

*The Athenians were not reknowned as farmers and preferred to herd livestock or cultivate olives instead.*




	Health	Attack	Armour	Range	Speed
Basic	132	—	 5,  40,  40	—	—

5.2.5  Mill

Specific Name Apothékē



Cost  100,  88

*Resources and building materials were kept in warehouses.*




	Health	Attack	Armour	Range	Speed
Basic	880	—	 10,  40,  15	—	—

### 5.2.6 Corral





Specific Name Épaulos  
 Trains Sheep  
 Cost  100,  11

*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	110	—	 5,  40,  10	—	—

### 5.2.7 Market



Specific Name	Empóron
Trains	Trader
Cost	 300,  165

*Athens was a center of trade for the Aegean Sea and Eastern Mediterranean. The Emporion is the Athenian marketplace in the Athenian port of Piraeus, where commerce and trading occur.*

	Health	Attack	Armour	Range	Speed
Basic	1650	—	 10,  40,  20	—	—

## 5.2.8



## Dock



Specific Name	Limén
Trains	Fishing Boat Merchantman Light Warship Athenian Trireme
Cost	🏹 200, 🏹 275

*Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Athens, Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonisation were thriving port centres, which traded with the local population. Athens itself had a large sea port at Piraeus, which consisted of 3 separate harbors surrounded by mighty walls and easily chained off to prevent amphibious attacks by enemy fleets. As long as Piraeus was unconquered, Athens remained monarch of the seas.*




	Health	Attack	Armour	Range	Speed
Basic	2750	—	🏹 15, 🏹 40, 🏹 20	—	—

### 5.2.9 Temple





Specific Name	Neós
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  220





*The Athenians built marvelous temples in order to honour their polytheistic pantheon. While all gods were venerated, Athena specifically was worshiped as the namesake and protector of the city. She was the goddess of wisdom and of war and the daughter of Zeus.*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	 20,  40,  10	—	—

5.2.10  **Outpost**

Specific Name Greek Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

\*N/A\*

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

### 5.2.11 Defense Tower







Specific Name Pyrgión

Improvements Crenellations, Night's Watch

Cost  100,  100,  132

*Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.*




	Health	Attack	Armour	Range	Speed
Basic	1320	 25	 15,  40,  15	80	—

5.2.12  Stone Wall

Specific Name Teíkhos

Cost  30,  33

*Athens was surrounded by stone walls for protection against enemy raids. Some of these fortifications, like the Athenian Long Walls, for example, were massive structures.*

	Health	Attack	Armour	Range	Speed
Basic	3300	—	 20,  40,  15	—	—




### 5.2.13 City Gate



Specific Name Pýlai

Cost  60,  20

*The Athenian city wall was pierced by numerous gates and posterns of various sizes and importance. The "Sacred Gate" was the gate on the road to Eleusis. Another gate was the Dipylon Gate, whose name literally means "Double Gate."*





	Health	Attack	Armour	Range	Speed
Basic	2200	—	 15,  40,  10	—	—

## 5.2.14 Wall Turret



Specific Name Pýrgos  
 Improvements Crenellations, Night's Watch  
 Cost  60,  20

*Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.*

	Health	Attack	Armour	Range	Speed
Basic	4400	 25	 20,  40,  15	40	—

### 5.2.15 Barracks

Specific Name	Stratēgeion
Trains	Athenian Hoplite Thracian Peltast Athenian Militia Greek Cavalry Cavalry Skirmisher
Cost	🏰 150, 🏠 150, 🏰 220

*The Strategion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoï".*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	🛡️ 15, 🗡️ 40, 🏹 20	—	—

5.2.16  Gymnasium

Specific Name	Gymnásieon
Trains	City Guard Scythian Archer
Cost	🏠 200, 🏹 200, 🏹 220

*The gymnasium was a vital place in Athens, where physical exercises were performed and social contacts established.*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	🏹 10, 🏹 40, 🏹 10	—	—

5.2.17  Council Chamber

Specific Name	Prytaneion
Trains	Themistocles Pericles Iphicrates
Cost	🏰 100, 🏹 200, 🏰 220

*The Prytaneion is the meeting place for the city elders to dine and to make swift decisions.*




	Health	Attack	Armour	Range	Speed
Basic	2200	—	🏹 10, 🏹 40, 🏹 10	—	—

5.2.18  Greek Theater

Specific Name Théâtron

Cost  500,  500,  550

*Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture.*

	Health	Attack	Armour	Range	Speed
Basic	5500	—	 10,  40,  10	—	—

## 5.2.19

**Fortress**




Specific Name	Epiteíchisma
Trains	Bolt Shooter Siege Catapult
Cost	🏰 650, ⚙️ 462

*Fortresses (also called a "phrourion") were built to guard passes and atop hills in order to command plains and valleys below. One such Athenian fortress, Gyphtokastro, guarded the pass from Attica into Boeotia.*





	Health	Attack	Armour	Range	Speed
Basic	4620	🏹 25	🛡️ 20, 🏹 40, 🏹 20	80	—

## 5.3 Units

### 5.3.1 Female Citizen




Specific Name	Gýnē
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1

*Greek women were kept under tight control by their husbands, rarely leaving the home for anything beyond the necessities of daily life. They could not own anything or be involved in any business or legal transaction. They acted as household cook, nurse, seamstress, and early educator to young children. Spartan women were an exception to the normal code of conduct and enjoyed many freedoms.*










	Health	Attack	Armour	Range	Speed
Basic	75	 6	 1,  1,  5	4	8/16

### 5.3.2 Healer



Specific Name	Hiereús
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	 200,  15,  1

*The art of medicine was widely practised in Classical Greece. Hippocrates was the first physician to separate religion and superstition from actual medicine, and many others followed his lead.*

	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

## 5.3.3



## Trader





Specific Name	Émporos
Train in	Market
Improvements	Trade convoys
Cost	🏰 100, 🏹 80, 🛡️ 15, 🏰 1

*Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.*

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

### 5.3.4 Athenian Hoplite







Specific Name	Hoplítēs Athēnaikós
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  60,  10,  1

*Hoplites were the very symbol of Hellenic prestige and citizenship, armed with a spear and a large round bronze-coated shield known as an aspis. Armor was heavy, with bronze helmets and a cuirass of either bronze or linen, in addition to greaves. Hoplites fought in a tight formation called a phalanx, guarding each other with their shields while they attacked the enemy with their 2.5 meter spear or short iron sword.*













	Health	Attack	Armour	Range	Speed
Basic	100	↘5, ↗10	↘4, ↗9, ↗5	6	7.5/18.75
Advanced	110	↘6, ↗11	↘8, ↗8, ↗11	6	7/19
Elite	120	↘7, ↗12	↘10, ↗10, ↗13	6	6.5/18

### 5.3.5 Thracian Peltast







Specific Name	Peltastés Thrâx
Train in	Barracks
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	 50,  50,  9,  1

*Peltasts were javelinists originating in Thrace but their form of combat was widely copied by the Hellenes, Macedonians, and Persians. Equipped with a small oval or crescent shield, a peltast would charge at enemy formations whilst hurling his javelins then fall back to avoid close combat. They wore no armor and were at a significant disadvantage against heavy infantry and cavalry, relying on their speed and skill for survival. Thracians sold their services to Hellenic cities as mercenaries and added a much needed ranged and skirmishing ability to Hellenic armies.*













	Health	Attack	Armour	Range	Speed
Basic	90	 20	 3,  3,  3	44	9/18
Advanced	100	 20	 4,  4,  4	44	8.5/21.5
Elite	110	 20	 5,  5,  5	44	8/20

### 5.3.6 Athenian Militia



Specific Name	Psilós Athēnaikós
Train in	Barracks Civic Centre
Bonus vs.	Infantry (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  9,  1

History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	90	 15	 2,  2,  2	48	9/22.5
Advanced	100	 15	 3,  3,  3	48	7.5/21.6
Elite	110	 15	 4,  4,  4	48	7/20.4

### 5.3.7 Cretan Mercenary Archer












Specific Name	Toxótēs Krētikós
Train in	Athenian Trireme
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	🍷 40, 🏹 50, 🛡️ 9, 🗡️ 1

*Mercenary archers from the big island of Crete. They were widely regarded as the best archers in all of Hellas and had a long tradition of hiring themselves out to Hellenic states such as Athens for use aboard Triremes naval vessels. Alexander hired them to accompany him on his world conquest march and while in his service they dueled admirably with the greatly feared eastern archers.*





	Health	Attack	Armour	Range	Speed
Basic	90	🏹 20	🛡️ 3, 🗡️ 2, 🏹 3	50	8.5/21.25
Advanced	95	🏹 20	🛡️ 3, 🗡️ 3, 🏹 1	50	8.5/21.25
Elite	105	🏹 20	🛡️ 6, 🗡️ 4, 🏹 2	50	6.7/16.75





5.3.8  City Guard

Specific Name Epilektos  
 Train in Gymnasium  
 Bonus vs. Cavalry ( $\times 2$ )  
 Improvements Elite Unit, Infantry Spear Fighting, Infantry Training  
 Cost  50,  75,  13,  1





	Health	Attack	Armour	Range	Speed
Basic	130	 10,  16	 9,  9,  9	6	8.5/16

### 5.3.9 Athenian Marine






Specific Name Épibastēs Athēnaikós  
 Train in Athenian Trireme  
 Bonus vs. Elephant (×1.5)  
                   Spear (×2)  
 Improvements Elite Unit, Infantry Training  
 Cost  50,  80,  13,  1

	Health	Attack	Armour	Range	Speed
Basic	130	 15	 9,  8,  9	5	12/20





### 5.3.10 Scythian Archer

Specific Name	Toxotes Skithikos
Train in	Gymnasium
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Ranged Infantry Irregulars
Cost	 75,  50,  12,  1













*The Athenian employed Scythian archers as city police and auxillary troops.*

	Health	Attack	Armour	Range	Speed
Basic	120	 23,  30	 6,  6,  5	58	9/18

### 5.3.11 Greek Cavalry

Specific Name	Hippeús
Train in	Barracks
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	 100,  60,  13,  1

*Cavalry were made up of the upper class since they were the only ones who could afford the breeding and caring for horses. Initially they were missile troops who avoided close combat, throwing javelins and spears at enemy troops. Later on thanks to developments by the Macedonians they began to close with enemy troops to use their swords. As with all ancient horsemen the Hippeus did not have stirrups or a saddle.*

	Health	Attack	Armour	Range	Speed
Basic	130	 10	 4,  7,  5	6	11.5/28.75
Advanced	140	 21	 6,  6,  9	6	11/27.5
Elite	150	 22	 7,  8,  11	6	10/25

## 5.3.12 Cavalry Skirmisher



Specific Name	Pródromos
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	👤 100, 🐎 50, 🛡️ 12, 🏹 1

*Prodromoi were the light scouts of Greek armies.*

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 25	🛡️ 3, 🛡️ 3, 🛡️ 2	44	12/30
Advanced	130	🏹 25	🛡️ 3, 🛡️ 4, 🛡️ 4	44	11.5/28.75
Elite	140	🏹 25	🛡️ 4, 🛡️ 5, 🛡️ 5	44	11/27.5





### 5.3.13 Iphikratēs








Train in	Council Chamber
Bonus vs.	Cavalry Bow (×1.5) Elephant (×2) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	🏰 50, 🌾 200, ⚔️ 35, 🛡️ 1

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 23, 🏹 55	🛡️ 8, 🛡️ 8, 🛡️ 7	48	10/18

5.3.14  Periklēs

Train in	Council Chamber
Bonus vs.	Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  200,  40,  1

*Pericles was the foremost Athenian politician of the 5th Century.*

	Health	Attack	Armour	Range	Speed
Basic	1000	 15,  25	 10,  12,  10	5	7.5/18.75

## 5.3.15







## Themistoklês

Train in	Council Chamber
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	👤 50, 🏰 200, 🏹 40, 🏰 1






*The general whom persuaded the Athenians to invest their income from silver mines in a war navy of 200 Triremes. A key figure during the Persian Wars, he commanded the victorious Athenian navy at the decisive battle of Salamis in 479 BC. Later, he pursued an active policy against the Persians in the Aegean, thereby laying the foundations of future Athenian power. Ostracised by the Athenians, he was forced to flee to the protection of the Persians.*

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 30	🏹 10, 🏹 12, 🏹 10	5	8/20

### 5.3.16 Siege Catapult

Specific Name	Lithóbolos
Train in	Fortress
Bonus vs.	Structure (×2)
Malus vs.	StoneWall (×0.75)
Improvements	Armour plating, Advanced Siege
Cost	 200,  100,  30,  3

*None*

	Health	Attack	Armour	Range	Speed
Basic	150	 30,  30	 4,  25,  10	68	5.5/10

5.3.17  Bolt Shooter

Specific Name Oxybelés  
 Train in Fortress  
 Bonus vs. Organic (×2)  
 Improvements Armour plating, Advanced Siege  
 Cost 🏰 100, 🏰 100, 🏰 20, 🏰 2

*None*

	Health	Attack	Armour	Range	Speed
Basic	100	🏹 20, 🏹 20	🛡️ 4, 🛡️ 25, 🛡️ 2	60	6.5/12

### 5.3.18 Fishing Boat



Specific Name	Ploïon Halieutikón
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 50, 🛡️ 15, 🏠 1

#### *Need History*

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

### 5.3.19 Merchantman



Specific Name    Ploïon Phortēgikón  
 Train in         Dock  
 Improvements    Lead hull sheathing, Hypozomata undergirding,  
                       Reinforced hull, Trade convoys  
 Cost                ⚔ 100, ⚙ 15, 🏠 1

#### *Need History*

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

### 5.3.20 Light Warship



Specific Name	Pentēkónteros
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🏹 100, 🛡️ 100, 🏹 20, 🏹 2

*Pentekonters were employed from 800 BC, mostly as a light support unit in the Greek navy. After 600 BC, they were only seen in battle in very limited numbers. They were still in use by small states which could not afford a sufficient number of triremes for their navy.*

	Health	Attack	Armour	Range	Speed
Basic	800	↗ 35	↘ 2, ↗ 2, ↗ 2	45	12.5/18

### 5.3.21 Athenian Trireme



Specific Name	Triérēs Athēnaïkós
Train in	Dock
Trains	Athenian Marine Cretan Mercenary Archer
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🏰 200, 🏹 150, 🏹 30, 🏹 3

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*

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

## 6 Spartiates

sparthage was great.

