

## NEW KINGDOM EGYPTIAN CIVILIZATION PROFILE

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**Civ Emblem:** Tutankhamen falcon lotus



<https://upload.wikimedia.org/wikipedia/commons/7/78/Amarnamap.png>

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**Historical Timeframe:** New Kingdom Egypt, conventional 18<sup>th</sup>, 19<sup>th</sup>, and 20<sup>th</sup> Dynasties, but with revised dates, to wit, c. 1040-830 BC, c. 730-520 BC, and c. 380-350 BC, respectively.

**Revised Egyptian Chronology:** This civilization profile employs a revised later date Egyptian chronology that significantly reduces the length of time that Egypt is supposed to have existed, and that contributes a great deal toward the synchronization of many of the persons and dates in ancient records, achieving consistency both within the Egyptian historical record and within the contemporary international scenes during each dynasty; part of the solution involved is that (a) some dynasties (such as in the conventional Old and Middle Kingdoms, or in the conventional Second Intermediate Period, for instance) ruled concurrently with others in different parts of Egypt, rather than consecutively; (b) some dynasties (such as the conventional 19<sup>th</sup> and 26<sup>th</sup>, and conventional 20<sup>th</sup> and 30<sup>th</sup>) are duplicates; and (c) several dynasties are placed out of proper historical sequence (for example, the Libyan and Ethiopian pharaohs (22<sup>nd</sup>/23<sup>rd</sup> and 25<sup>th</sup>, respectively), who should be placed between the conventional 18<sup>th</sup> and 19<sup>th</sup> dynasties). This present author draws his conclusions most heavily from the findings of John Ashton and David Down, Roger Henry, and Anthony Lyle (all of whose relevant works are cited at the conclusion of this civ profile).

Archbishop James Ussher and the Jewish historian Josephus both performed superb work in ancient chronology and historiography, but they erroneously followed faulty Egyptian dynasty listings that were largely the work of Manetho, a 3<sup>rd</sup> century B.C. Egyptian priest who compiled, in Greek, a list of Egyptian kings based upon earlier king list chronicles, which were themselves inconsistent, due in part to many Pharaohs' willingness to delete or reassign entries of previous rulers in relation to themselves.

As Roger Henry states, *"The unreliability of the Manetho dynastic record is fully acknowledged by those who used it to construct Conventional Chronology."* For example, Egyptologist Barbara Mertz admits, *"The copies do not always agree with one another, and they garble names and dates most horribly. How much of the error is due to the copyist, and how much to Manetho himself—who was, after all, a long way in time from the beginnings of Egyptian history—we do not know. But we know that Manetho is not to be trusted blindly, at least not in the copies we have. Speaking of dynasties, we should note that they are derived from Manetho, who was trying to distinguish separate royal houses or families. In view of the fact that Manetho is damned with such faint praise, one might ask why we rely on him for this breakdown. The answer, as most Egyptologists admit, is because Manetho's concept has been used for so long that it would be inconvenient to discard it."*

Immanuel Velikovsky was among the first to challenge the current Egyptian dating consensus, with his work *Ages in Chaos* (Garden City, NY: Doubleday & Company, Inc., 1952). Subsequent publications included *Oedipus and Akhnaton* (1960), *Peoples of the Sea* (1977), and *Ramses II and His Time* (1978).

Dr. Donovan A. Courville, a contemporary of Velikovsky, published *The Exodus Problem and Its Ramifications* (Loma Linda, CA: Challenge Books, 1971).

More recent works related to revised Egyptian chronologies include Peter James et al's *Centuries of Darkness: A Challenge to the Conventional Chronology of Old World Archaeology* (London: Jonathan Cape, Ltd., 1991), as well as David Rohl's *Pharaohs and Kings: A Biblical Quest* (New York: Crown Publishers, 1995).

Lyle states,

*"The concept of revising Egypt has been around for some 50 years, but many historians have been reluctant to try. Based on the work of Courville and Dr. John Bimson, Damien Mack[e]ly has recommended some radical modifications of the Egyptian Dynasties. His changes reduce the Old and Middle Kingdom some 700 years. He removes the division of the two leaving an Old Kingdom and the New Kingdom starting after the Hyksos Period. The Middle Kingdom would no longer exist in his revisions, nor does it exist in this revised chronology. Egyptian history has been based on the Manetho List, which is flawed, but still tends to be the basis of the dynasties. The Turin Canon is a straight list of kings from beginning to end, but the problem with this list is that it is in bad shape and a good percentage of the names are not legible. The Turin Canon does not give dynasty breaks, as those are a modern history creation. Finally, the Abydos list is based on monuments and temple walls. Its usefulness is good for filling in the blanks. Finally, the Sothis List is a very short list valuable for only a few dynasties. As with other areas of ancient history, the biggest issue has been the issue of names. Egyptians often had as many as 5 names. This creates a problem when a pharaoh used different names in different areas of Egypt. Historians often have attributed different people to what was originally the same person. This has caused an extended history of Egypt that is at least 700 years too much. Even more disturbing is that this error prone history has been instrumental in the histories of other societies that had close ties with Egypt, such as Greece."*

Damien Mackey writes, *"The value of any one nation's absolute chronology must ultimately depend on its ability to integrate with all known data from other regions as well. It would be useless to establish a complete system of chronology that can exist only in isolation, but that cannot stand up to scrutiny by comparison with other systems."*

Ashton and Down state, *"Because of the ambiguous, and often erroneous nature of the information upon which Egyptian chronology must be calculated, it is not possible to present a full list of Egyptian dynasties, kings, and dates. Assyrian chronology is far more reliable than Egyptian chronology and should be used as the basis for chronological calculations, and as biblical chronology is very specific and is consistent with Assyrian chronology, the Bible also can be used as a reliable source."*

Expanding on the validity of the Bible as a historical sourcebook, these same authors write,  
*"There is a widely taught historical view which proposes that we humans evolved from lesser life forms over millions of years, resulting in primitive human species about 100,000 years ago, with human skills developing about 10,000 to 20,000 years ago, culminating in the birth of the first civilizations about 5,500 years ago in Sumer and Egypt. The biblical view proposes that humans were created as fully developed, highly intelligent beings about 6,000 years ago, and that there was a destructive worldwide flood about 4,300 years ago with only Noah and his family surviving. The Bible names one of Noah's grandsons as Mizraim, the father of the Egyptians. Thus, Egypt stands out as the oldest continuous civilization according to both worldviews...."*

*The archaeological remains in Egypt tell us quite a lot about this ancient civilization, but we will notice when we examine the monuments and other remains closely that there is a scarcity of fixed dates and timelines for the events that occurred in each dynasty. On the other hand, the Bible provides a written history of events with an almost unbroken timeline from the Flood onward. The historical accuracy of the biblical record in the latter part of the Old Testament has been confirmed by much archaeological research....*

*Bible chronology is very specific and for known periods is demonstrably reliable."*

Bill Heid writes,

*"Rather than reexamining Egypt's chronology, Bible scholars have generally offered two solutions to this apparent problem: 1) The Bible is simply wrong about the date. Infallibility doesn't apply to chronology. 2) The Exodus wasn't as big of deal or devastating as scripture seems to indicate. Maybe there were fewer people; maybe the plagues were less severe; maybe God exaggerates for effect. Both of these explanations seriously call into question our ability to read and understand scripture and to trust what it says."*

Roger Henry states,

*"It may seem a little late to start questioning something that is so pervasive in impact. But the alternative is to accept, without full examination, that biblical history is fiction...."*

*We have immense quantities of textual material from Egypt, Assyria and Babylon, mostly in the form of disconnected chronicles or inscriptions, but nothing comparable to the Bible survived. The Old Testament is an unprecedented survival from ancient times....*

*For the purposes of this study, biblical dating will be relied upon much further back and will be the framework for reconstructing Egyptian chronology. This will not be a tortured distortion of Egyptian history; in fact, that history will become far richer as familiar events and people from Egypt are found to interact with equally familiar people from the Bible. The only real damage done to the Conventional Chronology is to rid the sequence of duplicate and misplaced dynasties....*

*The duplicated dynasties badly corrupt the chronology. Some of these duplicates occur in the archaeological context of other countries, giving rise to conflicting dates for major historical movements....*

*The Synchronized Chronology reveals a more logical progression of history....*

*The imaginary episode of the Greek Dark Age must be seen as having been caused by the same error that denies the Hebrews a Bronze Age Empire, and crediting it to none other than the Canaanites."*

A concluding statement to this topic can perhaps best be summed up in the words of James B. Jordan, who, in his article, "The Egyptian Problem," states,

*"The 20th century will go down as an era of tremendous error as regards the history and chronology of the ancient world. The consensus chronology, used by secular scholars and Christian scholars alike, is built on fiction, creates huge problems with the history of every culture of the ancient world, and is collapsing today. Believing Christians can rejoice at this development, but students must be aware that virtually every Bible Dictionary article, Bible Encyclopedia article, and Old Testament commentary written in this century is replete with error wherever it discusses links between Bible history and the history of the ancient world."*

For additional information, please visit the following links:

[http://www.biblicalhorizons.com/biblical-chronology/6\\_01/](http://www.biblicalhorizons.com/biblical-chronology/6_01/)

<http://www.offthegridnews.com/2011/03/27/atheists-and-the-dark-secrets-of-egyptian-history/>

### **Civilization Overview:**

*"Woe to the rebellious children, saith the LORD, that take counsel, but not of me; and that cover with a covering, but not of my spirit, that they may add sin to sin:*

*That walk to go down into Egypt, and have not asked at my mouth; to strengthen themselves in the strength of Pharaoh, and to trust in the shadow of Egypt!*

*Therefore shall the strength of Pharaoh be your shame, and the trust in the shadow of Egypt your confusion.*

*For his princes were at Zoan, and his ambassadors came to Hanes.*

*They were all ashamed of a people that could not profit them, nor be an help nor profit, but a shame, and also a reproach.*

*The burden of the beasts of the south: into the land of trouble and anguish, from whence come the young and old lion, the viper and fiery flying serpent, they will carry their riches upon the shoulders of young asses, and their treasures upon the bunches of camels, to a people that shall not profit them.*

*For the Egyptians shall help in vain, and to no purpose: therefore have I cried concerning this, Their strength is to sit still."*

- Isaiah 30:1-7

New Kingdom Egypt had the distinction of being one of the oldest continuous civilizations in existence. A somewhat murky Old Kingdom (historical details-wise) was nonetheless retained in the Egyptian memory as a time of greatness: a "golden age" of power, commerce, and status among the nations of the Near East. This period saw the construction of the mighty Pyramids, and the reigns of Pharaohs such as Khufu, Amenemhet, and Mentuhotep. Zaphnath-paaneah, grand vizier around the time of Amenemhet and Sesostri, was instrumental in saving much people alive during a seven-year famine, not only in Egypt, but also throughout much of the known world, through his resourcefulness in amassing phenomenal quantities of grain against that time.

