

## Defences

### Wood Fortifications

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="20"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="50"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text"/>
		Craft Cost	<input type="text" value="30"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

#### Unit Description

A wall made of wood and earth that rings a village. You will need one fortification level for every village level to have a complete wall around the location. This will make attack on the village much harder and will require specialist siege weapons and much higher morale.

### Moat

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="30"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text"/>
		Craft Cost	<input type="text"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

#### Unit Description

A deep ditch on the outside of a fortification. A Moat is sometimes filled with water but even dry creates many difficulties for the attacker and denies the use of some siege weapon types. Usually you need one moat and 1 fortification to be effective.

Facility

## Infirmary

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="30"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="100"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="0"/>
		Craft Cost	<input type="text" value="30"/>
		Boat Craft Cost	<input type="text" value="0"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text" value="0"/>

Unit Description

One Infirmary. This unit is a building where healers gather to treat disease and injury and to care for the sick and infirm. It is always a good idea to have an Infirmary at a village location as this helps to keep the population happy and reduces losses to disease. One Infirmary can care for two village levels.

## Well

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="20"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="30"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="0"/>
		Craft Cost	<input type="text" value="20"/>
		Boat Craft Cost	<input type="text" value="0"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text" value="0"/>

Unit Description

One deep well. This unit provides clean drinking water to a village. Providing a well to a village will be a great boost and have many benefits to health and morale. As a village grows, it may need more than one well. This is a difficult engineering challenge.

## Food Store

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="15"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="50"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text"/>
		Craft Cost	<input type="text" value="15"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

### Unit Description

One building, normally deep in the ground that is cool and dry in which provisions are stored as they are produced by hunting lodges of other facilities. A food store can hold 50 provisions. A food store slows the deterioration of provisions. Provision over the storage capacity will deteriorate much faster.

## Infantry

### Light Infantry

Unit Weight	<input type="text" value="400"/>	Money Cost	<input type="text" value="15"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="20"/>
Travel Distance (Per Turn)	<input type="text" value="200"/>	Metal Cost	<input type="text" value="5"/>
		Craft Cost	<input type="text" value="10"/>
		Boat Craft Cost	<input type="text" value="0"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

### Unit Description

100 Men armed with both flint and copper shock weapons, thrusting spears and long daggers. Light Infantry are dressed in animal skins with a leather shield. Unit organisation is weak so requires a Chieftain close by. Their Formation is loose.

Missile

## Light Missile

Unit Weight	400	Money Cost	15
Unit Capacity	0	Knowledge Cost	30
Travel Distance (Per Turn)	200	Metal Cost	5
		Craft Cost	10
		Boat Craft Cost	0
		Horses	0
		Mules Needed	

Unit Description

100 man missile unit equipped with slings, catapults and rudimentary bows and used to launch small missiles into enemy formations at close quarters. This unit can inflict damage from a short distance but is vulnerable to direct attack from Infantry or mounted units. Skirmishers are used to break up formations and make them vulnerable to attack by formed units of Infantry or cavalry and are more effective and resilient than skirmishers.

Mounted

## Light Cavalry

Unit Weight	1200	Money Cost	20
Unit Capacity	0	Knowledge Cost	50
Travel Distance (Per Turn)	200	Metal Cost	8
		Craft Cost	25
		Boat Craft Cost	0
		Horses	1
		Mules Needed	

Unit Description

100 mounted men, equipped with flint and copper shock weapons and tipped lances. They are protected by animal skin jerkins. This units key attribute is mobility, as they have no shock value. Armies with Light Cavalry have greater tactical flexibility and can attack from flanks and rear and harry broken or retreating units causing a rout. They can also be used for recon missions but are expensive to maintain as they use double the food of a foot unit.

Naval

## Small Cargo Galley

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="50"/>
Unit Capacity	<input type="text" value="4000"/>	Knowledge Cost	<input type="text" value="50"/>
Travel Distance (Per Turn)	<input type="text" value="600"/>	Metal Cost	<input type="text" value="5"/>
		Craft Cost	<input type="text" value="5"/>
		Boat Craft Cost	<input type="text" value="50"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

Unit Description

One small ocean going Cargo galley. Used for carrying cargo and military units. This unit is propelled by sail and oars. The Cargo Galley has no combat value and is very vulnerable as it is tactically slower than any warship. It is easily boarded or rammed.

## Light War Galley

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="60"/>
Unit Capacity	<input type="text" value="200"/>	Knowledge Cost	<input type="text" value="70"/>
Travel Distance (Per Turn)	<input type="text" value="600"/>	Metal Cost	<input type="text" value="10"/>
		Craft Cost	<input type="text" value="10"/>
		Boat Craft Cost	<input type="text" value="60"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

Unit Description

One fast, light oar and sail powered warship. Its primary weapon is a ram in the bow but other weapons may be carried up to the weight limit. The crew can board other ships using clubs and light weapons.