## 6.1 Civilization Bonuses

Blabla

## 6.2 Structures

### 6.2.1 Civic Centre



Specific Name	Agorá
Trains	Spartan Woman Perioikoi Hoplite Helot Skirmisher Perioikoi Cavalryman
Improvements	City Phase, Town Phase
Cost	🏠 500, 🏰 500, 🏰 500, 🏰 330

*The most important place in most Classical Greek poleis, the Agora served many purposes; it was a place for public speeches and was the stage for civic life and commercial interests.*

	Health	Attack	Armour	Range	Speed
Basic	3300	🏹 25	🛡️ 20, 🛡️ 40, 🛡️ 10	60	—




### 6.2.2 House



Specific Name Oikos

Cost  150,  100

*Hellenic houses from the Classical Age were generally humble yet stylish. During the Hellenistic Age, however, luxurious palaces and estates became commonplace in the rich Hellenistic metropolises like Antioch, Alexandria and Seleucia.*




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


### 6.2.3 Farmstead

Specific Name Sītobólion

Cost  100,  99

*Grain wasn't plentiful in Hellas, which is why it was carefully stored in granaries, some of it being reserved for times of siege.*




	Health	Attack	Armour	Range	Speed
Basic	990	—	 10,  40,  15	—	—

6.2.4  Field

Specific Name Agrós

Cost  100,  33

*A farmer's field. The Hellenes were not reknowned as farmers and preferred to herd livestock instead.*

	Health	Attack	Armour	Range	Speed
Basic	132	—	 5,  40,  40	—	—

## 6.2.5



## Mill

Specific Name Apothékē



Cost 100, 88

*Resources and building materials were kept in warehouses.*




	Health	Attack	Armour	Range	Speed
Basic	880	—	10,  40,  15	—	—

### 6.2.6 Corral





Specific Name Épaulos  
 Trains Sheep  
 Cost  100,  11

*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	110	—	 5,  40,  10	—	—

### 6.2.7 Market



Specific Name	Empóron
Trains	Trader
Cost	 300,  165

*Most Hellenic cities were centers of trade. The Emporion is the Hellenic marketplace, where commerce and trading occur. Economic technologies may be researched here as well.*

	Health	Attack	Armour	Range	Speed
Basic	1650	—	 10,  40,  20	—	—

6.2.8  Dock



Specific Name	Limén
Trains	Fishing Boat Merchantman Light Warship Medium Warship
Cost	🪵 200, 🏹 275

*Greece is a sea country, which is why some of the greatest Hellenic and Hellenistic cities like Ephesus, Corinth, Alexandria and Antioch were built by the sea. It should also be noted that all colonies during the Great Colonisation were thriving port centres, which traded with the local population.*




	Health	Attack	Armour	Range	Speed
Basic	2750	—	🪓 15, 🪓 40, 🪓 20	—	—

### 6.2.9 Temple



Specific Name	Asklepeion
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  220

*An asclepeion (or asklepieion) was a healing temple, sacred to the god Asclepius.*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	 20,  40,  10	—	—

## 6.2.10



## Outpost

Specific Name Greek Outpost  
 Improvements Stone Foundations  
 Cost 🏠 80, 🌳 40

\*N/A\*

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

### 6.2.11 Defense Tower







Specific Name Pyrgión

Improvements Crenellations, Night's Watch

Cost  100,  100,  132

*Towers were an important part of city fortifications. The defending troops shot arrows at the enemy and poured boiling oil over the assailants.*

	Health	Attack	Armour	Range	Speed
Basic	1320	 25	 15,  40,  15	80	—

## 6.2.12 Barracks



Specific Name	Stratēgeion
Trains	Perioikoi Hoplite Skiritai Commando Helot Skirmisher Perioikoi Cavalryman
Cost	🏠 150, 🏠 150, 🏠 220

*The Stratigeion was the main military headquarters, where important decisions were taken and plans for battles discussed by the Hellene Generals, or "Strategoï".*

	Health	Attack	Armour	Range	Speed
Basic	2200	—	🛡️ 15, 🛡️ 40, 🛡️ 20	—	—

### 6.2.13 Military Mess Hall



Specific Name	Syssíton
Trains	Leonidas I Agis III Spartan Hoplite
Cost	🏰 200, 🏹 200, 🏹 220

*The Syssítia was where full-blooded Spartans were barracked and dined together, even Spartan kings.*




	Health	Attack	Armour	Range	Speed
Basic	2200	—	🏹 10, 🏹 40, 🏹 10	—	—

6.2.14  Greek Theater

Specific Name Théâtron

Cost  500,  500,  550

*Greek theatres were places where the immortal tragedies of Aeschylus, Sophocles and many other talented dramatists were staged to the delight of the populace. They were instrumental in enriching Hellenic culture.*

	Health	Attack	Armour	Range	Speed
Basic	5500	—	 10,  40,  10	—	—

### 6.2.15 Fortress




Specific Name	Teíchisma
Trains	Battering Ram
Cost	🏠 650, 🏹 462

*The Akropolis was usually a fortified citadel in the upper part of the city. The Athenian Akropolis was renowned for its marvellous temples, among which was the Parthenon, while the Acro-Corinthus was highly prized by the Macedonians for its strategic location and good defences. Fortresses (also called a "phourion") were also built to guard passes and atop hills in order to command plains and valleys below.*





	Health	Attack	Armour	Range	Speed
Basic	4620	🏹 25	🛡️ 20, 🏹 40, 🏹 20	80	—

## 6.3 Units

### 6.3.1 Spartan Woman




Specific Name	Gýnē
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 60,  8.5,  1

*Spartan women were some of the freest in the ancient world. They could own land and slaves and even exercise naked like Spartan men. It is said that only Spartan women gave birth to real men. Such tough as nails women more than once helped save their city from disaster, for example when after a lost battle against Pyrrhus of Epirus they overnight built an earthen rampart to protect the city while their men slept in preparation for the next day's siege.*










	Health	Attack	Armour	Range	Speed
Basic	85	 6	 1,  1,  5	4	8/16

### 6.3.2 Healer



Specific Name	Hiereús
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	 200,  15,  1

*The art of medicine was widely practised in Classical Greece. Hippocrates was the first physician to separate religion and superstition from actual medicine, and many others followed his lead.*

	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

## 6.3.3



## Trader





Specific Name	Émporos Perioikos
Train in	Market
Improvements	Trade convoys
Cost	🏰 100, 🏹 80, 🏰 15, 🏰 1

*Traders were private merchants who traveled from place to place buying and selling goods. Italy, Carthage, Egypt, Cyprus, Scythia, Phoenicia, and Asia Minor were all major ports of call for Hellenistic merchants. There they bought everything from grain and dates to rugs, pottery, spices, gems, and wool, even elephants from India and slaves from Scythia.*

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

### 6.3.4 Perioikoi Hoplite





Specific Name	Hoplítēs Perioikós
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  60,  10,  1

*The basic unit of the Spartan army made up of middle-class men ("Perioikoi"). The Hoplite formed the core of any Greek army with the unique Phalanx formation ready to hold all potential attacks.*

	Health	Attack	Armour	Range	Speed
Basic	100	↘5, ↗10	↘4, ↗9, ↗5	6	7.5/18.75
Advanced	110	↘6, ↗11	↘8, ↗8, ↗11	6	7/19
Elite	120	↘7, ↗12	↘10, ↗10, ↗13	6	6.5/18





### 6.3.5 Helot Skirmisher

Specific Name	Akontistes Heilotes
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	 50,  45,  9,  1





*Helots were the subject class of Spartan society and toiled tirelessly for their full-blooded Spartan masters. In times of need, Helots were pressed into service to serve as squires and battlefield skirmishers if necessary. The loyalty and performance of these troops was often suspect, but good performance on the battlefield sometimes meant freedom could be earned for the Helot warrior and his family.*

	Health	Attack	Armour	Range	Speed
Basic	70	↖ 20	↖ 3, ↗ 3, ↘ 3	36	9/18
Advanced	80	↖ 20	↖ 4, ↗ 4, ↘ 4	36	8.5/21.5
Elite	90	↖ 20	↖ 5, ↗ 5, ↘ 5	36	8/20

### 6.3.6 Skiritai Commando






Specific Name	Ékdromos Skiritis
Train in	Barracks
Bonus vs.	Ranged ( $\times 1.25$ ) Elephant ( $\times 1.25$ ) Spear ( $\times 1.25$ ) Support ( $\times 1.25$ )
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Training
Cost	 50,  70,  12,  1

*The Skiritai were commandos in the Spartan army. They lead the vanguard on campaign and held the vital left flank of the Spartan infantry line.*






	Health	Attack	Armour	Range	Speed
Basic	120	 10	 6,  11,  5	4	12/20

### 6.3.7 Spartan Hoplite







Specific Name	Spartiātēs
Train in	Military Mess Hall
Bonus vs.	Romans (×1.1) Carthaginians (×1.1) Celts (×1.1) Persians (×1.1) Iberians (×1.1) Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  75,  25,  15,  1

*The Spartans had a very peculiar form of government which enabled them to be professional soldiers. It not only enabled them, but actually forced them to be superior soldiers as a small group of Spartans had to dominate an enormous number of subjects and unwilling allies. The Spartan army was superior in Hellas, and in the rest of the known world. No other army was so well trained, and had such excellent equipment. They believed that traditional training was the key to success, and for centuries they were correct, as they rarely lost a battle in spite of their small numbers. Ironic enough, this concept ended the Spartan supremacy, as the Spartan phalanx could not resist the new sloped Theban phalanx and the invading integrated Macedonian forces. The end of the Spartan power marked the decline of the domination of traditional phalanx warfare.*













	Health	Attack	Armour	Range	Speed
Basic	130	 12,  15	 15,  15,  15	6	6.5/18

### 6.3.8 Perioikoi Cavalryman



Specific Name	Pródromos Perioikós
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  12,  1

*Spartan scout cavalry, supplied by the Perioikoi, or middle-class of Spartan society. Good for hunting and harassing the enemy. The best such cavalry in Greece come from the pastoral territories of Thessaly. Spartan cavalry, though, was no to good.*

	Health	Attack	Armour	Range	Speed
Basic	120	 25	 3,  3,  2	44	12/30
Advanced	130	 25	 3,  4,  4	44	11.5/28.75
Elite	140	 25	 4,  5,  5	44	11/27.5

## 6.3.9







## Agis

Train in	Military Mess Hall
Bonus vs.	Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	🍷 50, 🏹 200, 🛡️ 80, 🏰 1






*Agis III was the 20th Spartan king of the Eurypontid lineage. Agis cobbled together an alliance of Southern Greek states to fight off Macedonian hegemony while Alexander the Great was away in Asia on his conquest march. After securing Crete as a Spartan tributary, Agis then moved to besiege the city of Megopolis in the Peloponnese, who was an ally of Macedon. Antipater, the Macedonian regent, lead an army to stop this new uprising. In the Battle of Megalopolis, the Macedonians prevailed in a long and bloody battle. Much like Leonidas 150 years earlier, instead of surrendering, Agis made a heroic final stand in order to buy time for his troops to retreat.*

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 15, 🏹 25	🛡️ 10, 🛡️ 12, 🛡️ 10	5	7.5/18.75

6.3.10  Leōnīdēs

Train in	Military Mess Hall
Bonus vs.	Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  200,  40,  1

*The king of Sparta, who fought and died at the battle of Thermopylae in 480 BC. He successfully blocked the way of the huge Persian army through the narrow passage with his 7000 men, until Xerxes was made aware of a secret unobstructed path. Finding the enemy at his rear, Leonidas sent home most of his troops, choosing to stay behind with 300 hand-picked hoplites and win time for the others to withdraw.*

	Health	Attack	Armour	Range	Speed
Basic	1000	 10,  25	 15,  15,  15	6	7.5/18.75

### 6.3.11 Battering Ram

Specific Name	Poliorkitikós Kriós
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	🏰 200, 🛡️ 100, 🏹 20, 🧑 5

*Spartans were not known for their siege craft, but they did know how to build rudimentary siege weapons like battering rams and use basic siege techniques. The siege of Plataea during the Peloponnesian War lasted 2 years.*

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 30	🛡️ 5, 🏹 25, 🏹 6	6.5	6.5/11

### 6.3.12 Fishing Boat






Specific Name	Ploïon Halieutikón
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🪦 50, ⚙️ 20, 🏠 1

#### *Need History*




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

### 6.3.13 Merchantman



Specific Name    *Ploíon Phortēgikón*  
 Train in         *Dock*  
 Improvements   *Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys*  
 Cost               100,  20,  1

#### *Need History*

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

### 6.3.14 Light Warship



Specific Name	Pentēkónteros
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🏹 100, 🛡️ 100, 🌀 20, 🏹 2

*Pentekonters were employed from 800 BC, mostly as a light support unit in the Greek navy. After 600 BC, they were only seen in battle in very limited numbers. They were still in use by small states which could not afford a sufficient number of triremes for their navy.*

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

### 6.3.15 Medium Warship

Specific Name	Triérēs
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👑 200, 🏹 150, 🛡️ 30, 🧑 3

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Greek city-states. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen, plus twenty sailors and fourteen marines in Greek navies. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. A Trireme travelling from Athens to Mitylene in 427BC made the 350 kilometre trip in only 24 hours, averaging eight knots (14.6 km/h). The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*

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

## 7 Persians





pershage was great.

