

Command

Chieftain

Unit Weight	200	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	12
		Boat Craft Cost	0
		Horses	1
		Mules Needed	0
Unit Description			

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.

Facility

Academy

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

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 between 100 and 200 Knowledge per month.

Population Level

Unit Weight	0	Money Cost	0
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	0
		Boat 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.

School

Unit Weight	0	Money Cost	15
Unit Capacity	0	Knowledge Cost	20
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	15
		Boat Craft Cost	0
		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	Money Cost	Unit Descrip
Unit Capacity	n/a	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	Unit Descrip
		Boat Craft Cost	
		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.

Infantry

Irregular Infantry

Unit Weight	400	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	10
		Boat Craft Cost	0
		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	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	10
		Boat Craft Cost	0
		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	Money Cost	15
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	20
		Boat Craft Cost	0
		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

Fishermen

Unit Weight	40	Money Cost	5
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	1
		Craft Cost	5
		Boat Craft Cost	0
		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.

Hunting Lodge

Unit Weight	0	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	10
		Boat Craft Cost	0
		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.

Ore Mine

Unit Weight	0	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	20
		Boat Craft Cost	0
		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.

Stables

Unit Weight	0	Money Cost	10
Unit Capacity	0	Knowledge Cost	30
Travel Distance (Per Turn)	0	Metal Cost	1
		Craft Cost	10
		Boat Craft Cost	0
		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.

Workshop

Unit Weight	0	Money Cost	10
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	1
		Craft Cost	10
		Boat Craft Cost	0
		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.

Siege

Grappling Ropes

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

Enough ropes and hooks to allow 100 men to attempt to climb a fortification. An expensive unit due to the scarcity of metal to forge the hooks but vital if there is to be an attack on a fortified location.

Ladders

Unit Weight	200	Money Cost	1
Unit Capacity	0	Knowledge Cost	0
Travel Distance (Per Turn)	0	Metal Cost	0
		Craft Cost	5
		Boat Craft Cost	0
		Horses	0
Unit Description		Mules Needed	0

Enough siege ladders for 1 infantry unit to scale a wooden fortification. These are easy to make and require only craft.

Support

Healers

Unit Weight	100	Money Cost	2
Unit Capacity	0	Knowledge Cost	20
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	10
		Boat Craft Cost	0
		Horses	0
Unit Description		Mules Needed	0

10 men with knowledge of simple medical techniques and potions. Disease is a mass killer in the Ancient World so having many healers should help to maintain better health and recovery from wounds. Healers usually move with armies but can be used in villages.

Transport

Light Carts

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

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

Mules

Unit Weight	500	Money Cost	4
Unit Capacity	300	Knowledge Cost	0
Travel Distance (Per Turn)	200	Metal Cost	0
		Craft Cost	2
		Boat Craft Cost	0
		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		Money Cost	
Unit Capacity	0	Knowledge Cost	50
Travel Distance (Per Turn)	0	Metal Cost	
		Craft Cost	
		Boat Craft Cost	
		Horses	
Unit Description		Mules Needed	

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