And it came to pass, after this, that a new Pharaoh arose over the land of Egypt, which knew not Zaphnath-paaneah, but oppressed the late vizier's people, the Hebrews, with great afflictions and bondage. Long did they serve the Egyptians with rigour in the land of the Nile, until Moses the Levite arose and was used by the LORD God to perform mighty works before Pharaoh and his people. But for all this Pharaoh would not hearken, but gathered his army together against the people of Israel, which marched out of the land of Egypt with an high hand. But the LORD gat him honour upon Pharaoh, and overthrew him and all his host in the midst of the waters of the Red Sea, at Pi-hakhiroth, the Place of the Whirlpool. And from that terrible overthrow came never back the Pharaoh Thom, Dudimose II, Son of Ra and Lord of the Two Lands.

Egypt was, for all practical political purposes, destroyed. Into this state of affairs came the Amu, the Hyksos, the people of Amalek, who swept into the land unopposed and eventually ruled from the fortress city of Avaris in the northern area of the Nile Delta. Many of the surviving native Egyptians, in the meantime, had fled south to Upper Egypt (so named because of the south-to-north flow of the Nile River) and established a dynasty at Thebes. There they gained the invaluable support of many Nubian allies. Eventually things fell out that the Hyksos King, Agag, sent an insulting message to the King of Thebes, Seqenenre Ta'o the Brave. The Theban King eventually died, perhaps in battle with the foreign peoples. His son Kamose launched a war of liberation to expel the Amu once and for all. He too, fell, but another family member, Ahmose succeeded in driving the foe before him even unto Avaris. There his Majesty was aided by a great host under King Saul of Israel. And lo, it came to pass that the children of Mizraim and the children of Abraham crushed Amalek between them as with a hammer and an anvil. And so Agag was smitten, and the power of Amalek was broken in pieces, and the might of his oppression was scattered. Thus was ushered in a new dawn for the land of Egypt.

The early New Kingdom Pharaohs worked diligently to reestablish their place amongst the nations, with treaties, commercial ventures, military expeditions, architectural projects, and development of natural resources. This age of prosperity was not to last, as the Pharaoh Akhenaton, in what is dubbed the Amarna Revolution, displayed an extraordinary monotheistic devotion to the god Aton, to the neglect of both domestic and foreign affairs. Egyptian paralysis in the face of Assyrian encroachments spelled doom for Near Eastern peace; the peoples of Ephraim, Judah, Phoenicia, Syria, and elsewhere could not defy the people of Asshur indefinitely. And so it came to pass, that Ephraim was put to the sword, and carried off into captivity. Judah was spared, for the time being, and the Babylonians finally put an end to the Assyrian menace. Meanwhile, the dynasty of Ramesses had emerged at Tanis, in Lower Egypt. Under the capable leadership of these Pharaohs, Egypt recovered somewhat of her former glory and territory, but the Babylonians and Hittites did not take kindly to upstart claimants for power in the Levant. Judah, caught in the middle, put its trust in Pharaoh rather than in the LORD, and Pharaoh stood by as Babylon brought Judah low. Babylon, in turn, was conquered by the Medes and Persians. Ramesses III, the last great warrior Pharaoh, staved off an invasion of Persians and Aegean Sea Peoples. The Egyptians, aided by the Greeks, managed emerge at last from Persian domination, but the throne of Egypt eventually passed to Hellenistic rulers until the time of the Romans.



*“And the land of Egypt shall be desolate and waste; and they shall know that I am the LORD; because he hath said, The river is mine, and I have made it. Behold, therefore I am against thee, and against thy rivers, and I will make the land of Egypt utterly waste and desolate, from the tower of Syene even unto the border of Ethiopia.”*

- Ezekiel 29:9-10

*“Woe to them that go down to Egypt for help; and stay on horses, and trust in chariots, because they are many; and in horsemen, because they are very strong; but they look not unto the Holy One of Israel, neither seek the LORD! Yet he also is wise, and will bring evil, and will not call back his words: but will arise against the house of the evildoers, and against the help of them that work iniquity.*

*Now the Egyptians are men, and not God; and their horses flesh, and not spirit. When the LORD shall stretch out his hand, both he that helpeth shall fall, and he that is holpen shall fall down, and they all shall fail together.”*

- Isaiah 31:1-3

### **Notes on Warfare:**

*“Who is this that cometh up as a flood, whose waters are moved as the rivers? Egypt riseth up like a flood, and his waters are moved like the rivers; and he saith, I will go up, and will cover the earth; I will destroy the city and the inhabitants thereof. Come up, ye horses; and rage, ye chariots; and let the mighty men come forth; the Ethiopians and the Libyans, that handle the shield, and the Lydians, that handle and bend the bow.”*

- Jeremiah 46:7-9

Given Egypt's culture, location, and work infrastructure, it was natural that methods of mobilizing large bodies of troops would be similar to those for mobilizing large workforces for government building construction and the like. A preponderance of infantry existed even through the later New Kingdom phase, when Egyptian chariotry was in its heyday. The Egyptian army was made up of divisions of about 5,000 men, each of these units being self-contained, both logistically and tactically. Each division contained around 500 chariots, but the bulk was infantry, which consisted of separate bodies of archer and melee units. Typical Egyptian tactics included an archer advance that softened up the enemy's front, after which the archers would retire and let the melee troops close with the foe. Meanwhile, the chariots would engage the enemy's chariots, as well as target the enemy's infantry, protect their own footmen, and aid in the pursuit of fleeing foes.

**Note to Players:** Take advantage of Egypt's huge advantage in food production to get an early boost on resource gathering, and form a very strong economy. Also, establish a good trade network with allies and colonies. Egypt does not do well at sustained warfare without a good resource base, as Egyptian units (at least the native ones) are not overly powerful or armoured compared with some civs. A good variety of units is available to the player, however. The key is to field a sizeable infantry force, particularly archers, and use chariots and champion melee units for rushing shock attacks. Be judicious with your chariots, though, as they are expensive.

## **UNIT DESCRIPTIONS**

### **Egyptian Names:**

(Author's disclaimer: The ancient Egyptian language is not one of my strongest linguistic areas; therefore, there is, at this time, much inconsistency in my representations of English transliterations of specific unit names.)

The variations in the spelling of Egyptian proper names are largely because of the lack of definite vowels in much Ancient Egyptian writing. For example, the name Thutmose could also be written in English as Thutmosis, Tuthmosis, Tuthmose, Thohtmose, etc.

This website: <http://www.clio-hist.net/hiero/index.htm>

is a useful resource for translations to and from Ancient Egyptian.

This website: <http://www.rostau.org.uk/aegyptian-l/learning/hierointro.html>

explains the letter code used on clio-hist for Egyptian, except clio-hist apparently sometimes uses y for j.

### **Unit Appearance:**

Native Egyptian citizen units should be barefoot and clean-shaven, with either dark hair (natural or wig (this latter applied especially to wealthier Egyptians)) or close-shaved scalps. Skin tones should be medium to dark medium brown: lighter than Nubians but darker than Syrians, Arabs, Hittites, and Libyans.

**Illustration references** abbreviations point toward Osprey's *New Kingdom Egypt* (NKE), Osprey's *Ancient Armies of the Middle East* (AME), *Armies of the Ancient Near East* (ANE) by Stillman and Tallis, or else Rawlinson's *Ancient Egypt*.

<http://www.gutenberg.org/files/15663/15663-h/15663-h.htm>

Unless otherwise specified in the individual unit descriptions, the following conventions should be used to depict the various ranks of native Egyptian citizen soldiers (Libyan Mercenary Swordsmen and Nubian Horsemen are excluded from following these conventions, and receive their own appearance guidelines):

**Basic** units can be modelled off of NKE's Plate A, Figure 1. Simple off-white (or player colour) linen waist cloth.

**Advanced** units can be modelled off of NKE's Plate F, Figure 1. Adds "naval kilt", stiffened fabric groin protection, and Ramesside headcloth (player colour). Spear units receive larger, more rectangular shield depicted in ANE Plate 18.

**Elite** units can be modelled off of NKE's Plate J, left page, seated archer in ship's bow. Adds light-coloured fabric torso protection, as well as white (or player colour) stiffened fabric headpiece in place of Advanced headcloth.

Shields should be distinctive wooden convex Egyptian style, and should have a combination of yellow, white, or animal-skin fronts.

## INFANTRY

**Generic Name:** Egyptian Spearman → Spear-sword Warrior (elite rank)

**Specific Name:** Wa'uw-Henyety

**Class:** Spearman.

**Hacker Armament:**

**Basic and Advanced:** 5.5 - 6' thrusting spear.

**Elite:** Short-handled spear (or long-handled thrusting sword, depending on one's POV), a little over 3' in length.

**Appearance:**

**Basic and Advanced:** Carries shield. See ANE Plate 13. See also AME Plate A, Fig. 2.

**Advanced:** Carries larger, more rectangular shield. See shield carried in ANE Plate 18.

**Elite:** Carries larger rectangular shield (see above). See ANE Plate 16. See also NKE Plate D, background Egyptian figure.

**History:** Spearmen formed a basic building block of the Egyptian army's melee units. Some warriors from the New Kingdom period are depicted with shorter, longer-bladed stabbing spears, which could be wielded either one- or two-handed.

**Garrison:** 1.

**Function:** Forms main battle line.

**Special:** Trained at the Civ Centre and the Barracks. Upon attaining Elite rank, Egyptian Spearman becomes Spear-sword Warrior. Spear-sword Warrior stabs with weapon in much the same way as a Roman Hastatus swordsman with a gladius. Trained at the Civ Centre and the Barracks. Can take advantage of the "Gold of Valour" tech from the Metalsmith. Can also take advantage of the "Followers of His Majesty" tech from the Palace.

**Generic Name:** Libyan Mercenary Swordsman

**Specific Name:** TmH

**Class:** Swordsman.

**Hacker Armament:** Sea Peoples-style long sword.

**Appearance:** Should be lighter-skinned than average Egyptian unit, with dark hair and beard. See NKE Plate F, Fig. 3 & 4.

**Basic:** Waist fabric garment only (player colour).

**Advanced:** Adds ostrich feathers.

**Elite:** Adds thick cloak.

**History:** Libyan soldiers were extensively employed by mid and late New Kingdom Pharaohs, including Thutmose III and Ramesses II.