## 7.1 Civilization Bonuses




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## 7.2 Structures

### 7.2.1 Provincial Governor

Specific Name	Xsacapava
Trains	Female Citizen Median Shieldbearer Sogdian Archer Median Light Cavalry
Improvements	City Phase, Town Phase
Cost	 500,  500,  500,  300

*Possibly of Median origin, the word 'satrapy' means province. Soon after coming to the throne, Darius the Great carried out a vast administrative reform, dividing the huge empire into 20 satrapies governed by satraps.*

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

## 7.2.2






## House

Specific Name Vith

Cost  150,  100

*Apart from the Great King and his close relatives, the satraps resided in splendid spacious residences, which included palaces, pavilions and gardens.*




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

### 7.2.3 Farmstead

Specific Name Jowgah


Cost  100,  90

*Farming probably originated in the lands of Mesopotamia circa 8000 BC. The arable lands of Sumer and Akkad, well irrigated by the Tigris and Euphrates, accounted for food surpluses, which were in turn stored in granaries present in every town. The Persians, who were originally shepherds and hunters, probably began farming under the influence of the nearby Elamites.*




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

7.2.4 **Field**

Specific Name Keshtzar


Cost  100,  60

*A farmer's field.*




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

7.2.5  Mill

Specific Name Asiyah

Cost  100,  80

*The Persian kings kept the huge annual tribute received by their subject nations in specific buildings in Persepolis and Susa. In the provinces, the satraps were responsible for the establishment of similar foundations, where local taxes and public funds were kept.*

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

## 7.2.6 Corral






Specific Name Gaithastana

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. Camels and horses can be captured in the wild and placed in the Corral. Unlike normal corraled animals, which generate food, the Corraled Camel/Horse functions similarly to a relic. As long as it remains in the Corral, the resource cost of training camel-mounted units or horse-mounted units (as appropriate) is reduced by a fixed amount.*

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

7.2.7  Market

Specific Name	Bazaar
Trains	Aramaeen Merchant
Cost	👉 300, 🌟 150

*Traders from all distant parts of the huge empire met, exchanged and sold goods in the huge bazaars present in almost every big city. Babylon and Susa were the largest and most frequented trade centres.*

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



7.2.8  Dock

Specific Name	Langargah
Trains	Fishing Boat Ionian Trade Ship Cypriat Galley Phoenician Trireme
Cost	🏹 200, 🏹 250




*Situated on the Mediterranean coast, all Phoenician cities had excellent docks and harbours, the outstanding example being Tyre, which was situated on an island close to the shore.*

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



### 7.2.9 Temple

Specific Name	Ayadana
Trains	Median Magus
Improvements	Divine Offerings
Cost	 300,  200





*Zoroastrian Temples were most often simple structures, not as ornate as Christian churches and Muslim mosques. Fire Altars were also widely spread as small places of worship.*

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

7.2.10  Outpost

Specific Name Persian Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

\*N/A\*

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

### 7.2.11 Defense Tower







Specific Name Didebani

Improvements Crenellations, Night's Watch

Cost  100,  100,  120

*The narrow entrance into mountainous Cilicia was protected by wooden fortifications which made any foreign intrusions extremely difficult.*




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

7.2.12  Stone Wall

Specific Name Dida

Cost  30,  30

*Persepolis, the Persian royal capital, was constructed on an immense man-made terrace with strong defensive walls.*

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




### 7.2.13 City Gate



Specific Name Duvitaparnam

Cost  60,  20

*Persepolis, the Persian royal capital, was constructed on an immense man-made terrace with strong defensive walls.*




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

## 7.2.14 Wall Turret



Specific Name Dezhak  
 Improvements Crenellations, Night's Watch  
 Cost  60,  20




*When Cyrus the Great campaigned in the north and chose to establish the river Jaxartes as a boundary, he constructed a mighty fortress to protect his territories from Scythian raids. It was called Cyropolis and was situated close to the place where Alexander the Great later built his Alexandria Eschatae.*

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

7.2.15  Barracks

Specific Name	Padgan
Trains	Median Shieldbearer Anatolian Auxiliary Sogdian Archer
Cost	 300,  200

*The Persian barracks was often the armory where the weapons of the national regiment of that region was stored.*

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

7.2.16  Cavalry Stables

Specific Name	Tavileh
Trains	Cappadocian Cavalry Hyrcanian Cavalry Median Light Cavalry Babylonian Scythed Chariot
Cost	🏠 200, 🏰 200

*Cavalry was primarily used as an elite assault force by the Persians.*

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

## 7.2.17 Persian Palace



Specific Name	Apadana
Trains	Cyrus II The Great Darius The Great Xerxes I Persian Immortal
Cost	🏰 300, 🏹 200, 🏹 300

*The term Apadana designates a large hypostyle palace found in Persia. The best known example, and by far the largest, was the great Apadana at Persepolis. Functioning as the empire's central audience hall, the palace is famous for the reliefs of the tribute-bearers and of the army, including the Immortals. The annual tribute that the Persians received from their satrapies and vassal states, as regularised by Darius the Great, accounted for incredible annual revenue.*

	Health	Attack	Armour	Range	Speed
Basic	3000	—	🏹 10, 🏹 40, 🏹 10	—	—

7.2.18  Fortress




Specific Name	Dezh
Trains	Bactrian Heavy Lancer Assyrian Siege Ram
Cost	🏠 650, 🏹 420

*The Susa Chateau was a fortress in the administrative capital of Susa, which was reconstructed by a French archaeologist in 1890 with the use of original building material.*





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

## 7.3 Units




### 7.3.1 Female Citizen

Specific Name	Banu Miyanrudani
Train in	Provincial Governor
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1




*Persian women were fairly powerful during the reign of the Achaemenids, having substantial control over their future. A husband was not able to pawn his wife off to cover debts, nor was did he have control of her possessions. Persian women owned property and were quite active in their management of it, which could include female-induced divorce. Veiling had a long tradition in ancient Persia although it was only a sign of modesty and wealth among well-to-do women with none of the modern implications.*

	Health	Attack	Armour	Range	Speed
Basic	75	 6	 1,  1,  5	4	8/16

### 7.3.2 Aramaean Merchant





Specific Name	Tamkarum Arami
Train in	Market
Improvements	Trade convoys
Cost	 100,  80,  15,  1

*Merchants were the working corps of the Persian economy, moving goods from one end of the vast empire to the other. Commodities included linen, carpets, perfume, cotton, salt, fruit, and even pearls. Thanks to the Aramaeans, the main language of Mesopotamia and in all directions from it was Aramaic, making trade simple. The language was eventually taken on as the official language of the Empire.*
















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

### 7.3.3 Median Shieldbearer







Specific Name	Mada Sparabara
Train in	Barracks Provincial Governor
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  50,  8,  1













*Mede Shieldbearers comprised the main infantry regiment of the Persians during this period, especially in the reign of Xerxes. First under the Medes and later the Achaemenids these soldiers were the bread and butter infantry for hand-to-hand engagement. Within the Satabam, the basic tactical unit of the Achaemenid army, the shieldbearers formed the first two ranks, protecting the archers and also serving as a way to keep the enemy pinned down until the cavalry could act. While well known for tenacity the shieldbearers were not equipped to last long in an extended melee with heavy infantry, like hoplites.*

	Health	Attack	Armour	Range	Speed
Basic	80	 5,  10	 4,  7,  7	4	7.5/18.75
Advanced	90	 6,  11	 7,  5,  7	4	7/21
Elite	105	 7,  12	 8,  7,  10	4	6.5/19.5

### 7.3.4 Anatolian Auxiliary





Specific Name	Spardiya Takabara
Train in	Barracks
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	 50,  45,  7,  1

*Sparda was the name given to the Achaemenid satrapy in western Asia Minor that replaced the Kingdom of Lydia after the conquests of Cyrus. The peoples of Phrygia, Mysia, Paphlagonia, and Pisidia supplied the empire with much of its skirmish force during this period. Takabara was a blanket term used to describe the Achaemenid auxiliaries and derived originally from the Iranian crescent shield. Javelin throwers were an important arm of the Persian infantry, giving added close range punch to the archers and able to close with the enemy if necessary.*

	Health	Attack	Armour	Range	Speed
Basic	70	 20	 3,  3,  3	40	9/18
Advanced	80	 20	 4,  4,  4	40	8.5/21.25
Elite	90	 20	 5,  5,  5	40	8/20

### 7.3.5 Sogdian Archer







Specific Name	Sugda Thanuvaniya
Train in	Barracks Provincial Governor
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  7.5,  1






*Archers were the core of the Persian infantry, often going into battle with spearmen equipped with spara, whom they heavily outnumbered. Although powerful, the Persian recurved bow was cursed with light arrows that had trouble piercing the armor of heavily armed opponents. But the huge numbers loosed in each volley were more than enough to alarm even the most armored enemy.*

	Health	Attack	Armour	Range	Speed
Basic	75	↗20	↘3, ↘2, ↗3	60	8.5/21.25
Advanced	85	↗20	↗3, ↗3, ↗5	60	8.5/21.25
Elite	95	↗20	↗6, ↗4, ↗7	60	8.5/21.25

### 7.3.6 Persian Immortal





Specific Name	Anusiya
Train in	Persian Palace Kurush II
Bonus vs.	Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	 50,  80,  13,  1

*The Anusiya (or "Attendants") were the elite of the Persian army, handsomely equipped with armor and weapons, including swords which were rare weapons in the normal ranks. A unit of 10,000 men, their number was always kept to full strength whenever a man was killed or wounded, resulting in their nickname, "The Immortals". They were ferocious fighters and well respected.*

	Health	Attack	Armour	Range	Speed
Basic	130	 10,  15	 10,  10,  10	5	7.5/15

### 7.3.7 Hyrceanian Cavalry



Specific Name	Varkaniya Asabara
Train in	Cavalry Stables
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	 100,  70,  13,  1
















*The Hyrceanians were the light cavalry of the Achaemenid Great Kings. These men were of superb quality, and are mentioned in every major Persian campaign. Their homeland of Hyrcania bordering the Caspian Sea was both a lush fertile rain forest and foreboding mountain country.*

	Health	Attack	Armour	Range	Speed
Basic	130	↘10	↘4, ↘7, ↘5	6	11.5/28.75
Advanced	140	↘22	↘6, ↘6, ↘9	6	11/27.5
Elite	150	↘25	↘7, ↘8, ↘12	6	10/25





### 7.3.8 Cappadocian Cavalry

Specific Name	Katpaduka Asabara
Train in	Cavalry Stables
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	 100,  60,  13,  1













*Heavily armed lancers later known as cataphracts were first developed by the Sarmatians from Central Asia. The Persians picked up the technique from other eastern peoples like the Massagetae and the Bactrians. Featuring a heavily armored rider armed with a long lance and even an armored horse, the Cataphracts were the first cavalry to physically crash into their opponents, a considerable feat when one knows that they rode without stirrups.*

	Health	Attack	Armour	Range	Speed
Basic	130	 5,  10	 4,  8,  5	6	11/27.5
Advanced	140	 6,  16	 6,  6,  11	6	10.5/25.25
Elite	150	 7,  17	 7,  10,  13	6	9/22.5






### 7.3.9 Median Light Cavalry

Specific Name	Mada Asabara
Train in	Provincial Governor Cavalry Stables
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  12,  1













*Just as the archers were the rock of the Persian infantry, the Persian cavalry was formed around the light cavalryman, or Asabari. Armed with javelins for long-ranged combat or close-quarter fighting, Asabari were also equipped with swords and axes. Since they were recruited from the upper classes many wore armor and helmets and their horses could also be fitted with light armor.*


	Health	Attack	Armour	Range	Speed
Basic	120	 25	 3,  3,  2	44	12/30
Advanced	130	 25	 3,  4,  4	44	11.5/28.75
Elite	140	 25	 4,  5,  7	44	11/27.5

### 7.3.10 Babyronian Scythed Chariot

Specific Name	Babiruviya Ratha
Train in	Cavalry Stables
Bonus vs.	Infantry Sword (×1.5) Infantry Spear (×2)
Improvements	Chamfron
Cost	 200,  100,  100,  19,  3

*Chariots were obsolete by the 5th and 4th centuries BC, but they were viewed as symbols of rank and class, hence their continued deployment on the battlefield in extremely limited roles well after their obsolescence. The crew was made up of an archer and a driver who rode in an armored car equipped with scythe-like blades underneath the chassis and the axels themselves sported a pair of the deadly knives.*

	Health	Attack	Armour	Range	Speed
Basic	190	 35	 4,  8,  10	56	11/33
Advanced	200	 35	 11,  5,  9	56	10/30
Elite	210	 35	 12,  6,  10	56	9.5/27

7.3.11  Bactrian Heavy Lancer





Specific Name	Bakhtrish Asabara
Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	100,  100,  16,  1

*Cataphracts were the crushing blow of the Persian cavalry. The development of the Persian cataphract is not well understood, as is the relationship between these men and future generations of cataphract cavalry. At best it seems the Persians adopted the cataphract from encounters with Iranian nomads like the Massagetes.*






	Health	Attack	Armour	Range	Speed
Basic	150	5,  15	15,  16,  10	5	9/25

### 7.3.12 Kurush II



Train in	Persian Palace
Trains	Persian Immortal
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 100,  250,  50,  1

