UNITED MONARCHY ISRAELITE CIVILIZATION PROFILE

Version 0.3, by Nathan Rossman (a.k.a. Zophim). Email: nrossman3[at]gmail[dot]com
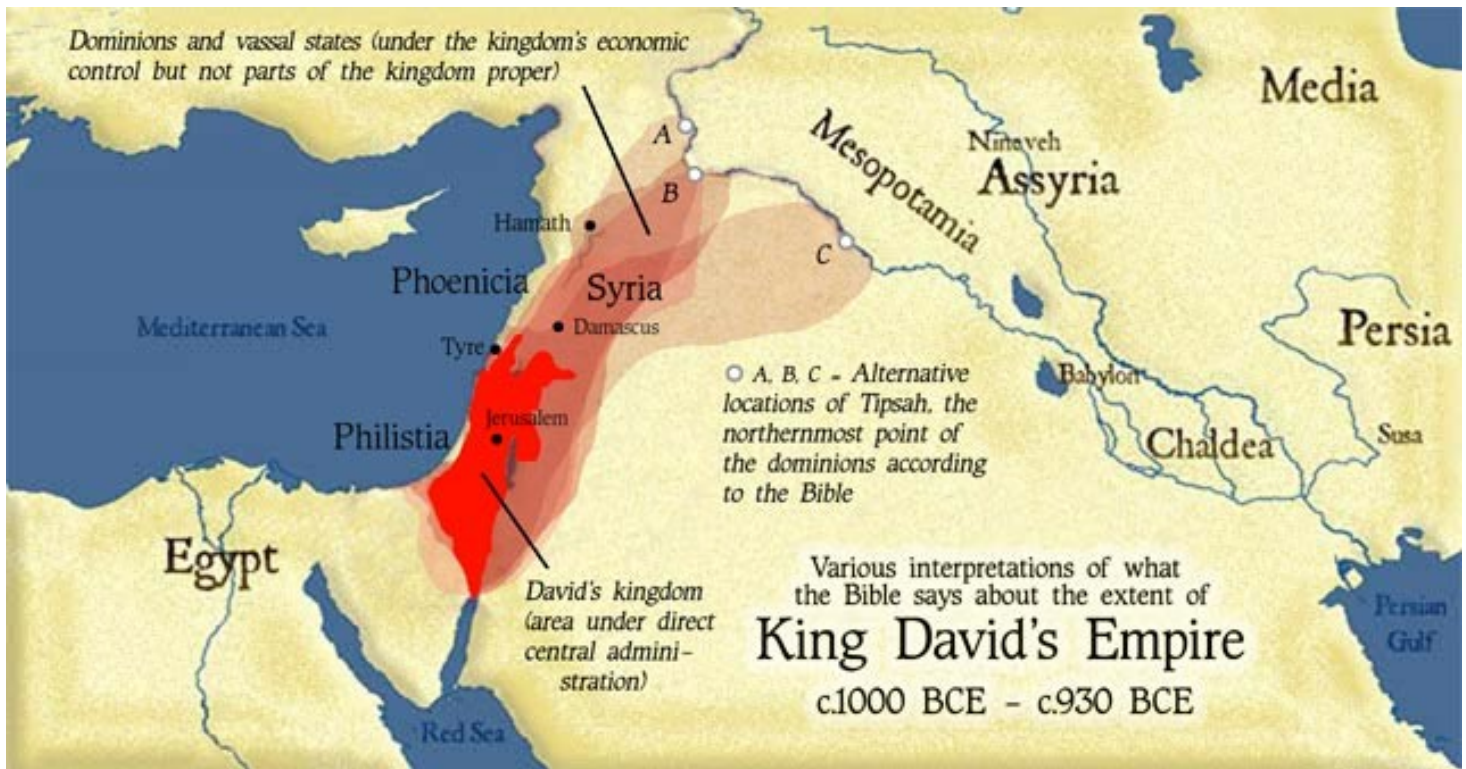

Civ Emblem: Pomegranate.

▨ = A rough approximate map of the lands inhabited by Israelites or under *direct* central royal administration during the United Monarchy (according to the Bible). This is basically what is referred to by the recurring Biblical phrase "from Dan to Beersheba". ▨ = The central core of ancient Judea. This area was part of a Jewish kingdom, or a Jewish province within a larger empire, almost continuously from the days of King David down to 135 CE.

Dominions and vassal states (under the kingdom's economic control but not parts of the kingdom proper)

A, B, C – Alternative locations of Tipsah, the northernmost point of the dominions according to the Bible

David's kingdom (area under direct central administration)

Various interpretations of what the Bible says about the extent of

King David's Empire

c.1000 BCE – c.930 BCE

"Thou shalt keep the commandments of the LORD thy God, to walk in his ways, and to fear him. For the LORD thy God bringeth thee into a good land, a land of brooks of water, of fountains and depths that spring out of valleys and hills; a land of wheat, and barley, and vines, and fig trees, and pomegranates; a land of oil olive, and honey; a land wherein thou shalt eat bread without scarceness, thou shalt not lack any thing in it; a land whose stones are iron, and out of whose hills thou mayest dig brass." (Deut. 8:6b-9)

"Hear, O Israel, ye approach this day unto battle against your enemies: let not your hearts faint, fear not, and do not tremble, neither be ye terrified because of them; for the LORD your God is he that goeth with you, to fight for you against your enemies, to save you." (Deut. 20:3b-4)

"This will be the manner of the king that shall reign over you: he will take your sons, and appoint them for himself, for his chariots, and to be his horsemen; and some shall run before his chariots.

And he will appoint him captains over thousands, and captains over fifties; and will set them to ear his ground, and to reap his harvest, and to make his instruments of war, and instruments of his chariots.

And he will take your daughters to be confectionaries, and to be cooks, and to be bakers.

And he will take your fields, and your vineyards, and your oliveyards, even the best of them, and give them to his servants.

And he will take the tenth of your seed, and of your vineyards, and give to his officers, and to his servants.

And he will take your menservants, and your maidservants, and your goodliest young men, and your asses, and put them to his work.

He will take the tenth of your sheep: and ye shall be his servants.

And ye shall cry out in that day because of your king which ye shall have chosen you; and the LORD will not hear you in that day."   (I Sam. 8:11b-18)

- **Historical Period:** The United Monarchy in this civilization spans the reigns of Saul, David, and Solomon (approximately 1050-930 BC).

- **The Twelve Tribes of Israel -** Reuben, Simeon, Levi, Judah, Dan, Naphtali, Gad, Asher, Issachar, Zebulun, Joseph, and Benjamin were the original twelve sons of Jacob (who would later be named Israel). Joseph's two sons, Ephraim and Manasseh, became the forefathers of two distinct tribes; the Levites were set apart as priests and ministers to the service of the Lord. Therefore, "the twelve tribes" at this timeframe refers to Reuben, Simeon, Judah, Dan, Naphtali, Gad, Asher, Issachar, Zebulun, Ephraim, Manasseh, and Benjamin. Judah was the tribe through which the promised Messiah would come; it was much more numerous than that of the other tribes, and was practically a nation in its own right.

- **Civilization Overview:** The Israelites of Canaan, the Promised Land, were descended from the twelve sons of Israel (formerly called Jacob), son of Isaac, son of Abraham, to whom (as recounted in the 12th chapter of the book of Genesis) YHWH (Yahweh or Jehovah, the Lord and Creator of the universe, often referred to by followers of Judaism as Hashem, "The Name") first promised a mighty nation (c. 1875 BC) to serve as a witness and a light to the peoples round about. Because of a famine in Canaan, Israel and his family settled in Middle Kingdom Egypt (c. 1660 BC), which eventually was ruled by a series of oppressive Pharaohs. In c. 1445 BC, following a devastating series of plagues on the Egyptians (which likely opened the way for the Hyksos invasion), the Israelites made an Exodus across the Sinai, crossing the Gulf of Aqaba (an arm of the Red Sea) into modern-day Arabia under Moses son of Amram, a Levite. After wandering in the "great and terrible wilderness" for almost forty years, the Israelites then conquered the land of Canaan under his Moses' successor Joshua son of Nun, an Ephraimite (beginning c. 1405 BC). Following Joshua's death, the tribes were loosely confederated, motivated largely by self-interest, but occasionally several tribes acted in concert under a strong leader (known as a "judge") to defend themselves against foreign invaders.