**Garrison:** 1.

**Function:** Can be used in effective slashing attacks on ranged enemies. High attack and speed, low armour.

**Special:** Trained at the Barracks during Town Phase. Costs metal instead of food to train.

**Generic Name:** Axe Warrior → Two-handed Axeman (elite rank)

**Specific Name:** Jaqahawi Aha → Wa'uw-Yeqeh wy

**Class:** Swordsman.

**Hacker Armament:**

**Basic and Advanced:** Bronze-headed wooden axe (one-handed).

**Elite:** Two-handed crescent-bladed axe.

**Appearance:**

**Basic and Advanced:** Carries shield. See ANE Plate 13. See also NKE Plate A, Fig. 2.

**Elite:** See NKE Plate F, Fig. 2. See also ANE Plate 19. Has a shield slung at his back.

**History:** Bronze axes, along with khopesh swords, daggers, and clubs, served as side arms for Egyptian melee infantry. Two-handed axes were used in the mid-to-later New Kingdom, and also saw usage by other cultures at the time, such as the Canaanites.

**Garrison:** 1.

**Function:** Basic and advanced are relatively light melee troops. Elite can be used for powerful attacks vs. enemy champion units or for smashing down city gates.

**Special:** Trained at the Barracks. Upon attaining Elite rank, Axe Warrior becomes Two-handed Axeman.

Two-handed Axeman wields weapon in a wide, sweeping horizontal motion. Bonused vs. City Gates. Can take advantage of the “Gold of Valour” tech from the Metalsmith. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

**Generic Name: Chariot Runner**

**Specific Name: Peherer**

**Class:** Skirmisher.

**Ranged Armament:** Javelins.

**Appearance:** See NKE Plate G, Fig. 3. See also ANE Plate 26. Carries a shield at the Advanced rank.

**History:** Chariot runners kept up a short distance behind the chariots as swift, mobile infantry auxiliaries. They could rescue the crews of crashed chariots as well as engage enemy chariots from a distance.

**Garrison:** 1.

**Function:** Light ranged strike force, works best in concert with chariots as a mop-up operation.

**Special:** Fast but weak. Trained at the Cavalry Stables. Can take advantage of the “Followers of His Majesty” tech from the Palace.

**Generic Name: Egyptian Archer**

**Specific Name: iry pDt**

**Class:** Archer.

**Ranged Armament:** Stave bow.

**Appearance:** No shield. See NKE Plate A, Fig. 1, and NKE Plate H, Fig. 2. See also ANE Plate 12, and ANE Plate 21. See also AME Plate A, Fig. 3.

**History:** Egyptian archery was a major deciding factor in the battles of the Pharaoh and his generals. Arrows consisted of reeds tipped with bronze heads.

**Garrison:** 1.

**Function:** Use massed archers to soften up enemy opposition.

**Special:** Trained at the Civ Centre and the Barracks. Can take advantage of the “Composite Bows” tech from the Metalsmith. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

**CAVALRY**

**Generic Name: Egyptian Horseman**

**Specific Name: Khapityu**

**Class:** Citizen Cavalry Archer.

**Ranged Armament:** Stave bow.

**Appearance:** No shield. Cannot progress beyond Advanced rank. See NKE Plate H, Figure 3. See also ANE Plate 27.

**History:** Horsemen were used in early New Kingdom warfare primarily as scouts and messengers. By the time of Thutmose III, cavalry began to develop as an integral part of Egyptian warfare, although it was not until the time of the Neo-Assyrian Empire that cavalry began to truly come into its own as a fully functioning military arm.

**Garrison:** 1.

**Function:** Best used as a scout. Should directly engage the enemy only under the most dire circumstances.

**Special:** Cannot progress beyond Advanced rank. Fast but weak. Can only shoot arrows from a stationary position. Slow rate of fire, low attack. Trained at the Civ Centre and the Cavalry Stables. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

**Generic Name: Nubian Horseman**

**Specific Name: nHsy**

**Class:** Citizen Cavalry Javelinist.

**Ranged Armament:** Javelins.

**Appearance:** No shield; Nubian rider has animal-skin waist garment; receives player-colour cloth headband upon attaining Advanced rank.

**History:** Nubia was an excellent source of both men and mounts for the Pharaoh's campaigns.

**Garrison:** 1.

**Function:** Good for hit-and-run raids and harassing small bodies of enemy troops; should not directly engage large forces.

**Special:** Cannot progress beyond Advanced rank. Fast but relatively weak (although higher attack than Egyptian Horseman archer). Can only hurl javelins from a stationary position. Slow rate of fire, medium attack. Trained at the Cavalry Stables. Costs metal instead of food to train.

## SUPPORT

**Generic Name:** Egyptian Woman

**Specific Name:** st (Set)

**Class:** Female Citizen.

**Appearance:** Long black hair, light-coloured linen dress.

[https://commons.wikimedia.org/wiki/File:Egyptian\\_-\\_Woman\\_Standing\\_-\\_Walters\\_22392.jpg](https://commons.wikimedia.org/wiki/File:Egyptian_-_Woman_Standing_-_Walters_22392.jpg)

**History:** Egyptian women could own property, borrow money, sign contracts, initiate divorce, and appear in court as witnesses. They were regarded as equal to men before the law, and were often referred to as “mistress of the house.” On a few occasions women even became Pharaohs, although for the most part government jobs were held by men.

**Garrison:** 1.

**Function:** Bonused at farming and foraging. Builds non-military structures.

**Special:** Trained at the Civ Centre and the House.

**Generic Name:** Egyptian Priest

**Specific Name:** Sema'

**Class:** Healer.

**Appearance:** [https://commons.wikimedia.org/wiki/File:Egyptian\\_-\\_Priest\\_Teti\\_with\\_His\\_Family\\_-\\_Walters\\_22163\\_%282%29.jpg](https://commons.wikimedia.org/wiki/File:Egyptian_-_Priest_Teti_with_His_Family_-_Walters_22163_%282%29.jpg)

**History:** In theory, the Pharaoh was the chief priest in Egypt (one of his titles was “High Priest of Every Temple”), but in practice he employed a class of powerful priests who would attend to the religious affairs of the nation. Priests also served as magicians and healers; the Egyptians were famous for their relatively advanced medicine.

**Garrison:** 1.

**Function:** Heals wounded units.

**Special:** Trained at the Temple. Can take advantage of the “Wisdom of Imhotep” healing tech from the Temple.

**Generic Name:** Egyptian Merchant

**Specific Name:** šwtj (Shuty)

**Class:** Trader.

**Appearance:** Egyptian man (can be bare-headed and bare-torsoed, with light-coloured waistcloth) leading goods-laden donkey. See ANE Plate 208d.

[https://commons.wikimedia.org/wiki/Category:Animal-](https://commons.wikimedia.org/wiki/Category:Animal-powered_transport_in_Ancient_Egypt#mediaviewer/File:Maler_der_Grabkammer_des_Panehsi_001.jpg)

[powered\\_transport\\_in\\_Ancient\\_Egypt#mediaviewer/File:Maler\\_der\\_Grabkammer\\_des\\_Panehsi\\_001.jpg](https://commons.wikimedia.org/wiki/Category:Animal-powered_transport_in_Ancient_Egypt#mediaviewer/File:Maler_der_Grabkammer_des_Panehsi_001.jpg)

**History:** Egypt carried on extensive land trade with other nations, notably in grain exports, and was a center of luxury good exports and imports.

**Garrison:** 1.

**Function:** Land trade unit.

**Special:** Trained at the Market.

**Generic Name:** Egyptian Standard Bearer

**Specific Name:** Taw sryt

**Class:** Standard Bearer.

**Armament:** 6.5 - 7' wooden pole surmounted by painted wooden fan, with two streamers (red and white, the ancient Egyptian national colours) near the top of the pole below the fan.

**Appearance:** Can be an Advanced rank soldier, wearing Ramesside headcloth, linen waistcloth, and stiff torso protection piece. Should hold pole aloft in front of him, with hands at head level. For fan standard, see ANE Plate 35b, and NKE Plate E, Fig. 5.

**History:** Egyptian military standards served as symbols of unit pride, as rallying points for soldiers, and as visual indicators of unit locations for the Pharaoh and his officers.

**Garrison:** 1.



**Function:** Grants increased attack and armour to all citizen infantry within his “aura.” Cannot fight.  
**Special:** Trained at the Barracks. Available in City Phase. Build limit of 5.

## NAVY

**Generic Name:** Fishing Boat

**Specific Name:** mk (Mek), m't (Ma't), mrt (Meret, Mert), mX' (Mekha'), sh jt (Seh yet), sktw (Sektuw, Seketuw)

**Class:** Fishing boat.

**Appearance:** Small boat constructed of papyrus reeds.

Rawlinson, “Spearing the Crocodile” illustration, <http://www.gutenberg.org/files/15663/15663-h/15663-h.htm>

[https://commons.wikimedia.org/wiki/File:Fishermen\\_in\\_Mereruka%E2%80%99s\\_tomb\\_%28Kairoinfo4u%29.jpg](https://commons.wikimedia.org/wiki/File:Fishermen_in_Mereruka%E2%80%99s_tomb_%28Kairoinfo4u%29.jpg)

[https://commons.wikimedia.org/wiki/Category:Papyrus\\_boats](https://commons.wikimedia.org/wiki/Category:Papyrus_boats)

**History:** Fishing was a popular pastime as well as a thriving industry in New Kingdom Egypt.

**Garrison:** Cannot.

**Function:** Fishing.

**Special:** Constructed at the Dock. Can take advantage of the Dock's “Papyrus Reeds” reduced-cost shipbuilding tech, as well as the Dock's “Fishing Nets” increased-fishing-rate tech.

**Generic Name:** Merchant Ship

**Specific Name:** xmntjw (Khementyuw), shrt (Sehert, Seheret), dpt (Depet)

**Class:** Merchant ship.

**Appearance:** Could be a smaller version of the Warship (see below).

Rawlinson, “Egyptian Ship in the Time of Hatasu.”

[https://commons.wikimedia.org/wiki/File:An\\_Egyptian\\_ship\\_being\\_loaded\\_by\\_the\\_people\\_of\\_Punt.\\_](https://commons.wikimedia.org/wiki/File:An_Egyptian_ship_being_loaded_by_the_people_of_Punt._%281902%29_-_TIMEA.jpg)

[\\_%281902%29\\_-\\_TIMEA.jpg](https://commons.wikimedia.org/wiki/File:An_Egyptian_ship_being_loaded_by_the_people_of_Punt._%281902%29_-_TIMEA.jpg)

**History:** Many larger Egyptian vessels were constructed out of cedar imported from the Levant, as the wood of Egypt's native acacia tree was too small to provide the long planks necessary for large ships.