*(559 BC - 530 BC) The son of a Median princess and the ruler of Anshan; justly called the 'Father of the Empire', Cyrus the Great conquered Media, Lydia, Babylonia and Bactria, thereby establishing the Persian Empire. He was also renown as a benevolent conqueror. Technically the second ruler of the Persians by that name, and so appears as Kurush II on his documents and coins. Kurush I was his grandfather.*

	Health	Attack	Armour	Range	Speed
Basic	1500	 15,  25	 10,  14,  10	6	10.5/26.25

### 7.3.13 Darayavahush I



Train in	Persian Palace
Bonus vs.	Infantry Sword (×1.5) Infantry Spear (×2)
Improvements	Chamfron
Cost	200,  100,  100,  50,  4

*(King, 521 BC - 486 BC) The son of Vishtaspa (Hystaspes), the satrap of Parthia and Hyrcania; a great administrator as well as a decent general, Darius introduced the division of the empire into satrapies and conquered NW India, Thrace and Macedonia. He was called the 'Merchant of the Empire'.*

	Health	Attack	Armour	Range	Speed
Basic	1800	35,  30	10,  12,  12	64	12/24

7.3.14 **Xsayarsa I**





Train in	Persian Palace
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×3)
Improvements	Ranged Infantry Irregulars
Cost	👑 50, 🏠 200, 🛡️ 35, 🗡️ 1

*(King, 485 BC - 465 BC) The son of Darius the Great and Atoosa, a daughter of Cyrus the Great, Xerxes was an able administrator, who also extended Imperial rule into Chorasmia. Apart from his failed invasion of Greece, he was famous for his extensive building program, especially at Persepolis.*





	Health	Attack	Armour	Range	Speed
Basic	1000	🗡️ 23, 🏹 50	🛡️ 8, 🏹 8, 🗡️ 7	60	9/18

### 7.3.15 Assyrian Siege Ram



Specific Name	Athuriya Hamaranakuba
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	 200,  100,  25,  5

*Even after the fall of the Neo-Assyrian Empire, the Assyrians themselves remained active in events. Under the Achaemenids they served in their own national regiments together with the Chaldeans. Naturally, they continued to employ the siege skills that made Assyria so famous in Persian service.*

	Health	Attack	Armour	Range	Speed
Basic	200	 30	 5,  20,  10	8	6.5/11

### 7.3.16 Fishing Boat



Specific Name	Masiyakara
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	🏹 50, 🌊 20, 🏠 1

*Not much is known about Persian fishing. We do know fishing was important in Egypt as well as in the Iranian provinces bordering the Persian Gulf and in India.*

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

### 7.3.17 Ionian Trade Ship



Specific Name	Yaunash Nav
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
Cost	👤 100, 🏰 20, 🏹 1

*Phoenician merchant ship used by the persians for trading over sea.*

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

### 7.3.18 Cypriad Galley

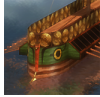






Specific Name	Hamaraniyanava
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 100, 🏹 100, 🛡️ 20, 🏰 2

*Cypriad galleys comprised a substantial part of Xerxes' navy which invaded Greece in 480 BC. While generally considered inferior to the ships of the Phoenicians, these were still very good.*





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

### 7.3.19 Phoenician Trireme



Specific Name	Vazarka Hamaraniyanava
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 200,  150,  30,  3

*The first Triremes were built circa 650BC, and by 500BC the Trireme was the most widely used heavy warship of the Persian Empire. In the Trireme the outriggers were now an integral part of the ship's hull. The Trireme also had a partial or full fighting deck above the rowers. The length of the Trireme remained approximately 35-38 meters, and the beam was approximately 3.5 metres. A Trireme carried 170 oarsmen. The top speed of a Trireme was approximately 11.5 knots. Some Triremes may have been able to reach higher speeds in short bursts. The Trireme could accelerate much faster than a Bireme or Penteconter, and was much more manoeuvrable. This gave the Trireme an advantage in combat, where higher speed and manoeuvrability meant a better chance of victory.*

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



## 8 Iberians

iberhage was great.

## 8.1 Civilization Bonuses

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## 8.2 Structures

### 8.2.1 Civic Centre



Specific Name	Oppidum
Trains	Female Citizen Swordsman Skirmisher Cantabrian Cavalry
Improvements	City Phase, Town Phase
Cost	500,  500,  500,  300

*The Oppidum, plural Oppida (oh-PEE-dah), has a long history in the Iberian Peninsula. They were walled towns, dating back to even before the time period of the game and expanding greatly during it. They were usually built upon heights for better defensive purposes but sometimes right out on the plains, especially in the east where there may not have been heights at desirable locations near meandering rivers. This concept drawing is derived from an actual archeological site that has been excavated in the northeast of Spain having belonged to the Ilergete (ee-layer-HAY-tay) tribe as shown in the figure below and from the virtual reconstruction of the site at the museum located adjacent to it.*




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

8.2.2  House

Specific Name Casa

Cost  75,  60

*Iberian structures of the time were typically built either entirely of stone or with stone stub walls with 'adobe' up to the roof lines above them. Roofs were then, depending on the economic status of individuals, covered with a composite of mud and binding vegetable and waterproofing asphaltic materials, or slate stone, or in many cases in the region, with so-called Spanish roofing tiles.*




	Health	Attack	Armour	Range	Speed
Basic	800	—	 10,  40,  5	—	—


8.2.3 **Farmstead**

Specific Name Hacienda

Cost  100,  90

*The Hacienda is adopted as being a farm centre that would typically house more than a single family, or an extended family, involved in all manner of agricultural pursuit required of the times.*




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

8.2.4  Field

Specific Name Huerta

Cost  100,  60

*'Huerta' is a term that can mean either farm field or orchard. In historical terms, the Iberians tended to growing grains and vegetables, including a variety of roots, greens and artichokes (large blue thistle-like flower-heads), grape vines, and fruit trees ranging from the olive and fig to the apple. The Iberian Peninsula was an agricultural surplus area.*




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

8.2.5  Mill

Specific Name Centro de Recursos



Cost  100,  80

*There was no such thing as an Iberians resource centre during the time frame although there may have been camps. However as a game construct we show one to serve purpose of supporting lumbering and mining operations.*




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

## 8.2.6 Corral





Specific Name Corral  
 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. Horses can be captured in the wild and placed in the Corral. Unlike normal corralled animals that generate food, the corralled Horse functions similarly to a relic as in AoK.. As long as it/they remain(s) in the Corral, the resource cost of training horse-mounted units (cavalry) is reduced by a fixed amount of -5% per animal corralled.*

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



8.2.7  Market

Specific Name Mercado  
 Trains Trader  
 Cost  300,  150




*The trade centres or marketplaces of the Iberians may have in fact been no more than folks gathering about in a plaza during certain days of the week or month in order to exchange goods. As a game construct we show a modest building where trading and purchasing goods for sale may take place.*

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



8.2.8  Dock

Specific Name	Puerto
Trains	Fishing Boat Merchantman Fire Ship
Cost	 200,  250




*No one really knows how ancient 1st millennium Iberian Peninsular docks or ports looked, though they were probably pretty simple affairs having but a short pier, if even that. However, for the purposes of creating a structure in the game and because the Phoenicians / Carthaginians had such broad influence on the peninsula for a half millennium before the timeframe of the game, we have chosen to model something similar to the inner port centre at Carthage, with typical Iberians architectural applications applied to it. The largest port that was strictly Iberian, though said to have been founded by the Greeks (defaulting to the resident Iberians when Greek merchants were blocked by Carthage from further trading into the western Mediterranean), was probably only that of Saguntum (and possibly Emporion) on the eastern coast of Spain referred to as the Spanish Levant.*

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



8.2.9  Temple

Specific Name	Templo
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  200





*The Iberian tribes did not typically worship their gods at temples, but there has been a single instance in which the remains of an ancient Tartessian temple has been unearthed in Andalusia in southern Spain. The Iberians for the most part worshipped their gods at small household votive altars in their homes or sometimes at smallish monuments to them in the outdoors. Their two principal gods (though they are also known to have had many others) were Endovelico, as the male represented by a boar, and Ataecina, the female counterpart as represented by a goat.*

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

8.2.10  **Outpost**



Specific Name Iberian Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

\*N/A\*





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

### 8.2.11 Defense Tower



Specific Name Torre Iberica  
 Improvements Crenellations, Night's Watch  
 Cost  300,  200

*These towers were quite large, high and monolithic stonework; being cylindrical lent them added strength. They were initially built at mountain passes to control access through them or on high places to provide overview and defense of surrounding terrain. They may have also been used as 'toll stations' along trading routes. Sometimes they were even built 'right out in the middle of nowhere' on the flatlands, but always with the idea of defensively controlling terrain.*




	Health	Attack	Armour	Range	Speed
Basic	2400	 25	 15,  40,  15	80	—

8.2.12  Stone Wall

Specific Name Muro Ancho

Cost  30,  30

*High and strongly built defensive stone walls were a common structure of the Iberian Peninsula during the period, and for long thereafter.*

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




### 8.2.13 City Gate



Specific Name Puerta Mortal

Cost  60,  20





*One of the central attributes of the Iberians civ is that it was a highly defensive one that constantly gave the Carthaginians trouble in their bid to conquer the peninsula (which they never really did) and took the Romans another 200 years to subdue, along with incredibly large cumulative loss of Roman soldier's lives. This doubled gate has been found incorporated into walls surrounding Iberian villages, Oppidum, and fortresses, Castros. It presents rather formidable aspects with its 4 towers, 2 gates, and a courtyard-like interior wherein enemy forces could become entrapped between the two gates, combined with a monolithically strong stone structure. The concept comes from archeologist and paleontologist descriptions of the remains of such gates at various locations scattered about the Iberian Peninsula.*

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




8.2.14  Wall Turret

Specific Name Torre  
 Improvements Crenellations, Night's Watch  
 Cost  60,  20




*Sturdy battlements for city walls.*


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

8.2.15  Barracks

Specific Name	Cuartel
Trains	Spearman Swordsman Skirmisher Slinger Cavalry Spearman Cantabrian Cavalry
Cost	 100,  200,  200




*To the best of our knowledge, the Iberians did not have standing armies in the sense that we know of them elsewhere or of today, it is doubtful that they had specific structures designated as military centres; however as a game construct we show a modest structure wherein military related activities take place.*

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

8.2.16  Monumento Venerado

Cost  100,  100,  120

*The Iberians were a religious people who built small monuments to their various gods. These monuments could also serve as family tombs.*

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

8.2.17  Fortress




Specific Name	Castro
Trains	Caros Indibil Variato Champion Swordsman Champion Cavalry Skirmisher. Battering Ram
Cost	🏰 800, 🏰 500

*The Castro can be likened to a more strongly fortified town centre than that of the common Oppidum which were also fortified places of habitation. As such it was widely and normally constructed upon a height, and almost always had some sort of an acropolis built at the highest point within its towered walls. In the archeological record of the Iberian Peninsula, the remnants of as many as a thousand fortified places identifiable as Castros can be found in modern day Portugal alone.*

	Health	Attack	Armour	Range	Speed
Basic	6000	🗡️ 25	🛡️ 20, 🗡️ 40, 🗡️ 20	80	—

## 8.3 Units




### 8.3.1 Female Citizen

Specific Name	Ciudadana
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1










*Iberian women were privileged members of society, equal in rank to men and superior in some areas. For instance a woman would inherit her father's wealth and then distribute it among male family members, in addition to finding wives for her brothers. Manual labor was a common activity, including farming and ditch digging, for which women received pay. Marriage and other commitments to individuals were fervently embraced by both genders. Iberian women were also capable of slaying their own children to prevent them from being captured.*

	Health	Attack	Armour	Range	Speed
Basic	75	↖6	↖1, ↗1, ↘5	4	8/16


8.3.2  Healer

Specific Name	Sacerdotisa de Ataekina
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	 200,  15,  1




*To the best of our knowledge, only one 'temple'-like structure has been found on the Iberian Peninsula dating from the times and the Iberians worshiped their pantheon of gods at small home altars; however, a very special sculptured head and torso was found in a farmer's field around the turn of the 20th century of a personage who was obviously someone of great substance. As the two principal gods, of the many worshiped, were male Endovellikos and female Ataekina, we thought it would be nice to adopt The Lady of Elche as our priestess-healer representing Ataekina. We know from archeology and the Romans that Ataekina was associated with spring, the changing of seasons, and nature in general. Ataekina also seems to have been associated with the cycle of birth-death-rebirth.*

	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





### 8.3.3 Trader

Specific Name	Comerciante
Train in	Market
Improvements	Trade convoys
Cost	 100,  80,  15,  1

*Iberian merchants traded among themselves and had access to larger markets through Carthaginian ports such a Cartegena. Using wagons and carts, the traders also plied wares to Carthaginians, Greeks, and Romans who came to the Iberian Peninsula. Oil, wine, slaves, wool, and wheat were all exported by the Iberians, but most prized of all were its fine horses and remarkably pure iron, which made the finest swords of the ancient world.*

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





8.3.4  Swordsman

Specific Name	Caetrati
Train in	Barracks Civic Centre
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.25) Infantry Spear (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Training
Cost	 50,  60,  10,  1

*The Iberians were master sword-smiths and the falcata was their greatest creation. Wielded by superb swordsmen equipped with light armor and a buckler known as a caetra, they caused untold carnage. Thanks to this Iberian infantry were fast and agile unlike many of their opponents and could bite hard when they attacked. Their skill with sword and buckler were legendary, allowing them to go toe-to-toe with heavy infantry.*

	Health	Attack	Armour	Range	Speed
Basic	100	↘ 12	↘ 4, ↗ 3, ↗ 5	4	8/16
Advanced	110	↘ 14	↗ 6, ↘ 6, ↗ 4	4	7/15
Elite	120	↘ 16	↗ 7, ↘ 8, ↗ 5	4	6.5/14