**Fishing Boat**

Unit Weight	0	Money Cost	10
Unit Capacity	600	Knowledge Cost	20
Travel Distance (Per Turn)	600	Metal Cost	1
		Craft Cost	2
		Boat Craft Cost	15
		Horses	0
		Mules Needed	0

**Unit Description**

One Sea going Fishing Boat. This unit will operate in sea areas, and catch fish. This is equivalent to 20 provisions. A fishing boat can carry as many as 60 provisions, before it needs to drop off the catch at the port.

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Production**Boat Yard**

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="10"/>
Unit Capacity	<input type="text"/>	Knowledge Cost	<input type="text" value="30"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="2"/>
		Craft Cost	<input type="text" value="10"/>
		Boat Craft Cost	<input type="text" value="0"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

**Unit Description**

One Boat Yard. A boat Yard is necessary to build boats and ships. Each boat yard produces 10 boat craft each month. Boats and ships are built using boat craft. Each boat yard can only build one ship per month.

**Foundry**

Unit Weight	<input type="text" value="0"/>	Money Cost	<input type="text" value="15"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="0"/>
		Craft Cost	<input type="text" value="20"/>
		Boat Craft Cost	<input type="text" value="0"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text" value="0"/>

**Unit Description**

Siege**Siege Shield**

Unit Weight	<input type="text" value="500"/>	Money Cost	<input type="text" value="10"/>
Unit Capacity	<input type="text"/>	Knowledge Cost	<input type="text" value="15"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="2"/>
		Craft Cost	<input type="text" value="30"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

**Unit Description**

Enough Siege Shields to protect 100 men from light missile fire. Siege Shields are made from Animal Skins stretched over a large wooden framework to protect men and siege weapons during Siege operations.

**Small Siege Ram**

Unit Weight	<input type="text" value="1000"/>	Money Cost	<input type="text" value="10"/>
Unit Capacity	<input type="text"/>	Knowledge Cost	<input type="text" value="15"/>
Travel Distance (Per Turn)	<input type="text" value="0"/>	Metal Cost	<input type="text" value="5"/>
		Craft Cost	<input type="text" value="50"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

**Unit Description**

One Small siege ram and the crew to operate it in battle. Usually a tree trunk fitted with handles and sharpened to a point to batter through wooden fortifications or gates. Usually needs a Siege Shield to protect it while the Wall/gates are breached.



## Ballista

Unit Weight

800

Unit Capacity

0

Travel Distance (Per Turn)

0

Money Cost

30

Knowledge Cost

100

Metal Cost

2

Craft Cost

30

Boat Craft Cost

Horses

0

Mules Needed

### Unit Description

One Ballista. This is a siege weapon that launches a large heavy spear for breaking up fortifications. It is a complex machine with a slow rate of fire, however multiple hits on a wood wall may well breach it.



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Support

## Sheriff

Unit Weight	<input type="text" value="200"/>	Money Cost	<input type="text" value="20"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="50"/>
Travel Distance (Per Turn)	<input type="text" value="200"/>	Metal Cost	<input type="text"/>
		Craft Cost	<input type="text" value="20"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="1"/>
		Mules Needed	<input type="text"/>

Unit Description

One Sheriff and 10 mounted deputies entrusted to keeping law and order in their village. With this unit there will be better law and order and lower civil unrest.

## Replacements

Unit Weight	<input type="text" value="200"/>	Money Cost	<input type="text" value="3"/>
Unit Capacity	<input type="text" value="0"/>	Knowledge Cost	<input type="text" value="0"/>
Travel Distance (Per Turn)	<input type="text" value="200"/>	Metal Cost	<input type="text"/>
		Craft Cost	<input type="text" value="6"/>
		Boat Craft Cost	<input type="text"/>
		Horses	<input type="text" value="0"/>
		Mules Needed	<input type="text"/>

Unit Description

A group of men not yet allocated to a fighting unit. They are used to refill the ranks of a unit that has suffered heavy losses but not been totally destroyed in a battle.

## Machinates

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

### Unit Description

10 ancient engineers. These are the men with skills for construction. Building simple bridges, shelter and field fortifications. They also maintain equipment, ships and weapons. Machinates are useful in sieges as they can tunnel and carry out other siege operations. Unlike many other units Machinates need transport to move as they have heavy equipment.

## Upgrade

### TAL 1 to TAL 2

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

### Unit Description

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