**Garrison:** Cannot.

**Function:** Maritime trade.

**Special:** Constructed at the Dock. Can take advantage of the Dock's “Papyrus Reeds” reduced-cost shipbuilding tech.

**Generic Name:** Warship

**Specific Name:** 'h 3t ('Ah a't)

**Class:** Bireme.

**Appearance:** Large cedar-planked ship with rectangular sail. Archers on main deck, and slinger in crow's nest.

See NKE Plate J and [https://commons.wikimedia.org/wiki/File:Wells\\_egyptian\\_ship\\_red\\_sea.png](https://commons.wikimedia.org/wiki/File:Wells_egyptian_ship_red_sea.png)

[https://commons.wikimedia.org/wiki/Israeli\\_National\\_Museum#mediaviewer/File:NMMI\\_IMG\\_8705.JPG](https://commons.wikimedia.org/wiki/Israeli_National_Museum#mediaviewer/File:NMMI_IMG_8705.JPG)

[https://commons.wikimedia.org/wiki/Israeli\\_National\\_Museum#mediaviewer/File:NMMI\\_IMG\\_8712.JPG](https://commons.wikimedia.org/wiki/Israeli_National_Museum#mediaviewer/File:NMMI_IMG_8712.JPG)

**History:** Egyptian vessels were used in a military context primarily to transport land soldiers across water.

However, these ships were later sometimes stationed with marines, who employed grappling hooks to board and capture enemy ships.

**Garrison:** Cannot.

**Function:** Can ram or capture enemy vessels, shoot arrows and slingstones, and transport soldiers.

**Special:** Constructed at the Dock. Can take advantage of the Dock's “Papyrus Reeds” reduced-cost shipbuilding tech. Trains Egyptian Marines (only for the Ramesside City Phase route).

## SIEGE

**Generic Name:** Battering Ram

**Specific Name:** xt (Khet)

**Class:** Battering Ram.

**Appearance:** Wooden beam carried by six Egyptian with Advanced rank appearance.

**History:** The principal New Kingdom Egyptian methods of storming a fortified place were to use scaling ladders or battering rams.

**Garrison:** 6.

**Function:** Bonused vs. gates; also useful vs. walls and other structures.

**Special:** Constructed at the Fortress. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

## CHAMPIONS

**Generic Name:** Egyptian Chariot

**Specific Name:** mrkbt (Merkebet, Merekbet)

**Class:** Champion Cavalry Archer.

**Ranged Armament:** Composite bow.

**Appearance:**

**Basic:** See NKE Plate B, Figure 2. See also ANE Plates 14, 15.

**Advanced:** See NKE Plate G. See also ANE Plates 23, 24, 25.

**History:** Contrary to what is often assumed, Egypt actually possessed chariots before the Hyksos made use of them, although it is probable that the early New Kingdom Pharaohs made use of a good number of captured Hyksos horses and equipment at first. Egyptian chariots, especially later on, were much more maneuverable than those of many of their foes, particularly the Hittites.

**Garrison:** 2.

**Function:** Light and fast machines to serve as a speedy, mobile ranged strike force.

**Special:** Can upgrade from Basic to Advanced chariots after a certain number of enemy kills. Trained at the Cavalry Stables. Can take advantage of the “Composite Bows” tech from the Metalsmith. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

## THEBAN CHAMPIONS

**Generic Name:** King's Brave

**Specific Name:** qn

**Class:** Champion Swordsman.

**Ranged Armament:** Bronze khopesh sword.

**Appearance:** Carries shield. See ANE Plate 18 (but without Ramesside headcloth). See also NKE, Plate D, Egyptian figures (but with khopesh instead of stabbing-spear). Can also use NKE Plate F, Fig. 1 (again, without Ramesside headcloth).

**History:** These elite shock troops were sometimes used as the storming parties against fortresses, such as at the Battle of Megiddo during the reign of Thutmose III.

**Garrison:** 1.

**Function:** Shock infantry to exploit a gap or smash an exposed enemy position.

**Special:** High attack, medium armour. Bonused vs. structures and spearman. Trained at the Fortress only after Theban City Phase upgrade. Can take advantage of the “Gold of Valour” tech from the Metalsmith. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

**Generic Name:** Medjay Archer

**Specific Name:** mDAw

**Class:** Champion Archer.

**Ranged Armament:** Bow.

**Appearance:** Nubian. See NKE Plate A, Fig. 3, and AME Plate D., Fig. 1. See also ANE Plate 50.

**History:** The Medjay were originally a tribe of Nubian nomads who were allied with the Egyptians, serving as archers and scouts. The Medjay played a principal role in the Egyptian war of liberation against the Hyksos prior to the New Kingdom. However, in the later New Kingdom, “Medjay” came to refer to an elite paramilitary policing force. They performed such functions as guarding the Valley of the Kings necropolis in Thebes.

**Garrison:** 1.

**Function:** Fierce stinging ranged attacks vs. melee units.

**Special:** High speed, range, and LOS. Trained at the Theban palace only after Theban City Phase upgrade. Can take advantage of the “Composite Bows” tech from the Metalsmith.

## RAMESSIDE CHAMPIONS

**Generic Name:** Sherden Guard

**Specific Name:** imy xt

**Class:** Champion Swordsman.

**Hacker Armament:** Long straight iron sword.

**Appearance:** Carries a round shield. Helmet should have circular disk between horns. Should be lighter-skinned than typical Egyptian units. See AME Plate D., Fig. 3. See also ANE Plate 32.

[https://commons.wikimedia.org/wiki/File:Relief\\_Sherden\\_Breasted\\_2.jpg](https://commons.wikimedia.org/wiki/File:Relief_Sherden_Breasted_2.jpg)

[https://commons.wikimedia.org/wiki/Category:Sea\\_Peoples#mediaviewer/File:Shereden.jpg](https://commons.wikimedia.org/wiki/Category:Sea_Peoples#mediaviewer/File:Shereden.jpg)

**History:** The Sherden were a people of the Mediterranean who periodically made raids upon the Nile Delta. Ramesses II subdued them in large measure and incorporated many Sherden into his guard. They were present at the famous Battle of Kadesh against the Hittites.

**Garrison:** 1.

**Function:** Guard the Ramesside hero and lend aid at critical points.

**Special:** Trained at the Ramesside palace only after Ramesside City Phase upgrade.

**Generic Name:** Egyptian Marine

**Specific Name:** Xnw (lit., “sailor”)

**Class:** Champion Skirmisher

**Ranged Armament:** Javelin.

**Appearance:** Carries shield. See NKE Plate J., Egyptian javelin/spear/shield units. See also ANE Plate 34.

**History:** Many members of an Egyptian vessels crew doubled as fighters. Egyptian marines armed with bows, slings, and javelins played a decisive role in the Battle of the Delta against the Sea Peoples during the time of Ramesses III.

**Garrison:** 1.

**Function:** Make swift ranged attacks on beachheads.

**Special:** Trained from the Warship, only after Ramesside City Phase upgrade. Can also take advantage of the “Followers of His Majesty” tech from the Palace.

## THEBAN HEROES

**Generic Name:** Thutmose I

**Specific Name:** Thutmose Akheperkare'

**Class:** Hero 1 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:** Can use early New Kingdom charioteer and chariot model (just add golden overlays).

Rawlinson, “Bust of Thothmes I.”

[https://commons.wikimedia.org/wiki/Category:Thutmosis\\_I#mediaviewer/File:Thutmose\\_I,\\_copy\\_of\\_relief,\\_Deir\\_el-Bahari\\_%28MMA\\_30.4.137%29.jpg](https://commons.wikimedia.org/wiki/Category:Thutmosis_I#mediaviewer/File:Thutmose_I,_copy_of_relief,_Deir_el-Bahari_%28MMA_30.4.137%29.jpg)

**History:** Thutmose I was a popular Pharaoh, a commoner by birth who had been a general of Ahmose, and he married into the royal family. Three of his offspring were Neferukheb, Hatshepsut, and Thutmose II. He engaged in a great deal of rebuilding, and commenced work on the Temple at Karnak. Early in his reign, Thutmose defeated the Nubians and established a vice-royalty in their land entitled the “King's Son of Kush.” He also led campaigns east of Egypt to subdue some of the old foes that he and the Israelite monarchy had in common. One of these campaigns is recounted in I Kings 9:16: “*For Pharaoh king of Egypt had gone up, and taken Gezer, and burnt it with fire, and slain the Canaanites that dwelt in the city, and given it for a present unto his daughter, Solomon's wife.*” This “daughter of Pharaoh” who married Solomon (who had “made affinity” with Pharaoh) was in all likelihood Neferukheb (or Nefrubity), who receded from Egyptian records thereafter.

**Garrison:** 2.

**Function:** “Builder of the Land”

**Special:** Trained at the Theban Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- All buildings take 25% less time to construct during his lifetime.

**Generic Name:** Hatshepsut

**Specific Name:** Ma'atkare' Hatshepsut

**Class:** Hero 2 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:** Can use early New Kingdom charioteer and chariot model (just add gold overlay). Hatshepsut herself can wear the false strap-on beard of the Pharaoh.

Rawlinson, “Head of Hatasu.”

[https://commons.wikimedia.org/wiki/Category:Statues\\_of\\_Hatshepsut#mediaviewer/File:Head\\_of\\_a\\_Sphinx\\_of\\_Hatshepsut.jpg](https://commons.wikimedia.org/wiki/Category:Statues_of_Hatshepsut#mediaviewer/File:Head_of_a_Sphinx_of_Hatshepsut.jpg)

<https://commons.wikimedia.org/wiki/Hatshepsut#mediaviewer/File:Hatshepsut02-AltesMuseum-Berlin.png>

**History:** Hatshepsut is probably the most well-known of the female Egyptian Pharaohs; by rebuilding trade networks with Phoenicia and Israel that had been severed during the Hyksos occupation of Lower (northern) Egypt, she helped usher in the prosperity of the New Kingdom. Hatshepsut was probably the Queen of Sheba mentioned

in the Scriptures as visiting King Solomon of Israel. She also appears to have led several successful military campaigns in Nubia. II Chronicles 9:1: *“And when the queen of Sheba heard of the fame of Solomon, she came to prove Solomon with hard questions at Jerusalem, with a very great company, and camels that bare spices, and gold in abundance, and precious stones: and when she was come to Solomon, she communed with him of all that was in her heart.”*

**Garrison:** 2.

**Function:** “Gatherer of Riches”

**Special:** Trained at the Theban Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- 25% increase in trade income and resource gathering rates during her lifetime.

**Generic Name:** Thutmose III

**Specific Name:** Thutmose Menkheperre' (dhwti-ms)

**Class:** Hero 3 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:** Can use early New Kingdom charioteer and chariot model. The chariot itself should be overlaid with gold and electrum (an alloy of gold and silver), according to the description of Thutmose's chariot at the Battle of Megiddo.

Rawlinson, “Bust of Thothmes III.”