### 8.3.5 Spearman

Specific Name	Scutari
Train in	Barracks
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  50,  10,  1

*A long-bladed spear was a chief melee weapon of the Iberian infantry, often used after the javelins had been thrown. Typically carried by infantry known as scutarii for their long oval body shields, the spearmen would close in formation to attack their opponents. Usually lightly armored, they were quick and had a ferocious reputation.*

	Health	Attack	Armour	Range	Speed
Basic	100	↘5, ↗10	↘4, ↗6, ↗5	4	8/24
Advanced	110	↘6, ↗11	↗6, ↘5, ↗7	4	7.5/22.5
Elite	120	↘7, ↗12	↗7, ↘8, ↗9	4	7/21

## 8.3.6 Skirmisher







Specific Name	Caetrati Lusitano
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	🍷 50, 🍷 45, 🍷 9, 🍷 1

*Iberians, especially the Lusitanians, were good at ranged combat and ambushing enemy columns. They throw heavy iron javelins and sometimes even add burning pitch to them, making them good as a cheap siege weapon.*

	Health	Attack	Armour	Range	Speed
Basic	90	🗡️ 20	🛡️ 3, 🛡️ 3, 🗡️ 3	36	9/18
Advanced	100	🗡️ 20	🛡️ 4, 🛡️ 4, 🗡️ 4	36	7/20.4
Elite	110	🗡️ 30	🛡️ 5, 🛡️ 5, 🗡️ 5	36	6.5/18

### 8.3.7 Slinger

Specific Name	Karsken
Train in	Barracks
Bonus vs.	Infantry (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  9,  1

*Iberian slingers were the undisputed masters of the weapon and extracted a high toll of the enemy. Going into combat scantily clad at best, the slinger carried three slings tied around his waist, each of a different length allowing him to attack opponents from all ranges. Unlike other cultures, the Iberian slingers threw rocks instead of specially made lead shot.*

	Health	Attack	Armour	Range	Speed
Basic	90	↗ 15	↘ 2, ↗ 2, ↗ 2	48	9/22.5
Advanced	100	↗ 15	↘ 3, ↗ 3, ↗ 3	48	7.5/21.6
Elite	110	↗ 15	↘ 5, ↗ 5, ↗ 5	48	7/20.4

### 8.3.8 Champion Swordsman




Specific Name	Devotio
Train in	Fortress
Bonus vs.	Elephant (×1.5) Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	50,  80,  13,  1

*The Devoted were war-hardened veterans of Iberian mercenaries hired out by foreign powers to fight in far-off conflicts. Fighting with and against diverse types of opponents, these men were deeply knowledgeable about various fighting styles and tactics. Once they had returned home from combat they were lavishly taken care of, rising to important positions in society.*
















	Health	Attack	Armour	Range	Speed
Basic	130	15	9,  8,  9	5	10/17.6

### 8.3.9 Cavalry Spearman







Specific Name	Epones
Train in	Barracks
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	 100,  55,  13,  1













*Armed like the light infantry, Iberian cavalry were often pursued as mercenaries, especially by the Carthaginians. Mounted on excellent horses and wielding high-grade swords they were capable of taking on heavy or light cavalry. As with all Iberians armor was scarce, but they wore the ubiquitous sinew caps made famous by the peoples of the peninsula.*

	Health	Attack	Armour	Range	Speed
Basic	130	 5,  10	 4,  8,  5	6	11/27.5
Advanced	140	 6,  16	 6,  5,  10	6	10.5/25.75
Elite	150	 7,  17	 7,  7,  12	6	9/22.5

### 8.3.10 Cantabrian Cavalry

Specific Name	Caballero Cantabri
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  12,  1






History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	120	 25	 2,  3,  2	44	12/30
Advanced	130	 25	 3,  3,  4	44	11.5/28.5
Elite	140	 25	 4,  4,  5	44	11/26





### 8.3.11 Champion Cavalry Skirmisher.

Specific Name	Epones Devotio
Train in	Fortress
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  50,  15,  1





*Elite warriors known as The Devoted were adept warriors who could be either infantry or cavalry. Adding to their already considerable skill, The Devoted were renowned for the experience in foreign wars, often in the service of the Carthaginians. Considering that Iberian troops were commonly used as cannon fodder gives some idea of just how good these fierce warriors had to be in order to survive. These cavalrymen skirmish with flaming javelins, giving them a rare siege ability.*

	Health	Attack	Armour	Range	Speed
Basic	150	 35,  30	 8,  13,  8	48	9.5/24

8.3.12  Caros




Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	 50,  200,  40,  1

*Caros was a chief of the Belli tribe located just east of the Celtiberi (Numantines at the centre). Leading the confederated tribes of the meseta central (central upland plain) he concealed 20,000 foot and 5,000 mounted troops along a densely wooded track. Q. Fulvius Nobilior neglected proper reconnaissance and lead his army into the trap strung out in a long column. Some 10,000 of 15,000 Roman legionaries fell in the massive ambush that was sprung upon them. The date was 23 August of 153 BCE, the day when Rome celebrated the feast of Vulcan. By later Senatorial Decree it was ever thereafter known as dies ater, a 'sinister day', from whence our word disaster comes, and Rome never again fought a battle on the 23rd of August. Caros was wounded in a small cavalry action the same evening and died soon thereafter, but he had carried off one of the most humiliating defeats that Rome ever suffered.*






	Health	Attack	Armour	Range	Speed
Basic	1000	 30	 9,  10,  8	5	8/20

### 8.3.13 Indibil



Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 100,  250,  50,  1

*Indibil was king of the Ilergetes, a large federation ranged principally along the Ebro River in the northwest of the Iberian Peninsula. During the Barcid expansion, from 212 BCE he had initially been talked into allying himself with the Carthaginians who had taken control of a lot of territory to the south and west, however after loss and his capture in a major battle he was convinced, some say tricked, to switch to the Roman side by Scipio Africanus. But that alliance didn't last long, as Roman promises were hollow and the Romans acted more like conquerors than allies. So, while the Romans and their allies had ended Carthaginian presence in 'Hispania' in 206 BCE, Indibil and another tribal prince by the name of Mandonio, who may have been his brother, rose up in rebellion against the Romans. They were defeated in battle, but rose up in a 2nd even larger rebellion that had unified all the Ilergetes again in 205 BCE. Outnumbered and outarmed they were again defeated, Indibil losing his life in the final battle and Mandonio being captured then later put to death. From that date onward the Ilergetes remained a pacified tribe under Roman rule.*

	Health	Attack	Armour	Range	Speed
Basic	1500	 15,  25	 10,  14,  10	6	10.5/26.25

## 8.3.14 Variato



Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	🛡️ 55, 🏹 200, 🏰 40, 🗡️ 1

*Viriato, like Vercingetorix amongst the Gauls, was the most famous of the Iberian tribal war leaders, having conducted at least 7 campaigns against the Romans in the southern half of the peninsula during the 'Lusitani Wars' from 147 to 139 BCE. He surfaced as a survivor of the treacherous massacre of 9,000 men and the selling into slavery of 21,000 elderly, women, and children of the Lusitani. They had signed a treaty of peace with the Romans, conducted by Servius Sulpicius Galba, governor of Hispania Ulterior, as the 'final solution' to the Lusitani problem. He emerged from humble beginnings in 151 BCE to become war chief of the Lusitani. He was intelligent and a superior tactician, never really defeated in any encounter (though suffered losses in some requiring retreat). He succumbed instead to another treachery arranged by a later Roman commander, Q. Servilius Cepio, to have him assassinated by three comrades that were close to him.*

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 30	🛡️ 10, 🏹 12, 🗡️ 10	5	10/17.6


### 8.3.15 Battering Ram



Specific Name	Ariete
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	🪵 200, 🪦 100, 🪨 20, 🪦 5

*It is not known if any of the Iberians culture tribes used rams; the unit is added to the civ roster for gameplay purposes.*

	Health	Attack	Armour	Range	Speed
Basic	200	🪦 30	🪦 5, 🪦 25, 🪦 6	6.5	6.5/11

8.3.16  Fishing Boat

Specific Name	/Fishing Boat/
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 50, 🌀 20, 🏠 1

*Need History*

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

### 8.3.17 Merchantman






Specific Name Emporiko Plio  
 Train in Dock  
 Improvements Lead hull sheathing, Hypozomata undergirding,  
 Reinforced hull, Trade convoys  
 Cost 🏰 100, ⚙️ 20, 🛡️ 1







#### *Need History*

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

8.3.18  Fire Ship

Specific Name	Iberian Fire Ship
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 200,  20,  1

*Need History*

	Health	Attack	Armour	Range	Speed
Basic	500	 10,  10,  10	 1,  1,  1	8	16/22



## 9 Mauryans

maurhage was great.





## 9.1 Civilization Bonuses

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
## 9.2 Structures

### 9.2.1 Civic Centre



Specific Name	Rajadhanika
Trains	Female Citizen Bamboo Spearman Longbowman Indian Light Cavalry Worker Elephant
Improvements	City Phase, Town Phase
Cost	 500,  500,  500,  300

#### *Civ Centre*


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

## 9.2.2






## House

Specific Name Griham

Cost  75,  60




*House.*

	Health	Attack	Armour	Range	Speed
Basic	800	—	 10,  40,  5	—	—

9.2.3  Farmstead

Specific Name Kantu

Cost  100,  90*Farmstead.*

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




### 9.2.4 Field



Specific Name Kshetra

Cost  100,  60




*A farmer's field.*

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

9.2.5  Mill

Specific Name Khalla

Cost  100,  80*Mill.*

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

## 9.2.6





## Corral

Specific Name Goshala  
 Trains Sheep  
 Cost 🏠 100, 🌳 50




*Corral.*

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



9.2.7  Market

Specific Name Vipana  
 Trains Trader  
 Cost  300,  150




*Market.*

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

### 9.2.8 Dock



Specific Name	Naukasthanaka
Trains	Fisherman Trading Ship Light Warship Medium Warship
Cost	 200,  250

*Dock.*




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

### 9.2.9 Temple



Specific Name	Devalaya
Trains	Brahmin Priest
Improvements	Divine Offerings
Cost	 300,  200

*Temple.*

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

## 9.2.10



## Outpost

Specific Name Uparaksana  
 Improvements Stone Foundations  
 Cost 🏠 80, 🌳 40

\*N/A\*

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

### 9.2.11 Defense Tower







Specific Name Udarka

Improvements Crenellations, Night's Watch

Cost  100,  100,  120

*Defense Tower.*

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

### 9.2.12 Barracks



Specific Name	Sainyavasa
Trains	Longbowman Bamboo Spearman Indian Swordsman Indian Light Cavalry
Cost	🏠 300, 🏰 200

*Barracks.*

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

### 9.2.13 Elephant Stables



Specific Name	Vāraṇasālā
Trains	Worker Elephant Elephant Archer Indian War Elephant
Cost	🏰 300, 🏹 200, 🏹 300

*Elephant Stables.*

	Health	Attack	Armour	Range	Speed
Basic	3000	—	🏹 10, 🏹 40, 🏹 10	—	—




### 9.2.14 Edict Pillar of Ashoka



Specific Name Śāsana Stambha Aśokā

Cost  100,  100,  120

.

	Health	Attack	Armour	Range	Speed
Basic	1000	—	 10,  40,  10	—	—

9.2.15  Fortress




Specific Name	Durg
Trains	Acharya Chanakya Chandragupta Maurya Ashoka the Great War Chariot Maiden Guard Warrior
Cost	🏰 650, 🌟 420

*Fortress.*





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

## 9.3 Units

### 9.3.1 Female Citizen

Specific Name	Naari
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1

#### *Mauryan Female Citizen*

	Health	Attack	Armour	Range	Speed
Basic	75	 6	 1,  1,  5	4	8/16

## 9.3.2

**Brahmin Priest**

Specific Name Brāhmaṇa Pujari  
 Train in Temple  
 Improvements Healing Range, Healing Rate  
 Cost 🏰 200, 🌀 15, 🛡️ 1

*Brahmin Priest.*

	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

## 9.3.3



## Trader

Specific Name Vaishya  
 Train in Market  
 Improvements Trade convoys  
 Cost 🍷 100, 🛡️ 80, 🎯 15, 🏠 1

*Vaishya.*

	Health	Attack	Armour	Range	Speed
Basic	100	—	🛡️ 5, 🎯 8, 🏠 5	—	8/15

### 9.3.4 Worker Elephant







Specific Name Karmākara Gaja  
 Train in Civic Centre  
 Elephant Stables  
 Cost 🏰 200, ⚙️ 20, 🛡️ 1













*Support Elephant.*

	Health	Attack	Armour	Range	Speed
Basic	300	—	🛡️ 10, 🛡️ 10, 🛡️ 15	—	7/14

### 9.3.5 Indian Swordsman





Specific Name	Khadagdhari
Train in	Barracks
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.25) Infantry Spear (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Training
Cost	 50,  60,  10,  1

*Indian Swordsman.*
















	Health	Attack	Armour	Range	Speed
Basic	100	 12	 4,  3,  5	4	8/16
Advanced	110	 14	 6,  6,  4	4	7/15
Elite	120	 16	 7,  8,  5	4	6.5/14

### 9.3.6 Bamboo Spearman







Specific Name	Kauntika
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  40,  8,  1













*Bamboo Spearman.*

	Health	Attack	Armour	Range	Speed
Basic	80	 5,  10	 4,  7,  7	4	7.5/18.75
Advanced	90	 6,  11	 7,  5,  7	4	7/21
Elite	105	 7,  12	 8,  7,  10	4	6.5/19.5

### 9.3.7 Longbowman

Specific Name	Dhanurdhar
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Spear (×1.5) Infantry Sword (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  50,  7.5,  1

*Longbowman.*

	Health	Attack	Armour	Range	Speed
Basic	70	 20	 3,  2,  3	64	8.5/21.25
Advanced	80	 20	 3,  3,  5	64	8.5/21.25
Elite	90	 20	 6,  4,  7	64	8.5/21.25

9.3.8  Warrior

Specific Name	Yōddha
Train in	Fortress
Bonus vs.	Elephant (×1.5) Spear (×1.5) Structure (×2)
Improvements	Elite Unit, Infantry Training
Cost	👤 100, 🌿 13, 🏠 1

*Lightly armoured or no armour.*

	Health	Attack	Armour	Range	Speed
Basic	130	🗡️ 15, 🏹 15	🛡️ 1, 🏹 1, 🏹 9	5	11/22





### 9.3.9 Maiden Guard Archer















Specific Name /Unknown/  
 Train in Chandragupta Maurya  
 Bonus vs. Cavalry Spear (×1.5)  
 Infantry Sword (×2)  
 Improvements Ranged Infantry Irregulars  
 Cost 🍖 40, 🏹 80, 🛡️ 12, 🧠 1

	Health	Attack	Armour	Range	Speed
Basic	120	🏹 23, 🏹 30	🛡️ 7, 🛡️ 7, 🛡️ 15	58	9/18

### 9.3.10 Indian Light Cavalry

Specific Name	Ashwarohi
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  12,  1

History IS MISSING!