  Finally, the people of Israel made demands to Samuel son of Elkanah, the last of the judges as well as the foremost prophet of the era, for the establishment of a strong central ruler, "that we also may be like all the nations; and that our king may judge us, and go out before us, and fight our battles" (I Sam. 8:20); hence, Saul son of Kish, a Benjamite, was anointed by Samuel as the first king of Israel (c. 1050 BC). Saul was a complex man who ruled effectively for some time, but eventually allowed his jealousy and unbelief to get the better of him. After Saul's death in battle with the Philistines, David son of Jesse, a Judahite, eventually presided over the first true unification of all twelve tribes under his centralized authority. David's son Solomon furthered his father's designs and undertakings, and greatly expanded Israelite wealth, control, territory, and influence, concluding alliances and diplomatic treaties with surrounding nations such as Egypt and Phoenicia, and utilizing a strong merchant fleet and formidable army. Solomon's successor Rehoboam was by no means as wise as his father, and his harsh taxation measures led the ten northern tribes of Israel to revolt and form a separate political entity under Jeroboam son of Nebat. Thus came about the Divided Kingdoms of Israel and Judah.

- **Notes on Warfare:** Up until the United Monarchy, and even a great deal during the reigns of Saul (especially) and David, the Israelites fought predominantly as light infantry, drawn from the various tribes in times of crisis and subsequently returning "every man to his tent" once conclusions had been reached. The rugged, hilly, wooded terrain of much of the Promised Land was quite conducive to this style of warfare. The first standing Israelite fighting force, consisting primarily of Benjamites, seems to have been instituted under Saul. David finally created a centrally administrated levy under Joab son of Zeruiah (with twelve divisions undergoing rotating active duty for one month each), as well as picked bodies of full-time professional soldiers under such leaders as Benaiah son of Jehoiada. The reign of Solomon saw the first

large-scale Israelite use of chariots (which Israel had first acquired under King David), as well as extensive fortification construction in strategic locations such as along the Negev.

- **Physical Appearance:** Based on information from the Hebrew Scriptures and contemporary descriptions and depictions, it would seem that the Israelites possessed a range of physical features and skin shades (considering that Israel was situated in the Levant, at the crossroads of many different cultures, such conglomeration would hardly be unusual). On the average, though, it would probably be safe to assume that the average Israelite had relatively dark skin (although not to the degree of the Nubians) and dark hair, not unlike many native Egyptians. As far as facial hair goes, most Israelite men probably had full beards.

- **Notable Contemporaries:**

  - **Egypt:** Early 18th Dynasty, incl. Ahmose, Amenhotep I, Thutmosis I, Thutmosis II, Hatshepsut (almost certainly the Queen of Sheba)
  - **Phoenicia:** Hiram of Tyre
  - **Philistia:** Goliath of Gath, Achish of Gath
  - **Aramaean Syria:** Hadadezer son of Rehob

Note to Players

One of the best ways for an Israelite player to cope early- to mid-game is to utilize his fast and light ranged citizen infantry to great effect in ambushes, hit-and-run attacks, feints, ruses, and other unpredictable behavior (much like an Aristeia version of the Iberians from Empires Ascendant). After the player has accumulated sufficient resources and experience to support sizeable numbers of heavy infantry and chariotry, he can begin to fight on more of an equal footing against his rivals.

UNIT DESCRIPTIONS

Plate references in the text refer to those found in Wargames Research Group's *Armies of the Ancient Near East* (ANE) by Havers and Stillman, as well as Osprey Publishing's *New Kingdom Egypt* (NKE) by Mark Healy and *Ancient Armies of the Middle East* (AME) by Terence Wise.

NOTE: Per Numbers 15:38, all Israelite citizen soldier and support units should have 1-2" blue borders on the hems of their outer garments.

INFANTRY

- **Generic Name: Gadite Swordsman**
- **Specific Name: Taphas Chereb** (lit., "Handler of Sword")
  - **Class:** Swordsman.
  - **Hacker Armament:** Egyptian/Canaanite-style khopesh sickle-sword for basic and advanced, straight iron two-edged short sword for elite.
  - **Appearance:**
    - **Garb:** Basic: Bare torso, waist skirt. Advanced: Sleeveless tunic. Elite: Leather torso armour over short-sleeved tunic.
    - **Helmet:** Basic: Simple headband. Advanced: Havelock-style headcloth with headband. Elite: Leather headpiece with cheek flaps (in the style of ANE 181a).

- **Shield:** Basic: None. Advanced: Small round leather-covered shield. Elite: Medium round shield.
        - **Figure(s):** Basic: Barefoot. Advanced: Sandals. Elite: Sandals.
  - **History:** The tribe of Gad supplied swift light shield-bearing infantry to David (I Chron. 12:8).
  - **Garrison:** 1.
  - **Function:** Good for swift attacks on isolated enemies.
  - **Special:** Trained at the Barracks.

- **Generic Name: Judahite Spearman - > Israelite Warrior - > Mighty Man of Israel**
- **Specific Name: Ish Milchamah - > Ish Bachur - > Ish Gibbor Chayil** (lit., "Man of War"-> "Chosen Man" -> "Mighty Man of Valour")
  - **Class:** Spearman.
  - **Hacker Armament:** 5-6 foot thrusting spear.
  - **Appearance:** Can use general appearance of ANE Plate 113.
        - **Garb:** Basic: Some with bare torso and waist skirt, others with sleeveless tunic. Advanced: Leather torso armour over short-sleeved tunic, cosmetic short iron sword. Champion: Bronze scale armour over short-sleeved tunic, leather arm guards, cosmetic short iron sword.
        - **Helmet:** Basic: Some with simple headband, others with havelock-style headcloth. Advanced: Leather headpiece with cheek flaps (in the style of ANE Plate 181a). Champion: Bronze cap, topped by an abrupt point (see the helmet carried by the figure in ANE Plate 113).
        - **Shield:** Basic: Medium round leather-covered wooden shield. Advanced: Medium round shield. Champion: Larger round shield with bronze boss.
        - **Figure(s):** Basic: Barefoot. Advanced: Sandals. Champion: More protective sandals with binding extending up towards the knee.
  - **History:** The tribe of Judah was integral to David's bid for kingship; they supplied him with many spearmen (I Chron. 12:24). The "man of war" Basic rank designation would have been the militiamen in their current one-month course of duty. The "chosen man" Advanced rank designation would have been the most experienced/skilled/veteran militiamen. The "mighty man" Champion rank would have been the most skilled, veteran professional soldiers. In times of national emergency, of course, all militiamen, regardless of active-duty status or not, would be liable for service.
  - **Garrison:** 1.
  - **Function:** Good all-around multi-purpose infantryman.
  - **Special:** Upon attaining the Elite rank, this unit becomes the champion unit "Mighty Man of Israel". Trained at the Civ Centre and the Barracks.