[https://commons.wikimedia.org/wiki/Category:Statues\\_of\\_Thutmosis\\_III#mediaviewer/File:ThutmoseIII-StatueMarbleTorso\\_MetropolitanMuseumOfArt.png](https://commons.wikimedia.org/wiki/Category:Statues_of_Thutmosis_III#mediaviewer/File:ThutmoseIII-StatueMarbleTorso_MetropolitanMuseumOfArt.png)

[https://commons.wikimedia.org/wiki/Category:Thutmosis\\_III\\_in\\_Karnak#mediaviewer/File:Karnak\\_Tempel\\_15.jpg](https://commons.wikimedia.org/wiki/Category:Thutmosis_III_in_Karnak#mediaviewer/File:Karnak_Tempel_15.jpg)

**History:** Upon his step-mother Hatshepsut's death, Thutmose became Pharaoh and soon set to work regulating internal affairs as well as preparing to launch ambitious campaigns of conquest. Thutmose, later dubbed the “Napoleon of Egypt”, eventually ruled an area of territory spanning from the Fifth Cataract of the Nile to the Euphrates River. Thutmose's campaigns included two forays into the Levant, the first of which involved the famous Battle of Megiddo in Judah, and the second of which involved the seizure of the Jerusalem Temple's treasures. Thutmose recorded the plunder on the walls of Karnak. II Chronicles 12:2-4 & 9 states, *“And it came to pass, that in the fifth year of king Rehoboam Shishak king of Egypt came up against Jerusalem, because they had transgressed against the Lord, with twelve hundred chariots, and threescore thousand horsemen: and the people were without number that came with him out of Egypt; the Lubims, the Sukkiims, and the Ethiopians. And he took the fenced cities which pertained to Judah, and came to Jerusalem.... So Shishak king of Egypt came up against Jerusalem, and took away the treasures of the house of the Lord, and the treasures of the king's house; he took all: he carried away also the shields of gold which Solomon had made.”*

**Garrison:** 2.

**Function:** “Conqueror of Territory”

**Special:** Trained at the Theban Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- 15% increase in territory radius for all buildings during his lifetime.

## RAMESSIDE HEROES

**Generic Name:** Seti the Great

**Specific Name:** Menma'atre Seti Meryen-Ptah (sty mry-n-ptḥ)

**Class:** Hero 1 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:** See ANE Plate 29. Can use later New Kingdom charioteer and chariot model.

Rawlinson, “Head of Seti.”

[https://commons.wikimedia.org/wiki/Category:Seti\\_I#mediaviewer/File:Abydos\\_sethi.jpg](https://commons.wikimedia.org/wiki/Category:Seti_I#mediaviewer/File:Abydos_sethi.jpg)

**History:** After a period of international regression for Egypt, Seti reversed affairs by extending the Egyptian empire through the regions of Canaan (or Retennu) and Syria once more, inflicting defeats on the Hittites in the process. Seti recorded his campaigns in the Temple of Karnak. He also constructed several monuments at Abydos and Thebes.

**Garrison:** 2

**Function:** “Soldier's Pharaoh”

**Special:** Trained at the Ramesside Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- Increased attack and armour for all citizen soldiers in his aura.

**Generic Name: Ramesses II the Great**

**Specific Name: Userma'atre'setepenre' Ramesses** (Ri'mīsisu)

**Class:** Hero 2 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:**

**Pharaoh:** See AME Plate C. See also ANE Plate 30. Rawlinson, “Bust of Ramesses II.”

**Driver:** Menna, the charioteer of Ramesses. See AME Plate C.

**Chariot:** See AME Plate C. See also ANE Plate 28.

[https://commons.wikimedia.org/wiki/Category:Illustrations\\_of\\_Ancient\\_Egyptian\\_chariots#mediaviewer/File:Ramesses\\_II\\_on\\_chariot.png](https://commons.wikimedia.org/wiki/Category:Illustrations_of_Ancient_Egyptian_chariots#mediaviewer/File:Ramesses_II_on_chariot.png)

[https://commons.wikimedia.org/wiki/Category:Ramses\\_II#mediaviewer/File:Ramses\\_II\\_charging\\_Nubians.jpg](https://commons.wikimedia.org/wiki/Category:Ramses_II#mediaviewer/File:Ramses_II_charging_Nubians.jpg)

**History:** *“They did cry there, Pharaoh king of Egypt is but a noise; he hath passed the time appointed.”* (Jeremiah 46:17). Widely regarded as one of the greatest Pharaohs, though perhaps in large measure because his self-promoting efforts succeeded so well, Ramesses II nonetheless brought Egypt to great heights of military prowess, although he very nearly met disaster in the famous Battle of Kadesh against the Hittites, with whom he afterwards concluded an historic peace treaty. Jeremiah 46:3-6 states, *“Order ye the buckler and shield, and draw near to battle. Harness the horses; and get up, ye horsemen, and stand forth with your helmets; furbish the spears, and put on the brigandines. Wherefore have I seen them dismayed and turned away back? and their mighty ones are beaten down, and are fled apace, and look not back: for fear was round about, saith the Lord. Let not the swift flee away, nor the mighty man escape; they shall stumble, and fall toward the north by the river Euphrates.”*

**Garrison:** 2.

**Function:** “Chariot Commander”

**Special:** Trained at the Ramesside Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- Increased attack for all Chariots and Sherden Guards in his aura.
- Great Monument to the Pharaoh build limit increased from 2 to 4 during his lifetime.

**Generic Name: Ramesses III**

**Specific Name: Userma'atre'meryamun Ramesses** (wsr-m3't-r'-mry-imn r'-ms-s-h k3-iwnw)

**Class:** Hero 3 Chariot Archer.

**Ranged Armament:** Composite bow.

**Appearance:** Can use later New Kingdom charioteer and chariot model.

Rawlinson, “Sea-Fight in the Time of Ramesses III.”

[https://commons.wikimedia.org/wiki/Category:Ramses\\_III#mediaviewer/File:Ramses3.png](https://commons.wikimedia.org/wiki/Category:Ramses_III#mediaviewer/File:Ramses3.png)

[https://commons.wikimedia.org/wiki/Category:Ramses\\_III#mediaviewer/File:Rameses\\_III\\_%28KV11%29.jpg](https://commons.wikimedia.org/wiki/Category:Ramses_III#mediaviewer/File:Rameses_III_%28KV11%29.jpg)

**History:** Ramesses III is widely considered to be the last great New Kingdom Pharaoh. He was beset by invasions of Sea Peoples and Libyans during his reign, and he defeated a major invasion of Sea Peoples at the Battle of the Delta by using a combination of Egyptian naval tactics and massed shore-stationed archers.

**Garrison:** 2.

**Function:** “Naval Commander”

**Special:** Trained at the Ramesside Palace.

- Can build obelisks in both own and neutral territory.
- Can take advantage of “Son of Amun-Re” special tech from the Palace.
- Increased construction speed for all naval vessels during his lifetime.

## FORBIDDEN CLASSES

Slinger

Cavalry Spearman

Cavalry Swordsman

Bolt Shooter

Ballista

Heavy Warship

## CIV CENTRE UNITS

Egyptian Spearman

Egyptian Archer

Egyptian Horseman

## STRUCTURE DESCRIPTIONS

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_architecture](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_architecture)

Wikimedia Commons is an excellent source for architecture illustrations.

**Architecture Notes:** Most Egyptian buildings were constructed of mudbrick, with stone being reserved for temples and tombs. Types of stone quarried included limestone, sandstone, and granite. Columns and walls were decorated with painted hieroglyphs, reliefs, and murals, giving Egyptian monuments a very colorful look.

**Hieroglyphs:** If we want to use real hieroglyphs on our buildings I would recommend the program jsesh (<http://jsesh.qenherkhopeshef.org/>).

## VILLAGE PHASE

**Generic Name:** House

**Specific Name:** 't ('At)

**Class:** House.

**Function:** Boosts population capacity.

**History:** Mudbrick was the principal element in Egyptian housing.

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_houses#mediaviewer/File:Paris\\_756.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_houses#mediaviewer/File:Paris_756.jpg)

**Special:** Costs only 10 wood to build. Trains Female Citizens.

**Generic Name:** Storehouse

**Specific Name:** h-n-ht.w

**Class:** Storehouse/Dropship/Mill.

**Function:** Deposit for wood, metal, and stone resources.

**History:** The rich harvest of Egypt's natural resources required the construction and maintenance of many storage facilities.

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:RPM\\_%C3%84gypten\\_257.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:RPM_%C3%84gypten_257.jpg)

**Special:** Enables “Granite Quarries of the First Cataract” and “Electrum Mines of Nubia” tech pair choice in Town Phase, and enables “Limestone Quarries of Tura” and “Gold Mines of Kush” tech pair choice in City Phase.

**Generic Name:** Granary

**Specific Name:** šnwt (Shenuwet)

**Class:** Farmstead.

**Function:** Deposit for food resources.

**History:** Egypt's granaries were managed by the central government through an administrative bureaucracy.

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:Egyptian\\_granary.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:Egyptian_granary.jpg)

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:FuneraryModel-Granary\\_MetropolitanMuseum.png](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:FuneraryModel-Granary_MetropolitanMuseum.png)

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:Model\\_Granary.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:Model_Granary.jpg)

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:Model\\_of\\_granary\\_Louvre.JPG](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:Model_of_granary_Louvre.JPG)

**Special:** --

**Generic Name:** Corral

**Specific Name:** hrmw (Heremuw)

**Class:** Corral.

**Function:** Breed domestic animals for food.

**History:** Egypt's domestic animals included cows, oxen, donkeys, sheep, pigs, ducks, and geese.

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_models\\_of\\_building#mediaviewer/File:FuneraryModel-CattleStable\\_MetropolitanMuseum.png](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_models_of_building#mediaviewer/File:FuneraryModel-CattleStable_MetropolitanMuseum.png)



**Special:** Trains cattle, sheep, and goats.

**Generic Name:** Farm Field

**Specific Name:** 3ḥ t (Aḥ et)

**Class:** Field.

**Function:** Plantable food harvesting site.

**History:** Fields in Egypt were worked either by family units or by labour gangs. Wheat and barley were two of the principal crops.

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_agriculture#mediaviewer/File:P1200346\\_Louvre\\_peinture\\_tombe\\_Ounsou\\_N1431\\_rwk.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_agriculture#mediaviewer/File:P1200346_Louvre_peinture_tombe_Ounsou_N1431_rwk.jpg)

[https://commons.wikimedia.org/wiki/Category:Ancient\\_Egyptian\\_agriculture#mediaviewer/File:Egyptian\\_harvest.jpg](https://commons.wikimedia.org/wiki/Category:Ancient_Egyptian_agriculture#mediaviewer/File:Egyptian_harvest.jpg)

**Special:** Fields possess infinite harvesting yield; they do not have to be replanted (except after an enemy destroys them, of course).