	Health	Attack	Armour	Range	Speed
Basic	120	 25	 2,  3,  2	44	12/30
Advanced	130	 25	 3,  3,  4	44	11.5/28.5
Elite	140	 25	 4,  4,  5	44	11/26

### 9.3.11 Elephant Archer



Specific Name Vachii Gaja  
 Train in Elephant Stables  
 Bonus vs. Infantry Sword ( $\times 1.5$ )  
 Infantry Spear ( $\times 2$ )  
 Cost 🏰 200, 🏠 100, 🛡️ 30, 🏹 1

*Elephant Archer.*

	Health	Attack	Armour	Range	Speed
Basic	300	🏹 20	🛡️ 5, 🏹 10, 🏹 15	56	7.5/12
Advanced	310	🏹 20	🏹 15, 🏹 5, 🏹 10	56	7.5/12
Elite	320	🏹 20	🏹 15, 🏹 5, 🏹 10	56	7.5/12

### 9.3.12 War Chariot



Specific Name Rath  
 Train in Fortress  
 Bonus vs. Infantry Sword (×1.5)  
 Infantry Spear (×2)  
 Improvements Chamfron  
 Cost 🍷 200, 🍷 100, 🍷 100, 🍷 19, 🍷 3

*Champion Cavalry Archer*

	Health	Attack	Armour	Range	Speed
Basic	190	🗡️ 35, 🗡️ 35	🛡️ 4, 🛡️ 8, 🛡️ 10	58	11/33

### 9.3.13 Aśoka Devānāmpriya



Train in           Fortress  
 Bonus vs.        Infantry Sword (×1.5)  
                       Infantry Spear (×2)  
 Improvements   Chamfron  
 Cost              👤 200, 🍷 100, 🛡️ 100, 🌪️ 50, 🏹 4

*TBD.*

	Health	Attack	Armour	Range	Speed
Basic	1800	🗡️ 35, 🏹 30	🛡️ 10, 🗡️ 12, 🏹 12	64	11/25




9.3.14  Acharya Chanakya

Train in            Fortress  
 Bonus vs.        Cavalry Spear (×1.5)  
                       Infantry Sword (×3)  
 Improvements   Ranged Infantry Irregulars  
 Cost               ♠ 50, ♣ 200, ♣ 35, ♣ 1







*TBD.*

	Health	Attack	Armour	Range	Speed
Basic	1000	♣ 23, ♣ 50	♣ 8, ♣ 8, ♣ 7	60	9/18

### 9.3.15 Chandragupta Maurya

Train in	Fortress
Trains	Maiden Guard Maiden Guard Archer
Bonus vs.	Gates (×1.5) Siege (×2) Infantry Sword (×2) Infantry Javelin (×1.5) Cavalry (×1.5) Structure (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 500,  500,  50,  3

*TBD.*

	Health	Attack	Armour	Range	Speed
Basic	2000	 25,  25,  25	 13,  25,  10	6	8.5/13

### 9.3.16 Fisherman



Specific Name	Matsyapalak
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 50, ⚙️ 20, 🏠 1

#### *Fishing Boat*

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

### 9.3.17 Trading Ship



Specific Name Vaniyyik Nauka  
 Train in Dock  
 Improvements Lead hull sheathing, Hypozomata undergirding,  
 Reinforced hull, Trade convoys  
 Cost 🏰 100, ⚙️ 20, 🛡️ 1

#### *Merchant Ship*

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

### 9.3.18 Medium Warship

Specific Name	Yudhpot
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 200, 🛡️ 150, 🌀 40, 🏹 3

*Medium Warship.*

	Health	Attack	Armour	Range	Speed
Basic	2200	🏹 35	🛡️ 3, 🏹 3, 🏹 3	55	12.5/20



## 10 Gauls

gaulhage was great.

## 10.1 Civilization Bonuses

Blabla

## 10.2 Structures

### 10.2.1 Civic Centre



Specific Name	Caer
Trains	Female Citizen Spearman Skirmisher Cavalry Skirmisher
Improvements	City Phase, Town Phase
Cost	500,  500,  500,  300

*This was be the centre of the town, a great hall where the clan leader resided. All political matters were probably performed inside such a structure.*

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




## 10.2.2 House



Specific Name Annedd

Cost  75,  60

*Celts generally lived in round stone or wattle and daub walled structures with thatched roof.*




	Health	Attack	Armour	Range	Speed
Basic	800	—	 10,  40,  5	—	—

### 10.2.3 Farmstead

Specific Name Ffermdy

Cost  100,  90

*Farming typically revolved around small hamlets and farmsteads with enclosed rectilinear fields - each having areas of pasture, farmland and wood. Ploughing became more efficient with the arrival of the iron share (plough point ? courtesy of our Celts) and a two field rotation was introduced; crops one year followed by a fallow that was grazed by livestock. This led to surprisingly high yields and fuelled population growth. The image of a farmstead would most likely be a house with some out-buildings. Storage of crops was either in pits or in raised stores and harvest was over several months - weeds, grain and then straw.*




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

10.2.4 **Field**

Specific Name Varmo

Cost  100,  60

*A farmer's field. The Celts were good farmers.*




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

10.2.5  Mill



Specific Name Ystordy

Cost  100,  80




*In southern parts of the country, most of the wildwood had been cleared and given way to farming or coppice management. In northern parts, or where the ground was particularly unsuitable for agriculture, wildwood remained, but under constant threat. Land around the farmsteads was usually enclosed by hazel fencing or hedging.*

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

10.2.6  Corral

Specific Name Cavalidos  
 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	—	—

### 10.2.7 Market





Specific Name    Marchnaty  
 Trains            Trader  
 Cost              ⚔ 300, ⚔ 150




*Efficient farming led to food surpluses and a developing social hierarchy through the period with administration and power centred on the hill forts. Trade would have been buoyant with Europe; exported corn, cattle hides, tin, gold and iron in exchange for wine and olive oil. The first coins appeared although they were more items of wealth and status than trade. There is evidence too of standardised pottery and this suggests that weights and measures were controlled to provide consistency in trade.*

	Health	Attack	Armour	Range	Speed
Basic	1500	—	⚔ 10, ⚔ 40, ⚔ 20	—	—



10.2.8  Dock

Specific Name	Crannog
Trains	Fishing Boat Merchantman Medium Warship
Cost	 200,  250




*A crannog (or crannoge) is the name given in Scotland and Ireland to an artificial island or natural island, used for a settlement. The name can also be used to refer to wooden platforms erected on shallow loch floors, although understandably few remains of this sort have been found. The choice of an island as a home is thought to have been for defence as well as the availability of food in the form of fish nearby.*

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



### 10.2.9 Temple

Specific Name	Addoldy
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  200





*Celts built large sanctuaries for feasting and worship. One such structure was the Sanctuary of Corent in modern-day France.*

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

## 10.2.10 Outpost

Specific Name Brythonic Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

*\*I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.\**

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

### 10.2.11 Defense Tower







Specific Name Tyrau

Improvements Crenellations, Night's Watch

Cost  100,  100,  120

*\*I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.\**




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

10.2.12  Stone Wall

Specific Name Gwarchglawdd

Cost  30,  30

*The Romans called this wall 'Murus Gallicus'. Translated, it means 'Gaulish wall'. It was extremely resistant to assault by battering ram. Julius Caesar described a type of wood and stone wall, known as a Murus Gallicus, in his account of the Gallic Wars. These walls were made of a stone wall filled with rubble, with wooden logs inside for stability. Caesar noted how the flexibility of the wood added to the strength of the fort in case of battering ram attack.*

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




### 10.2.13 City Gate



Specific Name Duro

Cost  40,  40,  30

*The Romans called this wall 'Murus Gallicus'. Translated, it means 'Gaulish wall'. It was extremely resistant to assault by battering ram. Julius Caesar described a type of wood and stone wall, known as a Murus Gallicus, in his account of the Gallic Wars. These walls were made of a stone wall filled with rubble, with wooden logs inside for stability. Caesar noted how the flexibility of the wood added to the strength of the fort in case of battering ram attack.*

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




10.2.14  Wall Turret

Specific Name Tyrau

Improvements Crenellations, Night's Watch

Cost  30,  20,  20

*The Romans called this wall 'Murus Gallicus'. Translated, it means 'Gaulish wall'. It was extremely resistant to assault by battering ram. Julius Caesar described a type of wood and stone wall, known as a Murus Gallicus, in his account of the Gallic Wars. These walls were made of a stone wall filled with rubble, with wooden logs inside for stability. Caesar noted how the flexibility of the wood added to the strength of the fort in case of battering ram attack.*

	Health	Attack	Armour	Range	Speed
Basic	4000	—	 20,  40,  15	—	—

### 10.2.15 Barracks



Specific Name Gwersyllty  
 Trains Spearman  
 Skirmisher  
 Celtic Slinger  
 Cavalry Swordsman  
 Cavalry Skirmisher  
 Cost ⚔ 300, 🏹 200

*None*

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




### 10.2.16 Rotary Mill



Specific Name Melonas

Cost  200,  100

*The Celts developed the first rotary flour mill.*

	Health	Attack	Armour	Range	Speed
Basic	2000	—	 10,  40,  10	—	—

10.2.17  Fortress

Specific Name	Gallic Dun
Trains	Brennus Britomartus Vercingetorix Gallic Noble Cavalry Heavy Swordsman Battering Ram
Cost	🏠 650, 🌳 420




*Dun comes from the Brythonic Din and Gaelic Dun, meaning fort, and is now used as a general term for small stone built strongholds. Duns appear to have arrived with the Celts in about the 7th century BC, associated with their Iron age culture of warrior tribes and petty chieftains. Early Duns had near vertical ramparts constructed of stone laced with timber, and where this was set on fire (accidentally or on purpose) it forms the vitrified forts where stones have been partly melted, an effect that is still clearly visible. Use of Duns continued in some cases into the medieval period.*

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





## 10.3 Units

### 10.3.1 Female Citizen






Specific Name	Bodu
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1










*Brythonic women enjoyed many freedoms, especially compared to their Greek and Roman counterparts. Although they did not fight in battle as some believed, they were able to own property and were capable of gaining considerable wealth. Some noblewomen took over power when their husband's died, such as Boudicca of the Iceni. In addition, family trees were drawn up along female lines, men claiming their ancestry through female ancestors.*

	Health	Attack	Armour	Range	Speed
Basic	75	 10	 1,  1,  5	4	8/16

### 10.3.2 Healer




Specific Name	Druides
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	 200,  15,  1

*A druid may be one of many different professions; priest, historian, lawyer, judges, teachers, philosophers, poets, composers, musicians, astronomers, prophets, councillors, high craftsmen like a blacksmith, the classes of the 'men of art', and sometimes kings, chieftains, or other politicians. Druids were very hierarchal, with classes and ranks based on the length of their education and what fields they practiced. They learned their trades through mnemonics by way of poetry and songs, as writing was rarely used by Celts outside of prayers on votive objects, or lists of names for migratory records.*




	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

### 10.3.3 Trader







Specific Name	Cyfnewidiwr
Train in	Market
Improvements	Trade convoys
Cost	 100,  80,  15,  1
















*Celtic traders were known for trafficking in many different goods. These could range from metal work and iron objects to slaves. Indeed, gaulain proved to be a steady supply of slaves for the Romans. In trade the Celts often received Roman weapons, armor, and tools. Celtic traders were usually land bound, traveling on foot or by animal.*

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

### 10.3.4 Spearman

Specific Name	Gaeroa
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	 50,  50,  10,  1

*The spear was the main weapon of the Celts, arming the bulk of their forces. The average Celt would only have to take up his long spear and body shield to be ready for battle. While armor was rare the rabid fighting spirit of the Celts more than made up for in vigor what was lost in protection.*

	Health	Attack	Armour	Range	Speed
Basic	100	 5,  10	 3,  5,  5	4	8.2/24.6
Advanced	110	 6,  11	 6,  4,  6	4	7.7/23.1
Elite	120	 7,  12	 7,  6,  8	4	7.2/21

### 10.3.5 Skirmisher







Specific Name	Baguada
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	🍷 50, 🍷 45, 🍷 9, 🍷 1

*Gesatae were young men who devoted themselves to war, often serving as mercenaries for other tribes. They were the last Celts to fight stark naked to show their courage, often carrying only a shield with several javelins and a regular Celtic spear. More often than not they were covered in geometric designs painted in woad, a blue dye.*

