

# Ancient Empires TAL 0

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## Command

### Chieftain

|                            |     |                |    |
|----------------------------|-----|----------------|----|
| Unit Weight                | 200 | Knowledge Cost | 0  |
| Unit Capacity              | 0   | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 200 | Craft Cost     | 12 |
|                            |     | Horses         | 1  |
| Unit Description           |     | Mules Needed   | 0  |

One Chieftain and 10 subordinate Leaders and up to 20 messengers and support staff. A Chieftain can command up to 10 units in combat, using messengers, flags and subordinates. A Chieftain commands through strength of character, experience and the loyalty of his men. Units without the firm leadership of the Chieftain may perform very badly in combat.

## Defences

### Barricade

|                            |  |                |    |
|----------------------------|--|----------------|----|
| Unit Weight                |  | Knowledge Cost | 20 |
| Unit Capacity              |  | Metal Cost     |    |
| Travel Distance (Per Turn) |  | Craft Cost     | 10 |
|                            |  | Horses         |    |
| Unit Description           |  | Mules Needed   |    |

A low level perimeter defence made up of logs and earth works to provide a barrier around a village. This gives a level of security from dangerous wildlife or marauders. Four Barricades are needed per village level to provide a continuous barrier around the village.

## Facility

### Academy

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 0  |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 10 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 0  |

One Academy. An Academy is where intelligent men and women are used to think of ways to improve the empire. A school is necessary and at least one manpower pool over that required, for there to be enough men free from other tasks for the academy to work at its task. 20% of the population of a location with an academy are deemed to be intelligent enough to contribute ideas and developments. Each functioning academy produces up to 20 Knowledge per month.

## School

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 20 |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 15 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 0  |

One School. A place for children to learn, usually staffed by the women of the village, who will teach the children all they can before they are called to the fields, workshops and the ranks of the military A School is needed to make people clever enough to go to the Academy (See TAL 1).

## Village level

|                            |     |                |              |
|----------------------------|-----|----------------|--------------|
| Unit Weight                | n/a | Knowledge Cost | 0            |
| Unit Capacity              | n/a | Metal Cost     | 0            |
| Travel Distance (Per Turn) | 0   | Craft Cost     | Unit Descrip |
|                            |     | Horses         | 0            |
| Unit Description           |     | Mules Needed   |              |

Villages are where everything takes place. You will need a village level to attract population. Usually you will start with a few village levels and a population. You can buy village levels but population has to be attracted to the location. This is achieved by making the village a good place to be. That means good availability of food and facilities and employment opportunities. The formula for increasing village size is: Current Village size x 6 Craft. You can only increase the village by 1 each turn.

## Population Level

|                            |   |                |   |
|----------------------------|---|----------------|---|
| Unit Weight                | 0 | Knowledge Cost | 0 |
| Unit Capacity              | 0 | Metal Cost     | 0 |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 0 |
|                            |   | Horses         | 0 |
| Unit Description           |   | Mules Needed   | 0 |

Population will be attracted to a well run Village, as long as there is less population than village level. With good ration levels, and low unrest, people will move to your village, where they will contribute to the manpower pool, providing the necessary people to make your production units work. You cannot buy Population level. Population will be attracted to the location by work and food availability.

## Infantry

### Irregular Infantry

|                            |     |                |    |
|----------------------------|-----|----------------|----|
| Unit Weight                | 400 | Knowledge Cost | 0  |
| Unit Capacity              | 0   | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 200 | Craft Cost     | 10 |
|                            |     | Horses         | 0  |
| Unit Description           |     | Mules Needed   | 0  |

100 man Infantry Unit This is a roughly organised unit of men with a mix of stone shock and thrusting weapons such as short stone headed spears and axes. They are poorly organised and morale is low. They cannot sustain too many losses before running away. This unit type usually forms the bulk of an army as they are the most readily available.

## Missile

### Skirmishers

|                            |     |                |    |
|----------------------------|-----|----------------|----|
| Unit Weight                | 400 | Knowledge Cost | 0  |
| Unit Capacity              | 0   | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 200 | Craft Cost     | 10 |
|                            |     | Horses         | 0  |
| Unit Description           |     | Mules Needed   | 0  |

100 men armed with missile weapons, usually slings, stone knives and light stone tipped spears and any available stones to throw. This unit is usually sent forward to try to disrupt the enemy from a distance (Maybe 30 m) and cause losses and injury. Once disruption is achieved the Main force will exploit the dis-organisation to route the enemy. Of course the enemy may well have skirmishers of their own, and this will often be the opening clash of any battle and may well determine how the battle's early phases develop, making skirmishers an important part of any army.