- **Generic Name: Ephraimite Skirmisher**
- **Specific Name: Na'ar** (lit., "Young Man/Youth")
  - **Class:** Javelinist.
  - **Ranged Armament:** Javelin. Carries extra javelins in his left hand.
  - **Appearance:**

- **Garb:** Basic: Bare torso, waist skirt. Advanced: Sleeveless tunic, cosmetic knife. Elite: Leather torso armour over short-sleeved tunic, cosmetic knife.
- **Helmet:** Basic: Simple headband. Advanced: Havelock-style headcloth with headband. Elite: Leather headpiece with cheek flaps (in the style of ANE 181a).
- **Shield:** Basic: None. Advanced: None. Elite: Small round leather-covered shield.
- **Figure(s):** Basic: Barefoot. Advanced: Sandals. Elite: Sandals.
- **History:** The Ephraimites played a significant role during Israel's history, including giving rise to Joshua son of Nun and participating in several of the wars of liberation during the period of the Judges. Being one of the more populous tribes, Ephraim supplied a great deal of manpower to the armies of the United Monarchy. During the Divided Kingdom era following Solomon's death, Ephraim emerged as the pre-eminent tribe of Samarian Israel.
- **Garrison:** 1.
- **Function:** Good for harassment of enemy chariots and infantry columns.
- **Special:** High speed, low attack. This unit should be a younger and poorer citizen soldier. Can't stand up to a fight. Trained at the Civ Centre and the Barracks.

- **Generic Name: Benjamite Archer**
- **Specific Name: Yarah**
    - **Class:** Archer.
    - **Ranged Armament:** Simple wooden stave bow.
    - **Appearance:** Left-handed! Should hold bow in right hand.
        - **Garb:** Basic: Bare torso, waist skirt. Advanced: Sleeveless tunic, cosmetic knife. Elite: Leather torso armour over short-sleeved tunic, cosmetic knife.
        - **Helmet:** Basic: Simple headband. Advanced: Havelock-style headcloth with headband. Elite: Leather headpiece with cheek flaps (in the style of ANE 181a).
        - **Shield:** Basic: None. Advanced: None. Elite: None.
        - **Figure(s):** Basic: Barefoot. Advanced: Sandals. Elite: Sandals.
    - **History:** The Benjamites were renowned archers and slingers, and many of them were ambidextrous (I Chron. 12:2). Archery was probably one of the Benjamites' tribal specialties; King Saul's son Jonathan was an archer (I Sam. 20).
    - **Garrison:** 1.
    - **Function:** Softening up enemy infantry.
    - **Special:** Average attack. Longer train time than Skirmisher. Trained at the Barracks.

- **Generic Name: Benjamite Slinger**
- **Specific Name: Qalla Bachur** (lit., "Chosen Slinger")
    - **Class:** Slinger.
    - **Ranged Armament:** Leather sling.
    - **Appearance:** Left-handed! Should hold sling in left hand.
        - **Garb:** Advanced: Some with bare torso and waist skirt, some with sleeveless tunic, all with cosmetic knife. Elite: Leather torso armour over short-sleeved tunic, cosmetic knife.
        - **Helmet:** Advanced: Some with simple headband, others with havelock-style headcloth and headband. Elite: Leather headpiece with cheek flaps (in the style of ANE 181a).

- **Shield:** Advanced: None. Elite: None.
- **Figure(s):** Advanced: Some barefoot, some with sandals. Elite: Sandals.
- **History:** Slingers played an important role in Israel's early wars against her enemies. David son of Jesse slew the Philistine champion Goliath with a sling. Benjamite slingers, especially, were almost certainly among the best in the Near East. Judges 20:16 states, *"Among all this people there were seven hundred chosen men lefthanded; every one could sling stones at an hair breadth, and not miss."*
- **Garrison:** 1.
- **Function:** Good for hard-hitting ranged attacks on chariots and heavy infantry.

  Special: The best slinger in Aristeia. Extremely accurate and rapid fire, fast and agile movement. However, armour is rather weak. High stone cost. Can't stand up to a fight. Trained at the Advanced rank from the Barracks and the Fortress. Only available during King Saul's lifetime.

CAVALRY

- **Generic Name: Syrian Iron Chariot**
- **Specific Name: Rekeb Barzel Arammiy**
  - **Class:** Cavalry Javelinist/Archer.
  - **Ranged Armament:**
    - **Javelinist:** Javelins.
    - **Archer:** Composite bow.
    - **Driver:** None.
  - **Appearance:** Horses and vehicle can use ANE Plate 96 reference. Personnel can use ANE Plate 115 reference.
    - **Garb:** Scale torso armour for all occupants.
    - **Helmet:** Bronze cap for all occupants.
    - **Shield:** Medium round shield for javelinist.
    - **Figure(s):** 1 driver, 1 javelinist, 2 archer.
    - **Mount:** 2 horses with textile armour, sturdy wooden chariot with six-spoked iron wheels and javelin/arrow cases.
  - **History:** David gained 100 chariots after his defeat of the Aramaean (Syrian) king Hadadezer, but there is no record of David's use of these chariots for warfare that I am aware of.   Solomon probably used a mix of chariot types, including Canaanite, Syrian, and Egyptian, in his armies.
  - **Garrison:** 3.
  - **Function:** Good for shock attacks against infantry.
  - **Special:** Can shoot arrows and javelins simultaneously. Only available via a "Syrian Chariots" tech, consisting of a one-time purchase of 10 units from the Fortress. Tech does not require the existence of a hero in order to activate.
- **Generic Name: Egyptian Light Chariot**
- **Specific Name: Rekeb Mitsriy**
  - **Class:** Cavalry Archer.
  - **Ranged Armament:**
    - **Archer:** Composite bow.

- **Driver:** None.
- **Appearance:** Horses and personnel can use ANE Plate 115 reference, vehicle can use ANE Plate 14 or NKE Plate B (but with six spokes) reference.
    - **Garb:** Scale armour for both occupants.
    - **Helmet:** Bronze caps for both occupants.
    - **Shield:** Driver carries small round shield.
    - **Figure(s):** 1 driver, 1 archer.
- **Mount:** 2 horses with light textile protection, light wooden chariot with leather frame stretched over D-shaped cab; extra arrow quivers attached to the sides; 6-spoked wheels.
- **History:** King Solomon carried on extensive chariot acquisitions from Egypt, not only for warfare but also for a lucrative chariot market with surrounding nations such as the Syrians and Hittites. At one point Solomon possessed 1400 chariots (I Kings 10:26), as well as 40,000 horses and 12,000 equine personnel.
- **Garrison:** 2.
- **Function:** Good for harassing and disrupting enemy formations with long-range fire.
  Special: Very fast (but not as fast as NK Egypt's own chariots), weak armour, above average attack. Trained at the Cavalry Stables, which are only constructable during King Solomon's lifetime. Chariot units, however, can continue to be trained from any existing stables even after the Solomon hero's death.

SUPPORT UNITS

- **Generic Name: Israelite Woman**
- **Specific Name: Ishshah Yisr'eliyth**
    - **Class:** Female Citizen.
    - **Appearance:**
        - **Garb:** A heavy long-sleeved outer garment unstitched at the front, over a light-coloured ankle-length long-sleeved tunic.
        - **Helmet:** A shawl serving as a head covering, beginning from the forehead, framing the face, and extending down the back to the waist or lower.
        - **Shield:** None.
        - **Figure:** Sandals.
    - **History:** Women were highly regarded in ancient Israel; one of the rights they enjoyed was the inheritance of property int the absence of a male heir (Num. 27). Notable women during the time of the United Monarchy include Michal, daughter of Saul and wife of David; Abigail the Carmelitess, wife of Nabal (and later of David); Bathsheba, wife of Uriah the Hittite (and later wife of David and mother of Solomon); Tamar, daughter of David and sister of Absalom; and Naamah the Ammonite, wife of Solomon and mother of Rehoboam.
    - **Garrison:** 1.
    - **Function:** The backbone of the agricultural economy and of domestic life.
    - **Special:** Bonused at foraging, farming, and building houses. Has an aura that increases the productivity of nearby male citizens. Trained at the Civ Centre and the House.