	Health	Attack	Armour	Range	Speed
Basic	90	↖ 20	↖ 2, ↖ 3, ↖ 3	36	10/25
Advanced	100	↖ 20	↖ 4, ↖ 3, ↖ 4	36	9/22.5
Elite	110	↖ 20	↖ 4, ↖ 4, ↖ 5	36	8.5/21.25





### 10.3.6 Celtic Slinger

Specific Name	Iaosae
Train in	Barracks
Bonus vs.	Infantry (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  9,  1





*Sling bullets are found in enormous numbers in Celtic sites, made of lead, though clay bullets would also have been used. Slings figure prominently in Celtic myth, and were not associated with any sense of shame. To the contrary, the great skill needed to use a sling well was highly rewarded and favored, so they found much more use in Celtic society for a ranged weapon than bows, outside of specific tribes. The god Lugos, in Irish myth Lug, is associated closely with many weapons, among them his sling. Slings were the primary weapon of Celtic hunters as well.*

	Health	Attack	Armour	Range	Speed
Basic	90	↗15	↘2, ↗2, ↘2	48	7.92/23.76
Advanced	100	↗15	↘4, ↗3, ↘4	48	7.48/22.44
Elite	110	↗15	↘4, ↗4, ↘5	48	6.6/19.8

### 10.3.7 Heavy Swordsman

Specific Name	Solduros
Train in	Fortress
Bonus vs.	Elephant (×1.5) Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	 50,  75,  13,  1

*The sword among Celts varies in reputation and commonality. Shortswords, essentially truly just long, broad-bladed daggers, were common, but cheaply made, and most likely the swords referred to as bending after a hard strike, and needing bent back into place. The iron construction of longswords, such as used here, was greatly superior, but also much more expensive. The longsword was primarily a weapon of aristocracy and experienced professional soldiers, who could either afford the weapon, have it made for them by their lord as a reward for service, passed down to them by family, or looted from the field.*

	Health	Attack	Armour	Range	Speed
Basic	130	 15	 8,  6,  8	5	7/21

### 10.3.8 Cavalry Swordsman



Specific Name	Epos
Train in	Barracks
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🍷 100, 🐎 60, 🛡️ 13, 🗡️ 1

*Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.*

	Health	Attack	Armour	Range	Speed
Basic	130	↖10	↖3, ↗7, ↘5	6	13/33
Advanced	140	↖21	↗6, ↘5, ↙9	6	12.5/31.25
Elite	150	↖22	↗7, ↘7, ↙11	6	11.75/29.375

### 10.3.9 Cavalry Skirmisher



Specific Name	Gaisaredos
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	🏰 100, 🍷 50, 🏹 12, 🛡️ 1






*The Celts were extremely proficient horsemen and created excellent tack for their mounts. This included an early form of saddle with horns at each corner, giving them a huge edge in terms of control over their counterparts. Since the cavalry was made up of rich nobles armor and fine weapons were in great supply, making them formidable opponents.*

	Health	Attack	Armour	Range	Speed
Basic	120	↗ 25	↘ 2, ↗ 3, ↘ 2	44	13/36
Advanced	130	↗ 25	↘ 3, ↗ 3, ↘ 4	44	11.44/34.32
Elite	140	↗ 25	↘ 4, ↗ 4, ↘ 5	44	10.56/31.68

### 10.3.10 Gallic Noble Cavalry





Specific Name	Gallic Brihent
Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Siege (×2) Infantry Sword (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Elite Unit
Cost	 100,  80,  16,  1

*In Gaul we know of heavy cavalry, possibly predecessors to later knights. They used a Celtic lance overhand, a good shield, and wore good armor. Vercingetorix was famous for having a number of them, but their use long precedes him. Heavy Celtic horsemen are found in graves as early as the 600s, with scale coats. Later, with the advent of mail, their armor would largely change to this. They would be experienced, aristocratic or noblemen, or their retainers equipped in kind. Each man would probably have several personal attendants. Some would be powerful noblemen, such as chiefs and kings. In battle, they would be on par with much of the best heavy cavalry in western Europe, due to superior armor, such as mail armor with additional layers of mail over the vital organs, weapons such as high-quality iron spearheads, swords, and a thong of javelins, giving them versatility, and years of experience and training. Their historical use saw them capable of breaking even well-defended positions, or acting to great effect in flanking maneuvers.*





	Health	Attack	Armour	Range	Speed
Basic	160	 8,  13	 7,  12,  8	5	10/30

### 10.3.11 Brennus



Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	 50,  200,  40,  1

*Brennus is the name which the Roman historians give to the famous leader of the Gauls who took Rome in the time of Camillus. According to Geoffrey, the brothers invaded Gaul and sacked Rome in 390 B.C., "proving" that Britons had conquered Rome, the greatest civilization in the world, long before Rome conquered the Britons. We know from many ancient sources which predate Geoffrey that Rome was indeed sacked in 390 B.C., and that the raid was led by a man named Brennus, but he and his invading horde were Gallic, not British. In this episode several features of Geoffrey's editing method can be seen: he modified the historical Brennus, created the brother Belinus, borrowed the Gallic invasion, but omitted the parts where the Gauls seemed weak or foolish. His technique is both additive and subtractive. Like the tale of Trojan origin, the story of the sack of Rome is not pure fabrication; it is a creative rearrangement of the available facts, with details added as necessary. By virtue of their historical association, Beli and Bran are often muddled with the earlier brothers Belinus and Brennus (the sons of Porrex) who contended for power in northern Britain in around 390 BC, and were regarded as gods in old Celtic tradition.*

	Health	Attack	Armour	Range	Speed
Basic	1000	 30	 9,  12,  10	5	8/20

### 10.3.12 Britomartus







Train in	Fortress
Bonus vs.	Cavalry (×2)
Improvements	Elite Unit, Infantry Spear Fighting, Infantry Training
Cost	🛡️ 50, 🏹 200, 🌟 40, 🏰 1

*The story of how Marcus Claudius Marcellus killed a Gallic leader at Clastidium (222 BC) is typical of such encounters. Advancing with a smallish army, Marcellus met a combined force of Insubrian Gauls and Gaesatae at Clastidium. The Gallic army advanced with the usual rush and terrifying cries, and their king, Britomartus, picking out Marcellus by means of his badges of rank, made for him, shouting a challenge and brandishing his spear. Britomartus was an outstanding figure not only for his size but also for his adornments; for he was resplendent in bright colours and his armour shone with gold and silver. This armour, thought Marcellus, would be a fitting offering to the gods. He charged the Gaul, pierced his bright breastplate and cast him to the ground. It was an easy task to kill Britomartus and strip him of his armour.*





	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 15, 🛡️ 25	🛡️ 9, 🏹 12, 🏰 10	5	7.5/18.75

### 10.3.13 Vercingetorix



Train in	Fortress
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron
Cost	 100,  260,  50,  1

*The most famous of all Celts, Vercingetorix lead the rebelling Gallic tribes against the might of Rome and Julius Caesar's veteran army in 54 BC. Although successful in defeating several Roman forces, Vercingetorix was unable to defeat Caesar, who eventually surrounded the Celtic leaders in the town of Alesia along with 100,000 men. When a relief army arrived to lift the epic siege, the Romans were out numbered 7 to 1 but still defeated the Celts. Vercingetorix surrendered and was executed.*

	Health	Attack	Armour	Range	Speed
Basic	1500	 27	 10,  13,  10	6	11/27.5

### 10.3.14 Battering Ram



Specific Name	Reithe
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	👉 200, 🛡️ 150, 🌟 25, 🧑 5

*Celtic assaults on fortified positions were relegated largely to three methods. Creating a shell of shields and setting fire to gatehouses, sapping, at which they were noted as being most expert by Caesar, and rams, known only from votive inscriptions and some Celtic art.*

	Health	Attack	Armour	Range	Speed
Basic	250	👉 30	👉 5, 🛡️ 25, 🧑 10	6.5	6.5/11

### 10.3.15 Fishing Boat



Specific Name /Fishing Boat/  
 Train in Dock  
 Improvements Lead hull sheathing, Hypozomata undergirding,  
 Reinforced hull  
 Cost 🏠 50, 🌳 20, 🗡️ 1

#### *Need History*

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

### 10.3.16 Merchantman







Specific Name	Currach
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
Cost	👤 100, 🏹 20, 🛡️ 1





*These very small boats were used mainly for fishing, but they were also used to transport goods and personnel. The shell is wickerwork, covered with animal hides. Now they are exclusive to Ireland. They do not have a keel, but are able to ride large ocean waves and navigate up shallow rivers. First written account was by Julius Caesar in 100 BC. There were rumours of larger hide boats, but they were not documented with any solid proof.*

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

### 10.3.17 Medium Warship

Specific Name	Venetic Ponti
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	 200,  150,  40,  3

*The ships of Gaul were described by Julius Caesar as: flat bottoms to ride the shallows, exceptionally high bows and sterns, hulls were made entirely of oak, the foot wide cross-timbers were fastened with iron bolts as thick as a man's thumb, sails of raw hides or thin leather, adapted for sailing treacherous and stormy waters of the north atlantic. Caesar could not injure them by ramming because they were so solidly built, and their height made it difficult to reach them with missiles or board them with grappling irons.*

	Health	Attack	Armour	Range	Speed
Basic	1600	 35	 3,  3,  3	55	12.5/20

## 11 Britons

brithage was great.

## 11.1 Civilization Bonuses

Blabla

## 11.2 Structures

### 11.2.1 Civic Centre



Specific Name	Caer
Trains	Female Citizen Celtic Spearman Skirmisher Raiding Cavalry
Improvements	City Phase, Town Phase
Cost	500,  500,  500,  300

*This was be the centre of the town, a great hall where the clan leader resided. All political matters were probably performed inside such a structure.*




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

11.2.2  House

Specific Name Annedd

Cost  75,  60

*Celts generally lived in round stone or wattle and daub walled structures with thatched roof.*




	Health	Attack	Armour	Range	Speed
Basic	800	—	 10,  40,  5	—	—

### 11.2.3 Farmstead

Specific Name Ffermdy

Cost  100,  90

*Farming typically revolved around small hamlets and farmsteads with enclosed rectilinear fields - each having areas of pasture, farmland and wood. Ploughing became more efficient with the arrival of the iron share (plough point ? courtesy of our Celts) and a two field rotation was introduced; crops one year followed by a fallow that was grazed by livestock. This led to surprisingly high yields and fuelled population growth. The image of a farmstead would most likely be a house with some out-buildings. Storage of crops was either in pits or in raised stores and harvest was over several months - weeds, grain and then straw.*




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

11.2.4 **Field**

Specific Name Varmo

Cost  100,  60

*A farmer's field. The Celts were good farmers.*




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

11.2.5  Mill



Specific Name Ystordy

Cost  100,  80




*In southern parts of the country, most of the wildwood had been cleared and given way to farming or coppice management. In northern parts, or where the ground was particularly unsuitable for agriculture, wildwood remained, but under constant threat. Land around the farmsteads was usually enclosed by hazel fencing or hedging.*

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

11.2.6  Corral



Specific Name Cavalidos  
 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	—	—

### 11.2.7 Market





Specific Name Marchnaty  
 Trains Trader  
 Cost  300,  150




*Efficient farming led to food surpluses and a developing social hierarchy through the period with administration and power centred on the hill forts. Trade would have been buoyant with Europe; exported corn, cattle hides, tin, gold and iron in exchange for wine and olive oil. The first coins appeared although they were more items of wealth and status than trade. There is evidence too of standardised pottery and this suggests that weights and measures were controlled to provide consistency in trade.*

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



11.2.8  Dock

Specific Name	Crannog
Trains	Fishing Boat Merchantman Medium Warship
Cost	 200,  250




*A crannog (or crannoge) is the name given in Scotland and Ireland to an artificial island or natural island, used for a settlement. The name can also be used to refer to wooden platforms erected on shallow loch floors, although understandably few remains of this sort have been found. The choice of an island as a home is thought to have been for defence as well as the availability of food in the form of fish nearby.*

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



### 11.2.9 Temple

Specific Name	Addoldy
Trains	Healer
Improvements	Divine Offerings
Cost	 300,  200





*Celts built large sanctuaries for feasting and worship. One such structure was the Sanctuary of Corent in modern-day France.*


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

### 11.2.10 Outpost

Specific Name Brythonic Outpost  
 Improvements Stone Foundations  
 Cost  80,  40

*\*I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.\**

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





11.2.11  Defense Tower

Specific Name Tyrau

Improvements Crenellations, Night's Watch

Cost  100,  100,  120

*\*I could not find any evidence of a celtic tower, but I'm giving them one for gameplay reasons.\**




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

11.2.12  Stone Wall

Specific Name Gwarchglawdd

Cost  30,  30

*The Romans called this wall 'Murus Gallicus'. Translated, it means 'Gaulish wall'. It was extremely resistant to assault by battering ram. Julius Caesar described a type of wood and stone wall, known as a Murus Gallicus, in his account of the Gallic Wars. These walls were made of a stone wall filled with rubble, with wooden logs inside for stability. Caesar noted how the flexibility of the wood added to the strength of the fort in case of battering ram attack.*

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




### 11.2.13 City Gate



Specific Name Dor

Cost  40,  40,  30

*The Romans called this wall 'Murus Gallicus'. Translated, it means 'Gaulish wall'. It was extremely resistant to assault by battering ram. Julius Caesar described a type of wood and stone wall, known as a Murus Gallicus, in his account of the Gallic Wars. These walls were made of a stone wall filled with rubble, with wooden logs inside for stability. Caesar noted how the flexibility of the wood added to the strength of the fort in case of battering ram attack.*

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




11.2.14  Wall Turret

Specific Name Tyrau

Improvements Crenellations, Night's Watch

Cost  30,  20,  20




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	Health	Attack	Armour	Range	Speed
Basic	4000	—	 20,  40,  15	—	—

