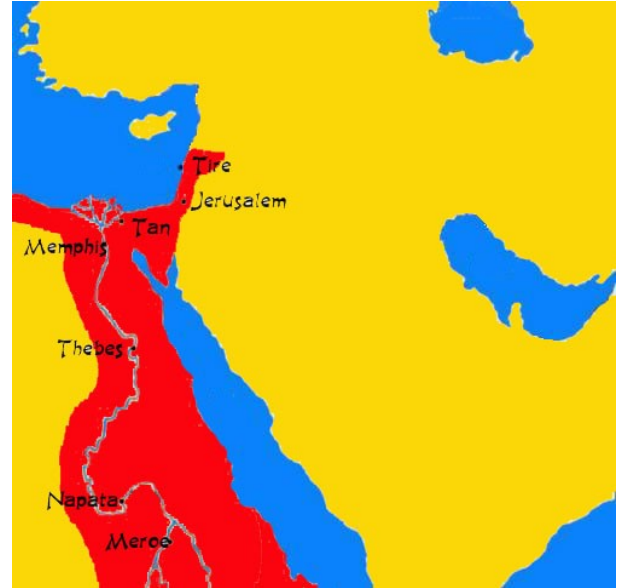


KUSHITE NUBIAN CIVILISATION PROFILE (preliminary)

by Zophim

Timeframe: c. 750 – c. 580 B.C. (includes Egypt's 25th Dynasty (Nubian))



(found at <https://commons.wikimedia.org/wiki/File:Amarnamap.png>, licensed under GNU Free Documentation License, Version 1.2, and the Creative Commons Attribution-Share Alike 3.0 Unported license)

Possible civ emblem: Ram of Amun



(found at <https://commons.wikimedia.org/wiki/File:RamStatueOfAmunWithTaharqa%28Side%29-BritishMuseum-August21-08.jpg>, licensed under GNU Free Documentation License, Version 1.2)

UNITS

INFANTRY

Spearman

Mace Warrior

Skirmisher
Archer

CAVALRY
Mounted Scout (javelin)

SUPPORT
Nubian Woman
Priest
Merchant (Oxcart)

NAVY
Fishing Boat
Merchant Ship
Warship

SIEGE
Battering Ram (4 soldiers with a beam)

CHAMPIONS
Axe Warrior
Medjay Archer

HEROES
Piye (invaded Egypt and founded the 25th Dynasty)
Taharqa (fought with Assyria, did extensive construction in Egypt and Nubia)
Aspelta (moved capital from Napata to Meroe)

FORBIDDEN CLASSES
Infantry Slinger
Cavalry Swordsman
Cavalry Spearman
Bolt Shooter
Ballista
Heavy Warship

CIV CENTRE UNITS
either Spearman or Mace Warrior
Archer
Mounted Scout

STRUCTURES

VILLAGE

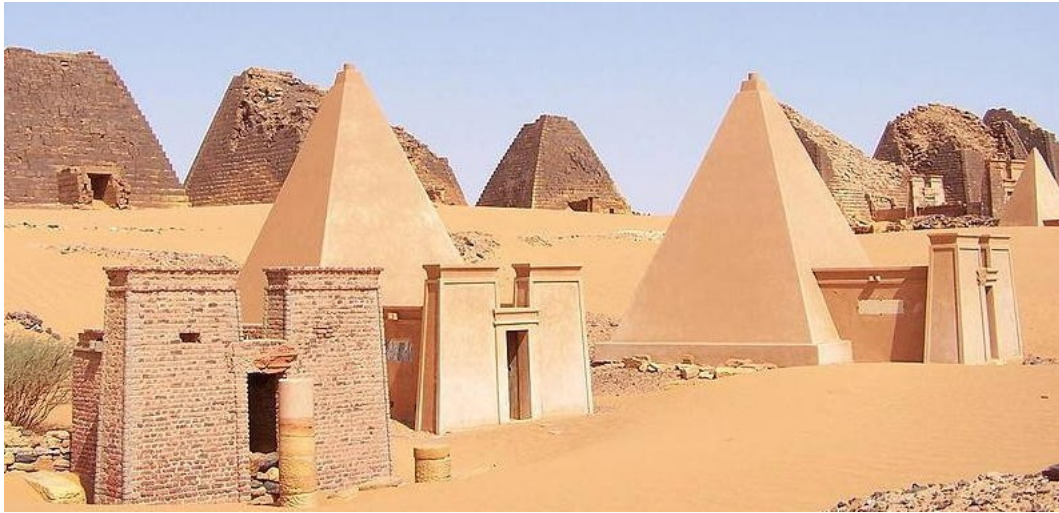
TOWN
Temple
Market

CITY

Fortress

SPECIAL STRUCTURES

Wonder: Pyramid of Meroe



CIV BONUSES

“Land of the Bow”: Nubian archers can be trained cheaply and quickly, and are one of the fastest-shooting Aristeia ranged units.

TECHNOLOGIES

SPECIAL TECHNOLOGIES