- **Generic Name: Priest of the LORD**

- **Specific Name: Kohen Yhovah**
    - **Class:** Priest.
    - **Appearance:**
        - **Garb:** Plain white linen longsleeved neck-to-ankle-length tunic; white twined linen sash.
        - **Helmet:** White cone-shaped turban.
        - **Shield:** None.
        - **Figure(s):** Trimmed dark brown, grey, or white beard; barefoot
    - **History:** The priests were from the tribe of Levi, and were responsible for offering not only daily, but also holy day sacrifices. They served in the Tabernacle, in Solomon's Temple, and in the Second Temple.
    - **Garrison:** 1.
    - **Function:** Healing.
    - **Special:** Trained at the Tabernacle and Solomon's Temple.

- **Generic Name: High Priest**
- **Specific Name: Kohen Gadowl**
    - **Class:** Priest.
    - **Appearance:**
        - **Garb:** Plain white linen longsleeved neck-to-ankle-length tunic, topped by a sleeveless blue robe; the blue robe's lower hem is fringed with alternating small golden bells and blue/purple/scarlet pomegranate tassels. In addition, the high priest wears an ephod, or vest/apron with an onyx gemstone on each shoulder; a priestly breastplate with twelve gems, one for each of the tribes; and an embroidered blue/purple/scarlet-embroidered linen sash.
        - **Helmet:** Large, wide, flat-topped turban, with a golden plate attached to the front with the inscribed words, "Holiness Unto YHWH".
        - **Shield:** None.
        - **Figure(s):** Grey or white beard; barefoot.
    - **History:** The High Priests were descended through the Levitical line of Aaron, Moses' older brother. They appear to have been appointed for life. High priests during the United Monarchy included Abiathar, Zadok, and Ahimaaz.
    - **Garrison:** 1.
    - **Function:** Healing.
    - **Special:** Twice the healing range and rate of an ordinary priest. Build limit of 1. Trained at the Tabernacle/Temple.

Priest and High Priest collage image http://www.graftedforlife.org/blogs/media/blogs/torah/Torah2/High%20Priest2.jpg

Priest and High Priest front and back image http://rastafarirenaissance.files.wordpress.com/2013/03/levite-wardrobe-drawingtempleinstitute.jpg

High Priest garments image http://www.messianic-torah-truth-seeker.org/Torah/Kohen/kohen-garments.jpg

High Priest lower robe hem image http://poseysplace.com/wp-content/uploads/2012/03/high-priest-tunic.jpg

Priestly breastplate image http://www.messianic-torah-truth-seeker.org/Torah/Kohen/choshen.jpg

- **Generic Name: Levite Guard**
- **Specific Name: Kohen Yhovah**
  - **Class:** Spearman.
  - **Hacker Armament:** 5-6' spear.
  - **Appearance:**
    - **Garb:** Long white long-sleeved robe with player-color sash.
    - **Helmet:** White semi-turban "keffiyeh" head-scarf.
    - **Shield:** None.
    - **Figure(s):** Trimmed beard.
  - **History:** The tribe of Levi was the only one to not receive landed property in Canaan; instead, several Levitical cities were situated in the land of each tribe. The non-priestly Levites served in various auxiliary capacities, supporting the work of the priests. They read and taught the Torah, served as ceremonial musicians, guarded the holy place entrances, constructed and repaired the holy places, and generally assisted in the day-to-day activities and functions of the priests.
  - **Garrison:** 1.
  - **Function:** Guards the Tabernacle/Temple.
  - **Special:** Trained at the Civ Centre, Tabernacle, and Temple. Levite Guards can only construct Tabernacle or Temple; only Levite Guards can construct these buildings. Levite Guards lose 25% of their attack and armour when outside the aura of the Tabernacle/Temple, and lose another 25% (as reckoned from the original values) of their attack and armour when outside the Israelite territory radius.

- **Generic Name: Israelite Merchant**
- **Specific Name: Cachar**
  - **Class:** Trader.
  - **Appearance:**
    - **Garb:** Trader has a heavy dark earth-coloured long-sleeved garment over a light-coloured mid-calf-length tunic.
    - **Helmet:** Havelock-style headpiece w/ headband, or else "keffiyeh" head scarf.
    - **Shield:** None.
    - **Figure:** Dark or grey beard; sandals.
    - **Mount:** Merchant leads a saddlebag-laden donkey.
  - **History:** Israelite merchants used two principal overland trade routes: the Way of the Sea and the King's Highway.
  - **Garrison:** 2.
  - **Function:** Overland trade.
  - **Special**: Trained at the Marketplace.

NAVY

- **Generic Name: Fishing Boat**
- **Specific Name: Oniyah Davvag**

- **Class:** Fishing Ship.
- **Appearance:** Can adapt from ship workers image (except should probably be smaller), found at http://www.artsales.com/ARTistory/Ancient_Ships/images/prefac27.jpg
    - **Shell:** [Can probably also use something akin to the Phoenician/Carthaginian fishing vessel model]
- **History:** The port of Tarshish, the Sea of Chennereth (Galilee) in northern Israel, and the port of Ezion-Geber at the Gulf of Aqaba were probably (besides the Phoenician industries along the Mediterranean) three of Israel's main sources of fish during the United Monarchy.
- **Garrison:** Cannot.
- **Garrison Capacity:** 1; support, infantry.
- **Function:** Gathering: only method of collecting meat from fish.
- **Special:** Constructed at the Dock.

- **Generic Name: Phoenician Merchant Ship**
- **Specific Name: Oniyah Cachar**
    - **Class:** Merchant Ship.
    - **Appearance:** 1500 BC trade ship from http://www.reocities.com/CapitolHill/Parliament/2587/ships.html
        - **Shell:** [basically Phoenician]
    - **History:** King Solomon made great use of Phoenician vessels courtesy of King Hiram of Tyre, and imported vast quantities of all manner of goods and luxuries from far-flung regions. Many, if not most, of Solomon's sailors were Phoenicians.
    - **Garrison:** Cannot.
    - **Function:** Maritime trade.
    - **Special:** Fast (but not quite as fast as Phoenicia's own vessels). Fairly expensive. Constructed at the Dock.

- **Generic Name: Phoenician Warship**
- **Specific Name: Oniyah Milchamah**
    - **Class:** Bireme.
    - **Appearance:** 1500-1000 BC warship from http://www.reocities.com/CapitolHill/Parliament/2587/ships.html
        - **Shell**: [basically Phoenician]
    - **History:** Working closely with Hiram of Tyre in naval affairs, King Solomon would have had access to armed Phoenician vessels to protect his valuable merchant cargos.
    - **Garrison:** Cannot.
    - **Function:** Good for escorting valuable cargo.
    - **Special**: Expensive; above average speed, good armour. Constructed at the Dock.

SIEGE
- **Generic Name: Battering Ram**
- **Specific Name: Kar**
    - **Class:** Ram.

- **Appearance:**
  - **Shell:** An oaken tree trunk wielded by a team of six men in tunics, leather armour, cosmetic swords, bronze caps, and sandals.
- **History:** The Israelites did not possess heavy equipment for besieging towns; their primary options consisted of using ruses and deceptions in order to enter unguarded city openings, scaling the walls witth ladders, and battering the gates with rams.
- **Garrison:** 6.
- **Function:** Good for breaching enemy gates and walls.
- **Special:** Average crush ability; bonused against gates. Constructed at the Fortress.