## Mounted

### Irregular Cavalry

|                            |      |                |    |
|----------------------------|------|----------------|----|
| Unit Weight                | 1200 | Knowledge Cost | 0  |
| Unit Capacity              | 0    | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 200  | Craft Cost     | 20 |
|                            |      | Horses         | 1  |
| Unit Description           |      | Mules Needed   | 0  |

100 horse mounted men armed with a variety of stone tipped weapons such as thrusting spears and clubs. They are dressed in animal skins for protection. Unlike later mounted units, this unit has no "Shock" value in combat. Their advantage is in mobility and a slightly higher combat value than Infantry. Usually used for flank attacks and chasing the enemy from the field. This unit fights unmounted the majority of the time. The combat and mobility advantages are more expensive, and horses are usually harder to come by.

## Production

### Hunting Lodge

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 0  |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 10 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 0  |

One Hunting Lodge. This Lodge is the work place of local hunters and used to provide food for the village where it is located. A hunting lodge will produce up to 30 provisions per month for consumption by the army and population. Production is effected by weather. Each village has an upper limit to food available by hunting.

### Workshop

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 0  |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 10 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 0  |

One Workshop. A workshop, when given manpower, will, on the monthly adjustment produce up to 20 Craft. Weather and other factors will alter this figure. Craft is the building blocks used to build everything that is needed.

### Stables

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 30 |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 10 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 0  |

One Stables Each stables breeds horses for the empire. This is not exact, but up to three horse units can be produced each month. Horses are necessary for mounted units and other important units within the empire.

## Ore Mine

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                | 0 | Knowledge Cost | 0  |
| Unit Capacity              | 0 | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 0 | Craft Cost     | 20 |
|                            |   | Horses         | 0  |
| Unit Description           |   | Mules Needed   | 1  |

One Metal Ore Mine. An ore mine produces metal for your empire, at a rate of 5 per mine. Weather can effect production and you must have enough manpower at a village to get the mine to work. Metal is used for almost everything so this unit is important.

## Fishermen

|                            |     |                |   |
|----------------------------|-----|----------------|---|
| Unit Weight                | 40  | Knowledge Cost | 0 |
| Unit Capacity              | 0   | Metal Cost     | 0 |
| Travel Distance (Per Turn) | 200 | Craft Cost     | 5 |
|                            |     | Horses         | 0 |
| Unit Description           |     | Mules Needed   | 0 |

One Fishermen Unit. Twenty men with some skill and equipment to fish from the shore in river and coastal locations. Each Fisherman will produce 5 provisions, up to the Fishing Potential. Fishermen can only be used on shore.

## Siege

### Grappling Ropes

|                            |     |                |   |
|----------------------------|-----|----------------|---|
| Unit Weight                | 100 | Knowledge Cost | 0 |
| Unit Capacity              | 0   | Metal Cost     | 0 |
| Travel Distance (Per Turn) | 0   | Craft Cost     | 1 |
|                            |     | Horses         | 0 |
| Unit Description           |     | Mules Needed   | 0 |

Enough ropes and antler hooks to allow 100 men to attempt to climb a barricade or pull it down. Vital if there is to be an attack on a fortified location.

### Ladders

|                            |     |                |   |
|----------------------------|-----|----------------|---|
| Unit Weight                | 200 | Knowledge Cost | 0 |
| Unit Capacity              | 0   | Metal Cost     | 0 |
| Travel Distance (Per Turn) | 0   | Craft Cost     | 5 |
|                            |     | Horses         | 0 |
| Unit Description           |     | Mules Needed   | 0 |

Enough siege ladders for 1 Infantry unit climb onto defences. These are easy to make and require only craft but allow foot troops to gain purchase on barricades.

## Transport

### Light Carts

|                            |      |                |    |
|----------------------------|------|----------------|----|
| Unit Weight                | 1500 | Knowledge Cost | 0  |
| Unit Capacity              | 800  | Metal Cost     | 0  |
| Travel Distance (Per Turn) | 200  | Craft Cost     | 10 |
|                            |      | Horses         | 1  |
| Unit Description           |      | Mules Needed   | 0  |

Enough carts to move equipment and belongings to a total of 800 load points. Categorised as a transport unit.

### Mules

|                            |     |                |   |
|----------------------------|-----|----------------|---|
| Unit Weight                | 500 | Knowledge Cost | 0 |
| Unit Capacity              | 300 | Metal Cost     | 0 |
| Travel Distance (Per Turn) | 200 | Craft Cost     | 2 |
|                            |     | Horses         | 0 |
| Unit Description           |     | Mules Needed   | 0 |

A group of pack Mules capable of carrying 300 Load points. Also needed by Ore Mines.

## Upgrade

### TAL 0 to TAL 1

|                            |   |                |    |
|----------------------------|---|----------------|----|
| Unit Weight                |   | Knowledge Cost | 50 |
| Unit Capacity              | 0 | Metal Cost     |    |
| Travel Distance (Per Turn) | 0 | Craft Cost     |    |
|                            |   | Horses         |    |
| Unit Description           |   | Mules Needed   |    |

Collect the correct amount of Knowledge to advance to a higher Technology Advancement Level.