**Generic Name:** Palisade

**Specific Name:** inbt

**Class:** Palisade.

**Function:** Wooden fence to temporarily frustrate invaders.

**History:** Good serviceable wood was uncommon in ancient Egypt, and great quantities were imported from places such as Lebanon.

**Special:** A palisade section of sufficient length can be converted into a gate.

**Generic Name:** Watchtower

**Specific Name:** Sewenuw Khety

**Class:** Watchtower.

**Function:** Cheap wooden structure to watch over dark areas of the map; slowly deteriorates over time if built in neutral territory.

**History:** Good serviceable wood was uncommon in ancient Egypt, and great quantities were imported from places such as Lebanon.

**Special:** Can be built in neutral territory, but decays over time. Shoots arrows when garrisoned.

**Generic Name:** Barracks

**Specific Name:** Per-Nefuruw

**Class:** Barracks.

**Function:** Trains infantry citizen-soldiers.

**History:** Barracks were used to house recruits for the Pharaoh's army.

**Special:** Trains Egyptian Spearmen, Axe Warriors, and Egyptian Archers; Libyan Mercenary Swordsmen (Town Phase); and Egyptian Standard Bearers (City Phase).

**Generic Name:** Dock

**Specific Name:** mnjwt (Menyuwet)

**Class:** Docks.

**Function:** Constructs ships; also serves as a dropsite for all resources; only dropsite for fish resource.

**History:** The Upper Nile, the Delta, and the Red Sea were prosperous Egyptian shipping regions. The Mediterranean was another viable option, although Egyptian mariners preferred to sail within sight of land.

**Special:** Enables “Papyrus Reeds” reduced-cost shipbuilding tech, as well as “Fishing Nets” increased-fishing-rate tech. Constructs Fishing Boats, Merchant Ships, and Warships. Can function as a resource dropsite.

## TOWN PHASE

**Generic Name:** House of the Nomarch

**Specific Name:** jwjt (Yuwyet, Yiwyet, Yuwyit) or Hwt (administrative district/centre)

**Class:** Civic Centre.

**Function:** Foundational territorial building; trains basic building block units.

**History:** Ancient Egypt was subdivided into 42 administrative regions, each known as a “nome” (Egyptian “sepat”).

[https://commons.wikimedia.org/wiki/Category:Models\\_of\\_ancient\\_Egyptian\\_houses#mediaviewer/File:RPM\\_%C3%84gypten\\_003.jpg](https://commons.wikimedia.org/wiki/Category:Models_of_ancient_Egyptian_houses#mediaviewer/File:RPM_%C3%84gypten_003.jpg)

[https://commons.wikimedia.org/wiki/Category:Models\\_of\\_ancient\\_Egyptian\\_houses#mediaviewer/File:RPM\\_%C3%84gypten\\_004.jpg](https://commons.wikimedia.org/wiki/Category:Models_of_ancient_Egyptian_houses#mediaviewer/File:RPM_%C3%84gypten_004.jpg)

**Special:** Trains Egyptian Spearmen, Egyptian Archers, Egyptian Horsemen, and Egyptian Women. Shoots arrows.

**Generic Name: Metalsmith**

**Specific Name: Hwt** (workshop)

**Class:** Blacksmith.

**Function:** Researches technology upgrades.

**History:** Egyptian armies retained the use of bronze weaponry much later than many other contemporary civilizations.

**Special:** Enables “The Gold of Valour” and “Composite Bows” tech pair choice.

**Generic Name: Market**

**Specific Name: jwjt** (Yuwyet Suwen)

**Class:** Market.

**Function:** Enables internal bartering as well as trading capabilities (via merchant units).

**History:** Egyptian trade was accomplished primarily via donkeys, and perhaps secondarily via oxen. The camel is rarely attested to until Ptolemaic times.

**Special:** Trains Egyptian Merchants.

**Generic Name: Temple**

**Specific Name: ḥ wt nTr** (Ḥuwet-Netjer)

**Class:** Temple.

**Function:** Trains healers; station units outside for slow healing; garrison them inside for quicker healing.

**History:** Egypt was famous for its temples and its accompanying priestly class.

[https://commons.wikimedia.org/wiki/File:Model\\_of\\_a\\_Votive\\_Temple\\_Gateway\\_at\\_Heliopolis\\_%2849.183%29\\_66.228.jpg](https://commons.wikimedia.org/wiki/File:Model_of_a_Votive_Temple_Gateway_at_Heliopolis_%2849.183%29_66.228.jpg)

cdn2.brooklynmuseum.org/images/opencollection/objects/size3/66.228\_threequarter\_SL1.jpg

**Special:** Enables “Wisdom of Imhotep” increased healing rate tech. Trains Egyptian Priests.

**Generic Name: Defense Tower**

**Specific Name: swnw** (Sewenuw Yenary)

**Class:** Defense Tower.

**Function:** Stone structure to guard areas of one's territory; can be garrisoned in order to increase arrow firepower.

**History:** Towers enabled a ruler to keep watch over large sections of frontier.

[https://commons.wikimedia.org/wiki/Category:Migdol\\_of\\_Medinet\\_Habu#mediaviewer/File:Medinet\\_Habu\\_migdol6.JPG](https://commons.wikimedia.org/wiki/Category:Migdol_of_Medinet_Habu#mediaviewer/File:Medinet_Habu_migdol6.JPG)

**Special:** Can shoot arrows.

**Generic Name: City Wall**

**Specific Name: wmtt** (Wemetet, Wumetet) or sAt

**Class:** Wall.

**Function:** Solid defensive barrier for population centres.

**History:** Egyptian wall battlements were constructed to mimic the appearance of a row of Egyptian shields.

[https://commons.wikimedia.org/wiki/Category:Fortresses\\_in\\_Semna#mediaviewer/File:Semna-vue.jpg](https://commons.wikimedia.org/wiki/Category:Fortresses_in_Semna#mediaviewer/File:Semna-vue.jpg)

**Special:** A wall section of sufficient length can be converted into a gate.

**Generic Name: City Gate**

**Specific Name: 'rrwt** ('Areruwet, 'arerwet) or r awy

**Class:** Gate.

**Function:** Opening that can be built in city wall to enable entrance and exit by units.

**History:** A city gate, which allowed in-and-out access, also often proved to be a weak point when an enemy was close at hand.

**Special:** Can be locked against invaders.

**Generic Name: Wall Tower**

**Specific Name:**

**Class:** Wall Tower.

**Function:** Garrisonable towers that are (in theory) spaced at regular intervals in a wall circuit.

**History:** Wall towers provided miniature bastions in a wall circuit.

[https://commons.wikimedia.org/wiki/Category:Migdol\\_of\\_Medinet\\_Habu#mediaviewer/File:Medinet\\_Habu\\_migdol6.JPG](https://commons.wikimedia.org/wiki/Category:Migdol_of_Medinet_Habu#mediaviewer/File:Medinet_Habu_migdol6.JPG)

**Special:** Can be garrisoned and shoot arrows.

**CITY PHASE**

**Generic Name: Fortress**

**Specific Name: mnnw**

**Class:** Fortress.

**Function:** A powerful defensive structure that trains siege units and can be heavily garrisoned for immense firepower.

**History:** Fortresses played a vital role in guarding the frontiers of Asia and Nubia.

[https://commons.wikimedia.org/wiki/Category:Migdol\\_of\\_Medinet\\_Habu#mediaviewer/File:Esselborn2\\_dib\\_012.jpg](https://commons.wikimedia.org/wiki/Category:Migdol_of_Medinet_Habu#mediaviewer/File:Esselborn2_dib_012.jpg)

[https://commons.wikimedia.org/wiki/Category:Migdol\\_of\\_Medinet\\_Habu#mediaviewer/File:Medinet\\_Habu\\_migdol6.JPG](https://commons.wikimedia.org/wiki/Category:Migdol_of_Medinet_Habu#mediaviewer/File:Medinet_Habu_migdol6.JPG)

**Special:** Constructs Battering Rams and King's Braves (only for the Theban City Phase route).

## SPECIAL STRUCTURES

**Generic Name: Sphinx**

**Specific Name: šspw (Shespuw, Shesepuw)**

**Class:** Special Building.

**Function:** One Sphinx increases territory radius of all buildings by 5%. Building more Sphinxes will not increase radius.

**History:** Sphinxes were often used to form avenues guarding the approaches to tombs and temples.

[https://commons.wikimedia.org/wiki/Category:Sphinx\\_of\\_Memphis](https://commons.wikimedia.org/wiki/Category:Sphinx_of_Memphis)

**Special:** Build limit of 3. Available in Town Phase. Units receive higher attack when in aura of Sphinx.

**Generic Name: Obelisk**

**Specific Name: txn (Tekhen)**

**Class:** Special Building.

**Function:** Gives vision to an area of the map, but has no attack or garrison ability.

**History:** Obelisks were often set up in pairs at the entrances of temples.

(The 0 A.D. editor atlas has an obelisk to work from.)

[https://commons.wikimedia.org/wiki/Category:Obelisk\\_of\\_Thutmosis\\_I\\_in\\_Karnak](https://commons.wikimedia.org/wiki/Category:Obelisk_of_Thutmosis_I_in_Karnak)

**Special:** Can be constructed fairly quickly. Can only be constructed by Hero units. Can be built in neutral territory (to commemorate victories!) Does not deteriorate over time in neutral territory. Build limit of 5. Available in City Phase.

Units receive higher attack when in aura of Obelisk.

**Generic Name: Cavalry Stables**

**Specific Name: iHw**

**Class:** Cavalry Stables.

**Function:** Trains cavalry units.

**History:** Egyptian chariotry and cavalry were a solid, maneuverable component of the armed forces.

**Special:** Available in Town Phase. Trains Egyptian Horsemen, Nubian Horsemen, Chariot Runners, and Egyptian Chariots (City Phase).

**Generic Name: Threshingfloor**

**Specific Name: xtyw**

**Class:** Special Building.

**Function:** Enables additional farming upgrade techs.

**History:** Separating the grain was accomplished via a team of oxen in a flat, circular outdoor area.

[www.bible-history.com/ibh/images/fullsized/ancient\\_egyptian\\_threshing.jpg](http://www.bible-history.com/ibh/images/fullsized/ancient_egyptian_threshing.jpg)

**Special:** Available in Town Phase. Enables "Irrigation Sluices," "Shaduf Sweeps," "Canals and Dikes," and "Nilometers" farming techs.