CHAMPION UNITS

- **Generic Name: Pelethite Mercenary Swordsman**
- **Specific Name: Sakiyr Plethiy** (lit., "Pelethite Hired Man")
  - **Class: Champion Swordsman**
  - **Hacker Armament:** Long straight Philistine iron sword.
  - **Appearance:** ANE Plate 110, AME Plate D Fig. 2.
    - **Garb:** Overlapping leather torso armour, shoulder plates, distinctive Philistine kilt.
    - **Helmet:** Distinctive Philistine helmet with horsehair/reeds crest.
    - **Shield:** Round leather-covered wooden shield w/ iron rim and boss.
    - **Figure(s):** Clean-shaven, barefoot.
  - **History:** Mercenaries from Gath and other areas of Philistia formed part of the personal bodyguard of King David; these men composed two units known as the Cherethites and the Pelethites, under the command of Benaiah son of Jehoiada, one of the mightiest of David's warriors.
  - **Function:** Good to hold in reserve until a critical moment.
  - **Special:** Trained at the Royal Palace. Only available during King David's lifetime.

- **Generic Name: Mighty Man of Israel**
- **Specific Name: Ish Gibbor Chayil** (lit., "Mighty Man of Valour")
  - **Class: Champion Spearman**
  - **Hacker Armament:** 6' Spear.
  - **Appearance:**
    - **Garb:** Bronze scale armour over short-sleeved tunic, leather arm guards, cosmetic short iron sword.
    - **Helmet:** Bronze cap, topped by an abrupt point (see the helmet carried by the figure in ANE Plate 113).
    - **Shield:** Large round leather-covered wooden shield with bronze boss.
    - **Figure(s):** Full beard. Wears protective sandals with binding extending up towards the knee.
  - **History:** These men were professional soldiers who had fought alongside David since his exile from King Saul, and who later formed the building blocks and commanders of King David's army.
  - **Function:** Good for stiffening the main line of defense, or for spearheading shock infantry attacks.

- **Special:** Trained at the Fortress. Judahite Spearmen who attain elite rank become Mighty Men of Israel.

HEROES

- **Generic Name: Saul son of Kish**
- **Specific Name: Shauwl ben Qiysh**
  - **Class:** Hero1.
  - **Hacker Armament:** Spear.
  - **Appearance:** Saul should be at least a head taller than the average Aristeia unit.
    - **Garb:** Scale armour, leather arm guards.
    - **Helmet:** Bronze cap with leather cheekguards.
    - **Shield:** Round shield.
    - **Figure:** Bearded; wears sandals.
  - **History:** (c. 1050-1010 BC) Saul son of Kish, a Benjamite, was anointed by Samuel as the first king of Israel. Saul's principal dwelling was in Gibeah; he formed one of Israel's first professional fighting forces, consisting of 3,000 men (primarily Benjamites), 2,000 of whom were under his personal command, and the other 1,000 under the command of his son Jonathan.
  One of the crowning achievements of Saul's reign, from an international perspective, was his campaign, in conjunction with his ally Ahmose, against their enemies the Amalekite Hyksos, defeating them and thereby ushering in the New Kingdom Egyptian period. I Samuel 15 tells us: *"And Saul gathered the people together, and numbered them in Telaim, two hundred thousand footmen, and ten thousand men of Judah. And Saul came to a city of the Amalek, and laid wait in the valley... And Saul smote the Amalekites from Havilah until thou comest to Shur, that is over against Egypt."* Contrary to the word of YHWH, however, Saul saved the Amalekite king Agag (or Apap) alive, in a continuing pattern of disobedience.
  Saul spent much of his reign pursuing David son of Jesse, whom he viewed as a rival for the throne of Israel. Saul was eventually grievously wounded by Philistine arrows at the battle of Mount Gilboa, and subsequently died by his own hand; three of his sons, including Jonathan, were slain by the foe.
  - **Garrison:** 1.
  - **Function:** Good for sustaining that guerilla style of warfare during early City Phase.
  - **Special:** Trained at the Fortress.
    - Increased speed for all ranged citizen-soldiers during his lifetime.
    - Increased attack for all Benjamite units in his aura.
    - Unlocks Benjamite Slingers.

- **Generic Name: David son of Jesse**
- **Specific Name: David ben Yishay**
  - **Class:** Hero2.
  - **Hacker Armament:** Straight iron sword.
  - **Appearance:**
    - **Garb:** Bronze scale armour over short-sleeved tunic, bronze arm guards.
    - **Helmet:** Bronze cap with leather cheekguards.

- **Shield:** Round shield.
- **Figure:** Full beard. Wears protective sandals with binding extending up towards the knee.
  - **History:** (c. 1010-970 BC, 7 ½ years over Judah in Hebron, 33 years over United Israel in Jerusalem) David was the first king of Israel to preside over the true unification of all twelve tribes. He established good relations with Hiram of Tyre and with the Pharaoh of Egypt, and expanded Israelite control and influence to the east and south. David instituted an efficient tribal levy system, and laid the foundation for Israel's first chariot corps. I Chronicles 14:17 states, *"And the fame of David went out into all lands; and the LORD brought the fear of him upon all nations."*
  - **Garrison:** 1
  - **Function:** Good for rapid territorial expansion.
  - **Special:** Trained at the Royal Palace.
    - Increased speed for all melee citizen-soldiers during his lifetime.
    - Increased attack for all Mighty Men in his aura.
    - Unlocks Pelethite Mercenary Swordsmen from the Royal Palace.
- **Generic Name: Solomon son of David**
- **Specific Name: Shlomoh ben David**
  - **Class:** Hero3.
  - **Ranged Armament:**
    - **Hero:** None.
    - **Driver:** None.
    - **Archer:** Composite bow.
    - **Shieldbearer:** None.
  - **Appearance:** All non-hero occupants possess scale armour, bronze arm guards, and bronze helmets.
    - **Hero Garb:** Purple cloak with gold embroidering, bronze arm guards overlaid w/ gold, scale armour overlaid with silver, scarlet torso sash, white tunic fringed with blue borders.
    - **Hero Helmet:** Royal golden crown.
    - **Hero Shield:** Gold-overlaid round shield borne by armour-bearer.
    - **Figure(s):** 4 bearded men in a royally-arrayed 4-horse chariot: the hero, the driver, an archer, and a shield-bearer. The horses are splendidly attired and harnessed, and have intricate bronze, leather, and textile protection. The chariot is of a Syrian/Canaanite style, but much richer and more ornate; an Assyrian-king-style blue-purple-scarlet parasol is mounted to the floor of the cab; the cab itself is overlaid with gold and ivory decorations and draped with purple cloth, and the yoke pole and wheel spokes are overlaid with silver (I have loosely based the chariot furnishings upon the description of Solomon's sedan chair from Song of Solomon 3.).
  - **History:** (c. 970-930 BC) The reign of Solomon ushered in a golden age for Israel, the like of which it had not known before, nor would know since. The sheer abundance and opulence of Solomon's material wealth was staggering, as was his wisdom, commerce, fame, and military might. Israel's close ties with both Egypt and Phoenicia were very beneficial to all three powers, and many of the smaller states around Israel became vassals and tributaries to Solomon. II

Chronicles 9:22-24, 26 states, *"And king Solomon passed all the kings of the earth in riches and wisdom. And all the kings of the earth sought the presence of Solomon, to hear his wisdom, that God had put in his heart. And they brought every man his present, vessels of silver, and vessels of gold, and raiment, harness, and spices, horses, and mules, a rate year by year.... And he reigned over all the kings from the river unto the land of the Philistines, and to the border of Egypt."* One of the most notable visits from a head of state that Solomon received was from the Queen of Sheba, referred to as the Queen of the South by Jesus Christ in the New Testament, and as "queen of Egypt and Ethiopia" by the Jewish historian Josephus. Based on a variety of evidence, this monarch was almost certainly Hatshepsut, a Theban ruler of Egypt's 18th Dynasty.