11.2.15  Barracks

Specific Name Gwersyllty  
 Trains Celtic Spearman  
 Skirmisher  
 Celtic Slinger  
 Celtic Cavalry  
 Raiding Cavalry  
 Cost  300,  200

*None*

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

11.2.16  Fortress

Specific Name	Brythonic Broch
Trains	Boudicca Caratacos Cynvelin Celtic Chariot Brythonic Longswordsman Battering Ram
Cost	🏠 650, 🏰 420




*The Broch is an Iron Age round tower fortification type unique to Scotland. The origin of brochs remains a mystery. Some archaeologists believed the brochs were built by an influx of broch builders who had been displaced and pushed northward during the Roman invasion of Britain. However, this theory has been largely disproven and current thought is that they were built by itinerant (travelling) craftsmen since so many were built to almost the same exact design.*

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





## 11.3 Units

### 11.3.1 Female Citizen



Specific Name	Bodu
Train in	Civic Centre
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet
Cost	 50,  7.5,  1

*Brythonic women enjoyed many freedoms, especially compared to their Greek and Roman counterparts. Although they did not fight in battle as some believed, they were able to own property and were capable of gaining considerable wealth. Some noblewomen took over power when their husband's died, such as Boudicca of the Iceni. In addition, family trees were drawn up along female lines, men claiming their ancestry through female ancestors.*

	Health	Attack	Armour	Range	Speed
Basic	75	 10	 1,  1,  5	4	8/16

### 11.3.2 Healer



Specific Name	Druides
Train in	Temple
Improvements	Healing Range, Healing Rate
Cost	👁️ 200, 🌿 15, 🍷 1

*A druid may be one of many different professions; priest, historian, lawyer, judges, teachers, philosophers, poets, composers, musicians, astronomers, prophets, councillors, high craftsmen like a blacksmith, the classes of the 'men of art', and sometimes kings, chieftains, or other politicians. Druids were very hierarchal, with classes and ranks based on the length of their education and what fields they practiced. They learned their trades through mnemonics by way of poetry and songs, as writing was rarely used by Celts outside of prayers on votive objects, or lists of names for migratory records.*




	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

### 11.3.3 Trader



Specific Name	Cyfnewidiwr
Train in	Market
Improvements	Trade convoys
Cost	 100,  80,  15,  1

*Celtic traders were known for trafficking in many different goods. These could range from metal work and iron objects to slaves. Indeed, Britain proved to be a steady supply of slaves for the Romans. In trade the Celts often received Roman weapons, armor, and tools. Celtic traders were usually land bound, traveling on foot or by animal.*

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

### 11.3.4 War Dog



Specific Name	Coun
Train in	Kennel
Bonus vs.	Animal (×2) Siege (×2) Infantry Sword (×2) Infantry Javelin (×1.5)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🍖 100, 🏹 10, 🛡️ 1

*The Celts used large dogs such as mastiffs or wolfhounds in combat, especially against enemy cavalry. The Romans were very impressed with the strength and ferocity of these dogs. Many were brought back to Rome for the gladiator arena or to serve as guard dogs.*

	Health	Attack	Armour	Range	Speed
Basic	100	🗡️ 15	🛡️ 1, 🗡️ 1, 🗡️ 1	6	10/30
Advanced	100	🗡️ 17	🛡️ 2, 🗡️ 2, 🗡️ 2	6	9.24/27.72
Elite	100	🗡️ 19	🛡️ 3, 🗡️ 3, 🗡️ 3	6	8.8/26.4

### 11.3.5 Celtic Spearman



Specific Name	Gaeroa
Train in	Barracks Civic Centre
Bonus vs.	Cavalry (×2)
Improvements	Will to fight, Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Infantry Spear Fighting, Infantry Training
Cost	🍷 50, 🍷 50, 🍷 10, 🍷 1

*The spear was the main weapon of the Celts, arming the bulk of their forces. The average Celt would only have to take up his long spear and body shield to be ready for battle. While armor was rare, the rabid fighting spirit of the Celts more than made up for in vigor what was lost in protection.*

	Health	Attack	Armour	Range	Speed
Basic	100	🍷 5, 🍷 10	🍷 3, 🍷 5, 🍷 5	4	8.2/24.6
Advanced	110	🍷 6, 🍷 11	🍷 6, 🍷 4, 🍷 6	4	7.7/23.1
Elite	120	🍷 7, 🍷 12	🍷 7, 🍷 6, 🍷 8	4	7.2/21

### 11.3.6 Skirmisher







Specific Name	Baguada
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Bow (×1.5) Elephant (×1.5) Chariot (×1.5) Infantry Spear (×1.5)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars, Ranged Infantry Skirmishers
Cost	🍷 50, 🍷 45, 🍷 9, 🍷 1













*Gesatae were young men who devoted themselves to war, often serving as mercenaries for other tribes. They were the last Celts to fight stark naked to show their courage, often carrying only a shield with several javelins and a regular Celtic spear. More often than not they were covered in geometric designs painted in woad, a blue dye.*

	Health	Attack	Armour	Range	Speed
Basic	90	↖ 20	↖ 2, ↖ 3, ↖ 3	36	10/25
Advanced	100	↖ 20	↖ 4, ↖ 3, ↖ 4	36	9/22.5
Elite	110	↖ 20	↖ 4, ↖ 4, ↖ 5	36	8.5/21.25





### 11.3.7 Celtic Slinger

Specific Name	Iaosae
Train in	Barracks
Bonus vs.	Infantry (×2)
Improvements	Stockbreeding, Wheelbarrow, Iron Plough, Iron Ax Heads, Serfs, Servants, Shaft Mining, Silver Mining, Slaves, Wedge and Mallet, Ranged Infantry Irregulars
Cost	 50,  40,  9,  1





*Sling bullets are found in enormous numbers in Celtic sites, made of lead, though clay bullets would also have been used. Slings figure prominently in Celtic myth, and were not associated with any sense of shame. To the contrary, the great skill needed to use a sling well was highly rewarded and favored, so they found much more use in Celtic society for a ranged weapon than bows, outside of specific tribes. The god Lugos, in Irish myth Lug, is associated closely with many weapons, among them his sling. Slings were the primary weapon of Celtic hunters as well.*

	Health	Attack	Armour	Range	Speed
Basic	90	 15	 2,  2,  2	48	7.92/23.76
Advanced	100	 15	 4,  3,  4	48	7.48/22.44
Elite	110	 15	 4,  4,  5	48	6.6/19.8

### 11.3.8 Brythonic Longswordman

Specific Name	Delamokludda
Train in	Fortress
Bonus vs.	Elephant (×1.5) Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	 50,  80,  13,  1

*Two-handed swordsmen from Briton. These men are veteran soldiers who offer their lives in service to their Brythonic lords.*

	Health	Attack	Armour	Range	Speed
Basic	130	 25	 9,  5,  9	5	7/20

### 11.3.9 Celtic Cavalry







Specific Name	Epos
Train in	Barracks
Bonus vs.	Infantry Bow (×1.5) Siege (×2) Support (×2)
Malus vs.	Camel (×0.5) Elephant (×0.5)
Improvements	Chamfron, Cavalry Lance, Will to fight
Cost	🍷 100, 🛡️ 60, 🏹 13, 🐎 1













*Like a sword, a horse was a sign of nobility and as a result the Celtic cavalry was often better equipped than the infantry. Armor and helmets were common, while weapons consisted of a large bladed spear and a long slashing sword for close combat. Shields could be round, hexagonal, or oval, but the most common was a regular oval body shield with the top and bottom shorn off. Unlike other horseman, the Celts were not afraid to leap off their mount to fight on foot then climb into the saddle again when possible.*

	Health	Attack	Armour	Range	Speed
Basic	130	↖10	↖3, ↗7, ↘5	6	13/33
Advanced	140	↖21	↗6, ↘5, ↙9	6	12.5/31.25
Elite	150	↖22	↗7, ↘7, ↙11	6	11.75/29.375

### 11.3.10 Raiding Cavalry

Specific Name	Gaisaredos
Train in	Barracks Civic Centre
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	 100,  50,  12,  1

*The Celts were extremely proficient horsemen and created excellent tack for their mounts. This included an early form of saddle with horns at each corner, giving them a huge edge in terms of control over their counterparts. Since the cavalry was made up of rich nobles armor and fine weapons were in great supply, making them formidable opponents.*

	Health	Attack	Armour	Range	Speed
Basic	120	 25	 2,  3,  2	44	13/36
Advanced	130	 25	 3,  3,  4	44	11.44/34.32
Elite	140	 25	 4,  4,  5	44	10.56/31.68

### 11.3.11 Celtic Chariot



Specific Name	Carbanto
Train in	Fortress
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	🐾 200, 🍷 100, 🛡️ 100, 🌟 20, 🏹 4

*The Britons were one of the last European peoples to use two-horse chariots in combat. They had two iron-rimmed wheels and a flat riding platform that typically carried a driver and a warrior. Useless as shock weapons against tightly packed troops, they were useful for running down individual soldiers and as a stable mount to launch javelins from. The heads of defeated opponents often adorned the chassis to show the warrior's prowess.*

	Health	Attack	Armour	Range	Speed
Basic	200	🏹 35, 🗡️ 30	🛡️ 5, 🗡️ 6, 🏹 12	56	11/33

11.3.12  Boudicca

Train in	Fortress
Bonus vs.	Cavalry Sword (×1.5) Infantry Bow (×2)
Improvements	Chamfron
Cost	👤 200, 🏠 100, 🛡️ 100, 🏹 50, 🛡️ 4

*Ammianus Marcellinus described how difficult it would be for a band of foreigners to deal with a Celt if he called in the help of his wife. For she was stronger than he was and could rain blows and kicks upon the assailants equal in force to the shots of a catapult. Boudicca, queen of the Iceni, was said to be 'very tall and terrifying in appearance; her voice was very harsh and a great mass of red hair fell over her shoulders. She wore a tunic of many colours over which a thick cloak was fastened by a brooch.*

	Health	Attack	Armour	Range	Speed
Basic	1500	🏹 35, 🏹 50	🛡️ 7, 🛡️ 8, 🛡️ 12	56	15/30

11.3.13







Caratacos

Train in	Fortress
Bonus vs.	Infantry Javelin (×1.5) Elephant (×1.5) Infantry Spear (×2)
Improvements	Elite Unit, Infantry Training
Cost	🍷 50, 🏹 200, 🛡️ 40, 🏰 1





*Caratacos's name is better known in its Romanized form, Caratacus. Under this name he is remembered as a fierce defender of Britain against the Romans after their invasion in 43 AD. Son of King Cynvelin of the Catuvellauni tribe, Caratacos fought for nine years against the Romans with little success, eventually fleeing to the tribes in Wales, where he was defeated decisively. Finally he entered Northern Britain, where he was handed over to the Romans. Taken to Rome, Caratacos was allowed to live by the Emperor Claudius and died in Italy.*

	Health	Attack	Armour	Range	Speed
Basic	1000	🏹 27	🛡️ 8, 🏹 12, 🏹 10	5	8/20





11.3.14  Cynvelin

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





*Cynvelin was a powerful ruler centered in the territory around modern day London. Ruling the Catuvellauni from Camulodunum, he was a warrior king who conquered a neighboring tribe and was referred to by the Romans as the King of the Britons. Eventually Cynvelin retired to become the arch-druid of Siluria, but was taken to Rome with his son upon Caratacos's capture. According to legend, the Apostle Paul baptized Cynvelin into Christianity before he died in Italy.*

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

### 11.3.15 Battering Ram

Specific Name	Reithe
Train in	Fortress
Bonus vs.	Structure (×2) Gates (×3)
Improvements	Armour plating, Advanced Siege
Cost	 200,  150,  25,  5

*Celtic assaults on fortified positions were relegated largely to three methods. Creating a shell of shields and setting fire to gatehouses, sapping, at which they were noted as being most expert by Caesar, and rams, known only from votive inscriptions and some Celtic art.*

	Health	Attack	Armour	Range	Speed
Basic	250	 30	 5,  25,  10	6.5	6.5/11

### 11.3.16 Fishing Boat



Specific Name /Fishing Boat/  
 Train in Dock  
 Improvements Lead hull sheathing, Hypozomata undergirding,  
 Reinforced hull  
 Cost 🏠 50, 🌳 20, 🏰 1

#### *Need History*

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

### 11.3.17 Merchantman



Specific Name	Currach
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull, Trade convoys
Cost	👤 100, 🏰 20, 🏹 1

*These very small boats were used mainly for fishing, but they were also used to transport goods and personnel. The shell is wickerwork, covered with animal hides. Now they are exclusive to Ireland. They do not have a keel, but are able to ride large ocean waves and navigate up shallow rivers. First written account was by Julius Caesar in 100 BC. There were rumours of larger hide boats, but they were not documented with any solid proof.*

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

### 11.3.18 Medium Warship

Specific Name	Venetic Ponti
Train in	Dock
Improvements	Lead hull sheathing, Hypozomata undergirding, Reinforced hull
Cost	👉 200, 🏹 150, 🛡️ 40, 🏰 3

*The ships of Gaul were described by Julius Caesar as: flat bottoms to ride the shallows, exceptionally high bows and sterns, hulls were made entirely of oak, the foot wide cross-timbers were fastened with iron bolts as thick as a man's thumb, sails of raw hides or thin leather, adapted for sailing treacherous and stormy waters of the north atlantic. Caesar could not injure them by ramming because they were so solidly built, and their height made it difficult to reach them with missiles or board them with grappling irons.*

	Health	Attack	Armour	Range	Speed
Basic	1600	🏹 35	🛡️ 3, 🏹 3, 🏹 3	55	12.5/20

## 12 Ptolemaics



## References