## THEBAN SPECIAL STRUCTURES

**Generic Name: Theban Palace**

**Specific Name: pr '3 (Per-'A`a) or ist**

**Class:** Palace.

**Function:** Trains Theban Heroes and Champions.

**History:** The conventional 18<sup>th</sup> dynasty Pharaohs ruled from Upper Egypt in Thebes.

[www.biblearchaeology.org/image.axd?picutre=Ezbet-Helmi-Palace.jpg](http://www.biblearchaeology.org/image.axd?picutre=Ezbet-Helmi-Palace.jpg)

**Special:** Constructable following a Theban City Phase upgrade. Enables "Lord of the Two Lands" and "Builders of Monuments" tech pair choice, as well as "Son of Amun-Re" and "Followers of His Majesty" tech pair choice. Trains Theban Heroes and Medjay Archers.

**Generic Name: Mortuary Temple of Hatshepsut**

**Specific Name: Hwt Dsr Dsrw (Djeser-djeseru (the “Holy of Holies”))**

**Class:** Wonder.

**Function:** Brings glory to your civilization and adds large tracts of land to your empire.

**History:** Hatshepsut's mortuary temple exhibits a rather decided non-Egyptian influence, and possesses several intriguing similarities to the Temple of Solomon in Jerusalem, upon which Hatshepsut may have modelled her temple.

[https://commons.wikimedia.org/wiki/Category:Temple\\_of\\_Hatshepsut](https://commons.wikimedia.org/wiki/Category:Temple_of_Hatshepsut)

**Special:** Possesses large territory radius.

**Generic Name: Great Colossus of Memnon**

**Specific Name: šsp (Shesep), sšmw (Seshmuw, Seshemuw), Xntj (Khenety, Khenty)**

**Class:** Special Building.

**Function:** One Great Colossus increases territory radius of all buildings by 10%. Building another Great Colossus will not increase radius.

**History:** Amenhotep III “the Magnificent”, the Pharaoh who presided over the height of the 18<sup>th</sup> Dynasty's wealth and power, had these statues placed to guard the entrance of his mortuary temple.

Can be based off of twin 16-meter-high Memnon Colossi of Amenhotep III. (The 0 A.D. editor atlas has a seated Pharaoh statue to work from.)

[https://commons.wikimedia.org/wiki/Category:Colossi\\_of\\_Memnon\\_in\\_art](https://commons.wikimedia.org/wiki/Category:Colossi_of_Memnon_in_art)

**Special:** Build limit of 2. Available only in Theban City Phase. Units receive higher attack when in aura of Great Colossus.

## RAMESSIDE SPECIAL STRUCTURES

**Generic Name: Ramesside Palace**

**Specific Name: pr ‘3 (Per-‘A`a) or ist**

**Class:** Palace.

**Function:** Trains Ramesside Heroes and Champions.

**History:** The conventional 19<sup>th</sup> dynasty Pharaohs ruled from the Lower Egypt Delta.

[https://commons.wikimedia.org/wiki/File:Louvre\\_122006\\_041.jpg](https://commons.wikimedia.org/wiki/File:Louvre_122006_041.jpg)

[https://commons.wikimedia.org/wiki/File:Palais\\_de\\_Merenptah\\_Memphis\\_01.jpg](https://commons.wikimedia.org/wiki/File:Palais_de_Merenptah_Memphis_01.jpg)

[https://commons.wikimedia.org/wiki/Category:Memphis\\_palace\\_and\\_temple\\_of\\_Merenptah#mediaviewer/File:Palais\\_de\\_Merenptah\\_Memphis\\_02.jpg](https://commons.wikimedia.org/wiki/Category:Memphis_palace_and_temple_of_Merenptah#mediaviewer/File:Palais_de_Merenptah_Memphis_02.jpg)

[https://commons.wikimedia.org/wiki/Category:Palace\\_of\\_Ramses\\_III\\_at\\_Medinet\\_Habu#mediaviewer/File:ISMedinet\\_Habu.JPG](https://commons.wikimedia.org/wiki/Category:Palace_of_Ramses_III_at_Medinet_Habu#mediaviewer/File:ISMedinet_Habu.JPG)

**Special:** Constructable following a Ramesside City Phase upgrade. Enables “Lord of the Two Lands” and “Builders of Monuments” tech pair choice, as well as “Son of Amun-Re” and “Followers of His Majesty” tech pair choice. Trains Ramesside Heroes and Sherden Guards.

**Generic Name: Temple of Amun-re at Karnak**

**Specific Name: ipt swt**

**Class:** Wonder.

**Function:** Brings glory to your civilization and adds large tracts of land to your empire.

**History:** The Temple of Karnak was part of a large complex of structures in the Valley of the Kings near Thebes.

[https://commons.wikimedia.org/wiki/Category:Karnak\\_temple\\_of\\_Amun-Ra](https://commons.wikimedia.org/wiki/Category:Karnak_temple_of_Amun-Ra)

[https://commons.wikimedia.org/wiki/Category:Karnak\\_temple\\_of\\_Amun-Ra#mediaviewer/File:Karnak\\_model.JPG](https://commons.wikimedia.org/wiki/Category:Karnak_temple_of_Amun-Ra#mediaviewer/File:Karnak_model.JPG)

**Special:** Possesses large territory radius.

**Generic Name: Great Monument to the Pharaoh at Abu Simbel**

**Specific Name: šsp (Shesep), sšmw (Seshmuw, Seshemuw), Xntj (Khenety, Khenty)**

**Class:** Special Building.

**Function:** One Great Monument increases territory radius of all buildings by 10%. Building another Great Monument will not increase radius.

**History:** The Ramesside Pharaohs, especially Ramesses II, built many self-promoting monuments and statues.

Can be based off of statues of Ramesses II at Abu Simbel. (The 0 A.D. editor atlas has a standing Pharaoh statue to work from.)

[https://commons.wikimedia.org/wiki/File:Abu\\_Simbel\\_Small\\_temple\\_detail.jpg](https://commons.wikimedia.org/wiki/File:Abu_Simbel_Small_temple_detail.jpg)

[https://commons.wikimedia.org/wiki/Category:Little\\_Temple\\_of\\_Abu\\_Simbel#mediaviewer/File:Abu\\_Simbel\\_Other\\_Temple...\\_closer\\_again1211.jpg](https://commons.wikimedia.org/wiki/Category:Little_Temple_of_Abu_Simbel#mediaviewer/File:Abu_Simbel_Other_Temple..._closer_again1211.jpg)

[https://commons.wikimedia.org/wiki/Category:Little\\_Temple\\_of\\_Abu\\_Simbel#mediaviewer/File:Flickr\\_-\\_archer10\\_%28Dennis%29\\_-\\_Egypt-10C-040\\_-\\_Temple\\_of\\_Hathor.jpg](https://commons.wikimedia.org/wiki/Category:Little_Temple_of_Abu_Simbel#mediaviewer/File:Flickr_-_archer10_%28Dennis%29_-_Egypt-10C-040_-_Temple_of_Hathor.jpg)

**Special:** Build limit of 2. Build limit increased to 4 during the lifetime of Ramesses II hero. Available only in Ramesside City Phase. Units receive higher attack when in aura of Great Monument.

## NEW STRUCTURE TRAITS

- ☪ **Territorial Tribute (inw):** When constructed, the Palace bestows a benefit whereby the player's Metal resource increases 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 Metal resource. The player cannot build more than one Palace at a time, and the destruction of the Palace removes its effect.

## CIV BONUSES

- ☪ **CB1**
  - ☪ **Generic Name: Herders of Cattle**
  - ☪ **Specific Name: mniw** (singular)
  - ☪ **History:** Cattle played a major role in the domestic agriculture scene of Egypt from the Old Kingdom onward. The cattle count, which was a yearly event in the New Kingdom, was a major undertaking by the nomarchs on behalf of the Pharaoh, partly as a way of assessing taxes to be paid.
  - ☪ **Effect:** Start with a large herd of cattle near your civ centre.
- ☪ **CB2**
  - ☪ **Name: Gift of the Nile**
  - ☪ **Specific Name: Hapy**
  - ☪ **History:** The Greeks called Egypt the “gift of the river”, and the annual inundation provided an abundant deposit of nutrient-rich black silt for farming on both sides of the bank. Hapy, god of the Nile, and Osiris, god of greenery and rebirth, were worshipped fervently by Egyptians hoping for a successful agricultural season.
  - ☪ **Effect:** Egyptian player can access four special techs related to food production.
- ☪ **CB3**
  - ☪ **Generic Name: Breeders of Horses**
  - ☪ **Specific Name: sxpr** (verb)
  - ☪ **History:** Horses were highly revered in ancient Egypt, although they were not deified, since they arrived on the scene after the Egyptian pantheon of gods had already been established. By the time of the Thutmosids, the horse market had attained a high degree of popularity, with the Israelites and Hittites being major beneficiaries.
  - ☪ **Effect:** Horses can be captured and garrisoned at the corral. As long as an animal remains at the corral, the resource cost of training equine units is reduced by a fixed amount of -5% per respective animal corralled. The corral bonus maxes out at 5 of each animal, regardless of how many additional animals are corralled.

## TEAM BONUS

- ☪ **TB1**
  - ☪ **Generic Name: Grain of Egypt**
  - ☪ **Specific Name: swt**
  - ☪ **History:** Cereals (wheat and barley) were Egypt's main export (linen was the second).
  - ☪ **Effect:** Allies receive a slow, steady trickle of food over time.

## TECHNOLOGIES

- ☪ **Infantry:** Above average mercenary units. Average native Egyptian units, but they enjoy somewhat rapid train time; not much armour, but relatively fast. Good archers. Few attack or armour upgrades. No infantry rank upgrades, but units can benefit from “The Gold of Valour” or “Composite Bows.”
- ☪ **Cavalry:** Egyptian chariots are among the fastest and most maneuverable in Aristeia. Horsemen are below average, in common with many other contemporary civs. No attack or armour upgrades. No cavalry rank upgrades, but Chariots can benefit from “Composite Bows.”
- ☪ **Naval:** Average but flexible. One shipbuilding tech available.

- ⌘ **Siege:** Relatively cheap, but average to below average (as long as one is not comparing them with the Assyrians!).
- ⌘ **Economy:**
  - ⌘ **Farming:** Supremely excellent – the best in Zenith of Nations. Four farming techs available.
  - ⌘ **Fishing:** Above average. One fishing tech available.
  - ⌘ **Mining:** Excellent. Two out of four mining techs options available (two stone and two metal).
  - ⌘ **Lumbering:** Very poor. Egypt possessed little quantity or quality of wood.
  - ⌘ **Hunting:** Average to above average.
  - ⌘ **Land Trade:** Average.
  - ⌘ **Naval Trade:** Above average.
- ⌘ **Architecture:** Relatively cheap and quickly constructed village phase structures. Town and city structures take somewhat longer build time, and a great deal of stone. One building speed tech available.
  - ⌘ **Defences:** Average.