- **Garrison:** 4.
- **Function**: Excellent economic investment.
- **Special:** Trained at the Royal Palace.
  - Increased trade income and resource gathering during his lifetime.
  - Increased territory radius for all buildings during his lifetime.
  - Unlocks construction of Cavalry Stables, Solomon's Temple, and House of the Forest of Lebanon.

CIV CENTRE UNITS

- Citizen Melee Infantry: Judahite Spearman (2).
- Citizen Ranged Infantry: Ephramite Skirmisher (2).
- Citizen Cavalry: None! I have not been able to find unequivocal evidence for horseback riding in warfare during the United Monarchy.
- Support: Levite Guard (1).
- Support: Israelite Woman (4).

FORBIDDEN CLASSES

- Cavalry Swordsman
- Cavalry Spearman
- Cavalry Javelinist (unless one counts the Syrian Iron Chariot, which shoots arrows <u>and</u> javelins)
- Trireme
- Quinquereme
- Bolt Shooter
- Ballista

STRUCTURE DESCRIPTIONS

VILLAGE

- **Generic Name: House**
- **Specific Name: Beyth**
  - **Class:** House. Four-room house image
    http://upload.wikimedia.org/wikipedia/commons/b/b6/Israelite_pillared_house.jpg
  - **History:** The Israelites used the standard 4-room house in common with other Levantine peoples such as the Phoenicians. (The Carthaginian house model would be good to use).

- **Special:** Can train Female Citizens.
- **Generic Name: Threshingfloor**
- **Specific Name: Goren**
  - **Class:** Farmstead. Threshingfloor image http://www.workersforjesus.com/imagep044c.jpg
  - **History:** The threshing floor would have been a special circular outdoor area used to separate out the grain via animal or human power. The threshed grain would most likely be stored in an adjacent granary.
- **Generic Name: Farm Field**
- **Specific Name: Sadeh**
  - **Class:** Field.
  - **History:** Agriculture was a major part of Israel's economy.
- **Generic Name: Sheepfold**
- **Specific Name: 'Gderah**
  - **Class:** Corral.
    Stone sheepfold image http://www.heavenboundhomemaker.com/wp-content/uploads/2012/12/protecting-the-sheep.jpg
    Thicket sheepfold image
    http://ferrelljenkins.files.wordpress.com/2009/07/eac_sheepfold_dp7410t.jpg
  - **History:** A sheepfold consisted of a low stone-walled structure (or, more simply, a circular man-made brush thicket) with a narrow opening in which the shepherd would place himself at night, literally serving as the door to the animals within, and thereby forcing any would-be predators to confront him first.
- **Generic Name: Storehouse**
- **Specific Name: Beyth Owtsar**
  - **Class**: Mill.
  - **History:** This building was an essential part of Israel's agricultural system.
  - **Special:** Enables "Cedars of Lebanon" and "Gold of Ophir" techs (possibly either/or tree format) in Town Phase.
- **Generic Name: Watchtower**
- **Specific Name: Mitspeh**
  - **Class:** Scout Tower.
  - **History:** Watchtowers gave the Israelites greater visibility in detecting friendly or hostile movement from a long distance away.
- **Generic Name: Hedge**
- **Specific Name: Msuwkah**
  - **Class:** Palisade.
  - **History:** Hedges were extensively used for protection and for marking off land, field, and orchard boundaries.
- **Generic Name: Place of Training - > Garrison Barracks**

- **Specific Name: Maqowm Nacah - > Matstsab**
  - **Class:** Barracks.
  - **History:** Able-bodied Israelite males of 20 years and up were members of the tribal militia; they were practiced in the use of their particular tribal weapon specialty (spear, bow, sling, etc.). The kings of Israel erected special structures in strategic locations in order to house the monthly rotation of levy soldiers.
  - **Special:** Trains citizen soldiers. Upon reaching City Phase, player can build garrison barracks in neutral territory. Enables "Tribal Levy" tech.

TOWN

- **Generic Name: House of Meeting**
- **Specific Name: Beyth Mow'ed**
  - **Class:** Civ Centre.
  - **History:** This building serves as a center for community life such as social functions and local assemblies; historically, such a building likely would have been the dwelling of the eldest and most respected member (or family) of the local community.
  - **Special:** Trains Judahite Spearmen, Ephraimite Skirmishers, Levite Guards, and Israelite Women.

- **Generic Name: Dock**
- **Specific Name: Machowz**
  - **Class:** Dock.
  - **History:** Some of King Solomon's most enterprising maritime ventures were carried on through his Red Sea fleet, based at the port of Ezion-Geber at the northern end of the Gulf of Aqaba. Solomon's commerical ventures encompassed as well the Mediterranean, in addition to ports in Arabia and perhaps Africa.
  - **Special:** Enables "Friendship of Hiram" tech tree option. Constructs ships.

- **Generic Name: Blacksmith**
- **Specific Name: Maqowm Charash**
  - **Class:** Blacksmith.
  - **History:** Only under David and Solomon were the Israelites able to overcome the effects of a King Saul-era Philistine monopoly on smithying.
  - **Special:** Enables "Kenite Metallurgy" tech. The Kenites were a group of Midianites who specialized in metalworking services for various peoples, including the Israelites.

- **Generic Name: Market**
- **Specific Name: Markoleth**
  - **Class:** Market.
  - **History:** Marketplaces were often the hub of life in a city or town. Under Solomon's reign, two principal trade routes, the Way of the Sea and the King's Highway, were utilized. Jerusalem served as the center of control for a vast trade network spanning from Egypt to Mesopotamia.
  - **Special:** Enables "The King's Highway" tech.

- **Generic Name: Tower**
- **Specific Name: Migdal**
  - **Class:** Tower.
  - **History:** The defense tower often served as a city's citadel, or final desperate refuge, if any enemy overran the main defenses.

- **Generic Name: City Wall**
- **Specific Name: Chowmah**
  - **Class:** Wall. City walls image http://www.bible-architecture.info/images/Reconstruction_Megiddo_gates.jpg
  - **History:** The walls of Solomon's cities and fortresses consisted of both casemate and solid construction types. Casemate walls were constructed by building two parallel walls a short distance apart, and joining them at regular intervals. The hollow spaces could be used as storage rooms.

- **Generic Name: Wall Tower**
- **Specific Name: Migdal Chowmah**
  - **Class:** Wall Tower. City walls image http://www.bible-architecture.info/images/Reconstruction_Megiddo_gates.jpg
  - **History: -**

- **Generic Name: City Gate**
- **Specific Name: Sha'ar**
  - **Class:** Gate.
    Gate guardroom image http://www.bible-architecture.info/Gate_at_Gezer.jpg
    City walls image http://www.bible-architecture.info/images/Reconstruction_Megiddo_gates.jpg
  - **History: -**

CITY
- **Generic Name: Fortress**
- **Specific Name: Biyraniyth**
  - **Class:** Fortress. Fortress http://www.elisabeth-thoburn.com/wp-content/uploads/2011/05/17-Tell-Arad-Israelite-Fortress.jpg
  - **History:** Solomon used an extensive labour pool to build many fortified bases, including Hazor, Megiddo, Gezer, and Lower Beth-horon. These fortresses were then manned with professional soldiers and charioteers.
  - **Special:** Trains Benjamite Slingers (during Saul's lifetime), Mighty Men, and Rams. Enables "Syrian Chariots" and "Issacharite Intelligence" special techs.

SPECIAL STRUCTURES
- **Generic Name: Olivepress**
- **Specific Name: Gath Shemen**

- **Class:** Mill.
  Olivepress with donkey image
  http://www.welcometohosanna.com/LIFE_OF_JESUS/JESUS_LIFE_PIX/OlivePress.jpg
  Outdoor olivepress image
  http://www.wysinfo.com/Perfume/picts/0_press_for_olive_oil_production_a_pr_260_1.JPG
- **History:** Olives were a staple crop of the Levant.
- **Requirements:**
- **Phase:** Town.
- **Special:** Can function as a food dropsite. Increases food production by 25% via the "Year of the Sabbath" tech.

