

# CWA Simplified Manual

<b>Suggested navigation</b>	Readable, Excel-safe game manual built from the larger design workbook.
<b>Use</b>	Unit sheets give clean baseline stats. Reference sheets explain weapons, armor, shields, technologies, auras, and civilization identity. Actual speeds use 1 decimal. Speed multipliers use 2 decimals. HP, costs, repeat, prepare, and projectile speed use whole numbers.
<b>Format</b>	
<b>Source</b>	Values migrated from CWA_Master_Design_Manual_v24.6 as values only; no template chains, parent templates, or framework dashboards were imported.
<b>Review</b>	Use the Review and Action columns for practical changes that need to be made in the game files.

<b>Movement Update</b>	Speeds refreshed from simulation(31).zip templates. Unit/Infantry/Citizen Cavalry base = 8.8; Champion Infantry intended base = 8.9; Hero Infantry base = 9.0.
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## NEXT DEVELOPMENT GOALS

1. Complete Buildings section (costs, HP, armor, build time, unlocks).
2. Complete Technologies sheet with every tech and gameplay effect.
3. Document Heroes (auras, abilities, roles).
4. Review Civilization identities and intended strengths/weaknesses.
5. Playtest balance after documentation is complete.

## DESIGN PHILOSOPHY

- This manual documents differences between CWA and the base game.
- Keep recommendations simple, historically grounded, and gameplay-focused.
- XML templates are the source of truth; workbook summarizes them.