## SPECIAL TECHNOLOGIES

- ⌘ **ST1 - Farming**
  - ⌘ **Name: Irrigation Sluices**
  - ⌘ **Specific Name: ?**
  - ⌘ **History:** Sluice gates were used to control the level and flow of the Nile's inundation water in the complex system of canals.
  - ⌘ **Effect:** Increased farm field production.
  - ⌘ **Special:** Available at the Threshingfloor during Town Phase.
- ⌘ **ST2 - Farming**
  - ⌘ **Name: Shaduf Sweeps**
  - ⌘ **Specific Name: ?**
  - ⌘ **History:** The shaduf was a device, apparently introduced in the New Kingdom, which consisted of a bucket on the end of a rope, which was lowered into a water source and then raised via a heavy counterweight.
  - ⌘ **Effect:** Increased farm field production.
  - ⌘ **Special:** Available at the Threshingfloor during Town Phase.
- ⌘ **ST3 - Farming**
  - ⌘ **Name: Canals and Dikes**
  - ⌘ **Specific Name: dnit (“canals”)**
  - ⌘ **History:** Much of the Nile's flood season water was diverted into canals to take advantage of the abundant water resource.
  - ⌘ **Effect:** Increased farm field production.
  - ⌘ **Special:** Available at the Threshingfloor during City Phase.
- ⌘ **ST4 - Farming**
  - ⌘ **Name: Nilometers**
  - ⌘ **Specific Name: Axt (lit., “Inundation season”)**
  - ⌘ **History:** Nilometers were stone markers that measured the water levels of the river, and aided government officials in determining the amount of land and farm taxes to be paid. A low level of inundation meant a correspondingly reduced level of taxation.
  - ⌘ **Effect:** Increased farm field production.
  - ⌘ **Special:** Available at the Threshingfloor during City Phase.
- ⌘ **ST5 - Mining**
  - ⌘ **Generic Name: Granite Quarries of the First Cataract**
  - ⌘ **Specific Name: ikw mAT**
  - ⌘ **History:** Granite was one of the principal building materials for structures such as temples, palaces, and monuments, and the First Cataract of the Nile (an area of rapids that marked the southernmost boundary of Egypt, along Nubia) was a major granite resource.
  - ⌘ **Effect:** Increased stone gathering rates.
  - ⌘ **Special:** Available at the Storehouse during Town Phase. Can be paired with “Electrum Mines.”
- ⌘ **ST6 - Mining**
  - ⌘ **Name: Electrum Mines of Nubia**
  - ⌘ **Specific Name: biAw Damw**



- ☪ **History:** Electrum was a naturally-occurring alloy of gold and silver, found primarily in Nubia and greatly prized. The war crown of the Pharaoh was crafted of electrum, and obelisks were often overlaid with the precious metal.
  - ☪ **Effect:** Increased metal gathering rates.
  - ☪ **Special:** Available at the Storehouse during Town Phase. Can be paired with “Granite Quarries.”
- ☪ **ST7 - Mining**
  - ☪ **Generic Name:** Limestone Quarries of Troyu
  - ☪ **Specific Name:** ikw ? [need a word for limestone]
  - ☪ **History:** Limestone was used for coating pyramids and temple walls, and was valued as a good surface for depicting artwork. Troyu produced the finest limestone in Egypt's quarries.
  - ☪ **Effect:** Increased stone gathering rates.
  - ☪ **Special:** Available at the Storehouse during City Phase. Can be paired with “Gold Mines.”
- ☪ **ST8 - Mining**
  - ☪ **Name:** Gold Mines of Kush
  - ☪ **Specific Name:** biAw nbw
  - ☪ **History:** Kush was the region of Upper (southern) Nubia from which great quantities of gold were mined. The Royal Treasury of Egypt owned the gold mines, which were worked by government employees, and overseen by the Pharaoh's officers.
  - ☪ **Effect:** Increased metal gathering rates.
  - ☪ **Special:** Available at the Storehouse during City Phase. Can be paired with “Limestone Quarries.”
- ☪ **ST9 - Shipbuilding**
  - ☪ **Name:** Papyrus Reeds
  - ☪ **Specific Name:** wAD
  - ☪ **History:** Papyrus was most famously used to make writing paper, but also household items such as baskets and mats, and ship components such as ropes and sails. The Delta marshlands were a rich source of papyrus stems.
  - ☪ **Effect:** Decreased cost for shipbuilding.
  - ☪ **Special:** Available at the Dock during Town Phase.
- ☪ **ST10 - Fishing**
  - ☪ **Name:** Fishing Nets
  - ☪ **Specific Name:** Snw
  - ☪ **History:** Fishing nets were constructed from linen fabric into a coarse implement. They allowed a great quantity of fish to be captured at once.
  - ☪ **Effect:** Increased fish gathering rate.
  - ☪ **Special:** Available at the Dock during Town Phase.
- ☪ **ST11 - Warfare**
  - ☪ **Name:** Composite Bows
  - ☪ **Specific Name:** pDt ? [need a word for this type of advanced bow]
  - ☪ **History:** Composite bows were crafted of several laminated materials, such as wood, horn, and sinew, and were significantly more powerful than simple stave bows. The New Kingdom incorporated much use of the composite bow as time went on.
  - ☪ **Effect:** Greater range and pierce for all archer units except Egyptian Horseman and Hero units.
  - ☪ **Special:** Available at the Metalsmith during Town Phase. Can be paired with “The Gold of Valour.”
- ☪ **ST12 - Warfare**
  - ☪ **Name:** The Gold of Valour
  - ☪ **Specific Name:** nbw qnt
  - ☪ **History:** Egyptian troops had an incentive to fight fiercely against the enemies of His Majesty, for they could receive an opportunity for honour and advancement for their service. After a victory, they were permitted to cut off the hands of enemy corpses and turn them in to the scribes, both for overall tallying purposes and for ascribing honour to the fortunate soldiers who were able to deliver large numbers of hands. Usually, only the hands of enemies of significantly lighter or darker skin tones than themselves were accepted (perhaps because promotion-hungry soldiers may have otherwise been tempted to mutilate their own dead).
  - ☪ **Effect:** Greater speed and attack for all native Egyptian melee units.
  - ☪ **Special:** Available at the Metalsmith during Town Phase. Can be paired with “Composite Bows.”
- ☪ **ST13 - Medicine**

- ☪ **Name: Wisdom of Imhotep**
- ☪ **Specific Name: sAA ii-m-htp**
- ☪ **History:** Imhotep was a famous architect, author, and physician from the Old Kingdom period. He emphasized practical diagnoses and cures in his medicine rather than superstition. Egyptian healers were considered among the best in the Mediterranean until the time of Hippocrates, the great Greek physician.
- ☪ **Effect:** Increased healing rate.
- ☪ **Special:** Available at the Temple during City Phase.
- ☪ **ST14 - Warfare**
  - ☪ **Name: Son of Amun-Re**
  - ☪ **Specific Name: sA imn-Ra**
  - ☪ **History:** By the time of the New Kingdom, Ra and Amun had been fused into one divinity, and the Pharaohs fought their campaigns with great assurance of the blessing of Amun-Re upon their endeavours.
  - ☪ **Effect:** Increased attack for the Pharaoh.
  - ☪ **Special:** Available at either Palace during City Phase. Can be paired with “Followers of His Majesty.”
- ☪ **ST15 - Warfare**
  - ☪ **Name: Followers of His Majesty**
  - ☪ **Specific Name: Smsw Hm**
  - ☪ **History:** Egyptian soldiers held their Pharaoh in awe, and hoped to gain his favour and reward by performing courageous exploits that would bring them to his attention.
  - ☪ **Effect:** Increased attack for all citizen soldiers in the Pharaoh's hero aura.
  - ☪ **Special:** Available at either Palace during City Phase. Can be paired with “Son of Amun-Re.”
- ☪ **ST16 - Architecture**
  - ☪ **Name: Builders of Monuments**
  - ☪ **Specific Name: s.qdw**
  - ☪ **History:** Ancient Egypt is famous for its monumental tombs, temples, and colossal statues.
  - ☪ **Effect:** City Phase structures are built more quickly.
  - ☪ **Special:** Available at either Palace during City Phase. Can be paired with “Lord of the Two Lands.”
- ☪ **ST17 - Territory**
  - ☪ **Name: Lord of the Two Lands**
  - ☪ **Specific Name: nb tAwy**
  - ☪ **History:** The designation “The Two Lands” refers to Upper and Lower Egypt (southern and northern, respectively, since the Nile flows south to north), which were once two independent political entities. Even after Egypt's unification, the Two Lands were represented in art and sculpture by the papyrus plant and the bee for the north, and the sedge for the south. In addition, the double crown of the Pharaoh also depicted the duality (red for Lower Egypt, white for Upper Egypt).
  - ☪ **Effect:** 10% increase in territory radius.
  - ☪ **Special:** Available at either Palace during City Phase. Can be paired with “Builders of Monuments.”

## AI PLAYER NAMES

CONV. 18TH DYNASTY (c. 1040 - 830 BC)

Ahmose I [expelled the Amu Hyksos from Egypt, founder of 18<sup>th</sup> Dynasty at Thebes]

Amenhotep I

Thutmose I [solidified establishment of New Kingdom, gave daughter in marriage to Solomon]

Thutmose II [husband of Hatshepsut, father of Thutmose III by minor wife Isis]

Hatshepsut [the Queen of Sheba; female Pharaoh, expedition to Punt]

Thutmose III [Shishak; campaigns in Levant, Battle of Megiddo, plundered Temple of Jerusalem]

Amenhotep II [Zerah the Ethiopian, famous archer]

Thutmose IV [freed Great Sphinx of sand buildup]

Amenhotep III [the Magnificent; Egypt enjoyed zenith of wealth and prosperity]

Amenhotep IV [Akhenaton - preoccupied with sun-religion of Aton; Amarna period]

Smenkhkare

Tutankhamun [“King Tut”]

Ay

Horemhab

CONV. 19TH DYNASTY (c. 730 - 520 BC)

Seti I  
Ramesses I [Necho I]  
Seti II ["the Great" - Psammetichus]  
Ramesses II ["the Great" - Necho II; Battle of Kadesh, treaty with Hattusili]  
Merneptah [Psamtek II/Hophra; "Israel is laid waste, his seed is not."]  
Amenophis [Amasis]  
Psamtek III  
Twosre [Thuoris - female Pharaoh]

#### CONV. 20TH DYNASTY (c. 380 - 350 BC)

Ramesses III [Nactenebo I - Battle of the Delta vs. Sea Peoples; considered to be last great Pharaoh]  
Ramesses IV [Teos/Tachos]  
Ramesses VI [Nactenebo II - defeated by Artaxerxes III]

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