- **Generic Name: Cavalry Stables**
- **Specific Name: Urvah**
  - **Class:** Stables.
    Megiddo stables model image 1 http://www.100words.ca/wp-content/uploads/2013/04/May-1-2013-extra-2.jpg
    Stables model image 2
    http://members.bib-arch.org/bswb_graphics/BSBA/20/01/BSBA200103812.jpg
  - **History:** Solomon built "chariot cities" to house his powerful equine striking arm. At one time Solomon possessed 1,400 chariots, along with 40,000 stalls of chariot horses, and 12,000 equine personnel.
  - **Requirements:**
  - **Phase:** Town.
  - **Special:** Only constructable during Solomon's lifetime. Trains Egyptian Light Chariots, which are still trainable from existing stables even after Solomon's death.

- **Generic Name: Royal Palace**
- **Specific Name: Beyth Melek**
  - **Class:** SB1. Palace of David image http://www.leaderu.com/images/art2-2.jpg
  - **History:** David built himself a house through the invaluable assistance of Hiram of Tyre (I Chron. 14:1).
  - **Requirements:**
  - **Phase:** City.
  - **Special:** Trains Heroes and Philistine Mercenary Swordsmen. Enables "Hewers of Wood and Stone" resource income.

- **Generic Name: House of the Forest of Lebanon**
- **Specific Name: Beyth Ya'ar Lbanown**
  - **Class:** SB2.
  - **History:** Solomon built the House of the Forest of Lebanon (I Kings 7:2-6), which may have functioned as an armoury.
  - **Requirements:** Solomon hero.
  - **Phase:** City.

- **Special:** Can only be built during Solomon's lifetime. Enables "Shields of Beaten Gold" and "The Fame of Solomon" techs.

House of the Forest of Lebanon image of possible floorplan
http://upload.wikimedia.org/wikipedia/commons/thumb/0/00/C%2BB-Palace-Fig2-HouseOfForestOfLebanonPlan.PNG/640px-C%2BB-Palace-Fig2-HouseOfForestOfLebanonPlan.PNG

House of the Forest of Lebanon lengthwise view image
http://upload.wikimedia.org/wikipedia/commons/thumb/5/5b/C%2BB-Palace-Fig4-HouseOfForestOfLebanonExterior.PNG/800px-C%2BB-Palace-Fig4-HouseOfForestOfLebanonExterior.PNG

House of the Forest of Lebanon widthwise view image http://thesentone.files.wordpress.com/2010/07/800px-cb-palace-fig3-houseofforestoflebanonprofile.png

House of the Forest of Lebanon artist's depiction image http://d5iam0kjo36nw.cloudfront.net/V11p438001.jpg

- **Generic Name: Tabernacle**
- **Specific Name: Mishkan**
    - **Class:** Temple.
    - **History:** The Tabernacle was a portable tent-like structure that was constructed by the Israelites shortly after the Exodus; it housed the divine presence of YHWH. In order to facilitate transporation, six covered wagons, each drawn by two oxen, were used. At the time of David, the Tabernacle resided at Gibeon.
    - **Phase**: Town.
    - **Special:** Mobile, can pack up and move via two oxen hauling a long, large covered wagon. Build limit of 1. Can train Levite Guards, Priests, and High Priest. Can only be built by Levite Guards. Structure automatically disintegrates once Temple of Solomon is constructed.

Tabernacle artwork image https://upload.wikimedia.org/wikipedia/commons/7/7a/PI019.jpg

Reconstructed tabernacle image https://commons.wikimedia.org/wiki/File:Stiftshuette_Modell_Timnapark.jpg

Tabernacle diagram image https://upload.wikimedia.org/wikipedia/commons/2/26/Tabernacle_3D_gg.png

WONDER

- **Generic Name: Temple of Solomon**
- **Specific Name: Beyth Yhovah** (lit., "House of the LORD")
    - **Class:** Wonder.
    - **History:** The Temple of Solomon was constructed over a seven-year period, and was not only a fitting dwelling place for the presence of God, but also a magnificent testimony to the splendour of King Solomon (I Chron. 22:5).
    - **Requirements:** Solomon hero.
    - **Phase:** City.
    - **Special:** Trains Levite Guards, Priests, and High Priest. Can only be built during Solomon's lifetime. Can only be built by Levite Guards. Should include Inner Court Wall from references.

Temple of Solomon image 1 https://upload.wikimedia.org/wikipedia/commons/7/72/Jerusalem_temple3.jpg

Temple of Solomon image 2 https://upload.wikimedia.org/wikipedia/commons/f/fb/Jerusalem_temple4.jpg

Temple of Solomon aerial image http://upload.wikimedia.org/wikipedia/commons/2/20/Temple-of-Solomon-Exterior.jpg

Below is a link to a possible layout of Solomon's housing complex (not that it would be practical to incorporate it in the game, but I thought it'd be nice to include in the design doc anyway), found at

http://thesentone.files.wordpress.com/2010/07/illustration-solomons-temple-and-palace-complex.png

The webpage the above link is found on contains a wealth of information pertaining to Solomon's architectural projects.

http://thesentone.wordpress.com/2010/07/10/1-kings-7-the-house-of-the-lord-pt-2/

NEW STRUCTURE TRAITS

- **Hewers of Wood and Stone:** When constructed, the Royal Palace bestows a benefit whereby the player's Wood and Stone resources increase by a very small but continuous trickle. The rate is dependent upon the number of terrain tiles (territory) under the player's dominion; the larger the player's territory, the greater the income of Wood and Stone resources. The player cannot build more than one Royal Palace at a time, and the destruction of the Royal Palace removes its effect.

CIV BONUSES

- **CB1**
  - **Name: Masters of the Hills**
  - **History:** The Israelites dwelt in "a land of hills and valleys" (Deut. 11:11), and often used the terrain to their advantage against more heavily-armed foes.
  - **Effect:** Light ranged infantry (archers, slingers, and skirmishers) have higher range and speed compared to other contemporary civilizations.

- **CB2**
  - **Name: Bounty of the Levant**
  - **History:** The Promised Land of the Israelites was often referred to as a land flowing with milk and honey (Ex. 3:8, 3:17, 13:5, 33:3, Lev. 20:24, Num. 13:27, 14:8, 16:13, 16:14, Deut. 6:3, 8:8, 11:9, 26:9, 26:15, 27:3, 31:20, Josh. 5:6, Jer. 11:5, 32:22, Ezek. 20:6, 20:15). Deut. 8:8 also mentions olive oil.
  - **Effect:** During Town Phase, the player can construct a special building, the Olivepress, to gain additional food production advantages.

TEAM BONUS

- **TB1**
  - **Name: The Wealth of Solomon**
  - **History:** During King Solomon's reign, Israel experienced wealth of phenomenal proportions (II Chron. 9:20, 9:27).
  - **Effect:** Higher income (+25%) for international land trade routes (for both the player and his ally's merchants), and higher income (+33%) from international sea trade routes.

TECHNOLOGIES

- **Infantry**: Citizen melee infantry are average to below average, ranged infantry are above average (except for Benjamite slingers who are EXCELLENT!). Champion infantry are above average. Few armour upgrades for citizen soldiers (except for Judahite Spearmen).
  – Advanced rank citizen-soldier purchase only.
- **Cavalry**: Above average; good Egyptian light chariots.
- **Naval**: Above average. Phoenician vessels.
- **Siege**: Weak; the battering ram is the basic option for this faction.
- **Economy**: Most techs.
  - **Farming**: Excellent (but not quite as good as Egypt's).
  - **Fishing:** Above average.
  - **Mining**: Above average.
  - **Lumbering**: Above average.
  - **Hunting**: Average.
  - **Land Trade**: Above average.
  - **Naval Trade**: Excellent, due to close Phoenician ties (but not quite as good as Phoenicia's).
- **Architecture**: Strong.
  - **Defences**: Formidable walls.

SPECIAL TECHNOLOGIES

Some of these technologies (such as ST1 and ST3, for instance) should come at an incredibly high Metal price.

- **ST1**
  - **Name: The Fame of Solomon ('Shama Sh'lomoh)**
  - **History:** King Solomon was one of the most famous potentates of the known world (I Kings 4:31, 10:1, 10:7, II Chron. 9:1, 9:6, 9:23).
  - **Effect:** Increased territory radius for all buildings (+20%), over and above the increased radius granted by Solomon's existence; available at the House of the Forest of Lebanon.

- **ST2**
  - **Name: Cedars of Lebanon ('Erez Lbanown)**
  - **History:** Cedars of Lebanon were harvested in vast quantities during the United Monarchy period (II Sam. 5:11, I Kings 5:6). A great deal of these cedars were floated by sea to Joppa, an Israelite port on the Mediterranean (II Chron. 2:16).
  - **Effect**: Increased wood gathering rate (+25%); available at the Storehouse. Can possibly be choice-paired with the "Gold of Ophir" tech.

- **ST3**
  - **Name: Shields of Beaten Gold (Tsinnah Zahab Shachepheth)**
  - **History:** Solomon fashioned 300 shields of beaten gold, and stored them in the House of the Forest of Lebanon (II Chron. 9:16), which may have functioned as an armoury.
  - **Effect:** Increased armour for Levite Guards and Pelethite Mercenary units; available at the House of the Forest of Lebanon.

- **ST4**
  - **Name: Friendship of Hiram (Briyth Chiyram)**

- **History:** The Israelites made great use of Phoenician ships and manpower (II Chron. 8:18).
- **Effect:** Reduced shipbuilding cost (-25%), OR increased LOS for all ships (+25%); available at the Dock.

- **ST5**
  - **Name: Gold of Ophir (Btsar Owphiyr)**
  - **History:** Solomon's merchant fleets brought gold and other riches from an enigmatic place known as Ophir (II Chron. 8:18, 9:10). Various possible sites include southern Arabia, East Africa, and India.
  - **Effect:** Increased metal gathering rate (+25%); available at the Storehouse. Can possibly be choice-paired with the "Cedars of Lebanon" tech.

- **ST6**
  - **Name: Kenite Metallurgy (Yatsaq Qeyniy)**
  - **History:** The Kenites were a group of Midianites who specialized in metalworking services for various peoples, including the Israelites.
  - **Effect:** Increased attack for all swordsmen; available at the Blacksmith.

- **ST7**
  - **Name: Year of the Sabbath (Shmittah)**
  - **History:** Every seven years, the lands of Israel were to undergo a fallow period in order to give the land rest (Ex. 23:11). Any food that grew in a field during that time was considered free for the taking; any man or beast could eat thereof.
  - **Effect:** Increased farm field production (+25%); available at the Olivepress.

- **ST8**
  - **Name: The King's Highway (Macluwl Mamlakah)**
  - **History:** The King's Highway was a major land trade route stretching from Egypt to Syria, and heavily utilized by Solomon.
  - **Effect:** Reduced cost for training overland traders (-25%); available at the Market.

- **ST9**
  - **Name: Tribal Levy (Mac)**
  - **History:** Able-bodied Israelite males of 20 years and up were members of the tribal militia (Num. 1); they were practiced in the use of their particular tribal weapon specialty (spear, bow, sling, etc.). Under Solomon, foreign deployments for Israelite soldiers were put into effect (I Kings 5:13-14): *"And king Solomon raised a levy out of all Israel; and the levy was thirty thousand men. And he sent them to Lebanon, ten thousand a month by courses: a month they were in Lebanon, and two months at home: and Adoniram was over the levy."*
  - **Effect:** Reduced batch-training time for citizen-soldiers over and above that normally available at a faction's Barracks; available at the Barracks during Town Phase.

- **ST10**
  - **Name: Issacharite Intelligence (Tuwshiyah)**

- **History:** The men of Issachar may have been employed as scouts and messengers. I Chronicles 12:32a states, *"And of the children of Issachar, which were men that had understanding of the times, to know what Israel ought to do..."*
- **Effect:** Player can see enemy structures through the fog of war; available at the Fortress.

- **ST11**
  - **Name: Syrian Chariots (Rekeb Arammiy)**
  - **History:** David gained 100 chariots after his defeat of the Aramaean (Syrian) king Hadadezer: *"David smote also Hadadezer, the son of Rehob, king of Zobah, as he went to recover his border at the river Euphrates. And David took from him a thousand chariots, and seven hundred horsemen, and twenty thousand footmen: and David houghed all the chariot horses, but reserved of them for an hundred chariots"* (II Sam 8:4-5).
  - **Effect:** A one-time purchase of 10 Syrian Iron Chariots from the Fortress. This tech does not require the existence of a hero in order to activate.

AI NAMES
Samuel son of Elkanah (Shmuw'el ben 'Elqanah)
Saul son of Kish (Shauwl ben Qiysh)
Abner son of Ner ('Abner ben Ner)
Jonathan son of Saul (Yhownathan ben Shauwl)
David son of Jesse (David ben Yishay)
Joab son of Zeruiah (Yow'ab ben Tsruwyah)
Abishai son of Zeruiah ('Abiyshay ben Tsruwyah)
Asahel son of Zeruiah ('Asah'el ben Tsruwyah)
Abasalom son of David (Abshalowm ben David)
Amasa son of Ithra ('Amasa' ben Yithra')
Benaiah son of Jehoiada (Bnayah ben Yhowyada')
Ittai the Gittite ('Ittay Gittiy)
Uriah the Hittite ('Uwriyah Chittiy)
Solomon son of David (Shlomoh ben David)

SELECTED RESOURCES

The Holy Scriptures

Strong's Hebrew Concordance

The Interlinear Hebrew-Aramaic Old Testament by Jay P. Green, Sr.

Eerdmans' Handbook to the Bible by David and Pat Alexander

Eerdmans' Concise Bible Handbook by David and Pat Alexander

Synchronized Chronology:Rethinking Middle East Antiquity by Roger Henry

Armies of the Ancient Near East: 3,000 BC to 539 BC by Nigel Stillman and Nigel Tallis

Osprey Publishing's *Ancient Armies of the Middle East* by Terence Wise

The Ancient World by Richard A. Gabriel

The Military History of Ancient Israel by Richard A. Gabriel

Ancient Israel: Its Life and Institutions by Roland de Vaux

What Did the Biblical Writers Know and When Did They Know It? by William G. Dever

The New Answers Book 2 edited by Ken Ham

Reader's Digest's *Atlas of the Bible*

ILLUSTRATION REFERENCES

Pomegranate image 1 http://upload.wikimedia.org/wikipedia/commons/6/69/Ivory_Pomegranate_Inscription_%283%29.jpg

Pomegranate image 2 http://mfa.gov.il/MFA_Graphics/MFA%20Gallery/Facts%20About%20Israel%202008/History/history1-pomegranate.jpg

Early Historical Israel image http://upload.wikimedia.org/wikipedia/commons/0/07/Early-Historical-Israel-Dan-Beersheba-Judea.png

United Kingdom Israel image http://en.wikipedia.org/wiki/File:Kingdom_of_Israel_1020_map.svg

King David's Empire image http://upload.wikimedia.org/wikipedia/commons/3/3f/Davids-kingdom.jpg