

Ancient Empires TAL 1 Unit Descriptions

Ancient Empires TAL 1

Command

Unit Name

Captain

Unit Type

Command

Unit Weight

20

Unit Capacity

Craft Cost

5

Ore Cost

Metal Cost

Horses

0

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

One low level military leader who is usually subordinate to a Tribal Leader. This is normally the strongest and most daring of the young men in the village who leads by respect for his skills and aggression. He is responsible for security of the village and in charge of any military adventures such as raiding and reconnaissance Tactical skill levels are not high but leadership of local forces is necessary.

Unit Name

Tribal Leader

Unit Type

Command

Unit Weight

200

Unit Capacity

Craft Cost

10

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

One Leader and his advisors. These men are the wisest and charismatic people in the village and more administrators than warriors. They organise and develop the village structure and perform civil functions. The presence of a Leader will help with Unrest and the betterment of the village.

Defences

Unit Name

Light Gate

Unit Type

Defences

Unit Weight

Unit Capacity

Craft Cost

15

Ore Cost

Metal Cost

Horses

Mules Needed

Knowledge Cost

5

Travel Distance (Per Turn)

Machinate Req

1

Unit Description

One Light wicker gate. One gate is required for a village to allow secure access. While this is not a strong barrier, it represents a physical barrier to roaming animals and intruders but should not be treated as more than a minor barrier to any serious assault.

Unit Name

Barricade

Unit Type

Defences

Unit Weight

Unit Capacity

Craft Cost

10

Ore Cost

Metal Cost

Horses

Mules Needed

Knowledge Cost

20

Travel Distance (Per Turn)

Machinate Req

2

Unit Description

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. One Barricade is needed per village level to provide a continuous barrier around the village. This unit is usually paired with at least one Light Gate to provide access.

Facility

Unit Name School

Unit Type	Facility	
Unit Weight	0	
Unit Capacity	0	
Craft Cost	15	
Ore Cost		
Metal Cost	0	
Horses	0	
Mules Needed	0	
Knowledge Cost	20	
Travel Distance (Per Turn)	0	
Machinate Req		

Unit Description 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). A school produces 2 Knowledge at the Monthly Adjustment until you have an academy at the location.

Unit Name Village level

Unit Type	Facility	
Unit Weight	n/a	
Unit Capacity	n/a	
Craft Cost	Unit Descrip	
Ore Cost		
Metal Cost	0	
Horses	0	
Mules Needed		
Knowledge Cost	0	
Travel Distance (Per Turn)	0	
Machinate Req		

Unit Description 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 order village levels to be built 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.

Unit Name	<u>Population Level</u>
-----------	-------------------------

Unit Type	Facility	
Unit Weight	0	
Unit Capacity	0	
Craft Cost	0	
Ore Cost		
Metal Cost	0	
Horses	0	
Mules Needed	0	
Knowledge Cost	0	
Travel Distance (Per Turn)	0	
Machinate Req		

Unit Description

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

Unit Name	<u>Irregular Infantry</u>
-----------	---------------------------

Unit Type	Infantry	
Unit Weight	400	
Unit Capacity	0	
Craft Cost	10	
Ore Cost	1	
Metal Cost	0	
Horses	0	
Mules Needed	0	
Knowledge Cost	0	
Travel Distance (Per Turn)	200	
Machinate Req		

Unit Description

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.

MissileUnit Name **Skirmishers**

Unit Type	Missile	
Unit Weight	400	
Unit Capacity	0	
Craft Cost	10	
Ore Cost	1	
Metal Cost	0	
Horses	0	
Mules Needed	0	
Knowledge Cost	0	
Travel Distance (Per Turn)	200	
Machinate Req		

Unit Description

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.

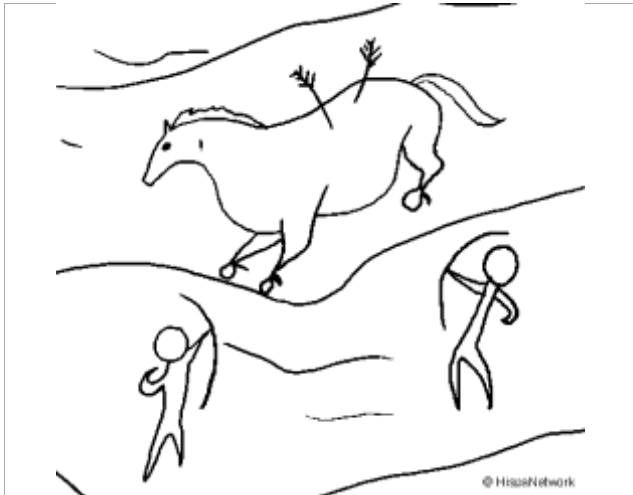
MountedUnit Name **Irregular Cavalry**

Unit Type	Mounted	
Unit Weight	1200	
Unit Capacity	0	
Craft Cost	20	
Ore Cost	2	
Metal Cost	0	
Horses	1	
Mules Needed	0	
Knowledge Cost	0	
Travel Distance (Per Turn)	200	
Machinate Req		

Unit Description

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**Unit Name** Hunting Lodge

Unit Type	<input type="text" value="Production"/>	
Unit Weight	<input type="text" value="0"/>	
Unit Capacity	<input type="text" value="0"/>	
Craft Cost	<input type="text" value="10"/>	
Ore Cost	<input type="text"/>	
Metal Cost	<input type="text" value="0"/>	
Horses	<input type="text" value="0"/>	
Mules Needed	<input type="text" value="0"/>	
Knowledge Cost	<input type="text" value="0"/>	
Travel Distance (Per Turn)	<input type="text" value="0"/>	
Machinate Req	<input type="text"/>	

Unit Description

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 20 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.

Unit Name Workshop

Unit Type	<input type="text" value="Production"/>	
Unit Weight	<input type="text" value="0"/>	
Unit Capacity	<input type="text" value="0"/>	
Craft Cost	<input type="text" value="10"/>	
Ore Cost	<input type="text"/>	
Metal Cost	<input type="text" value="0"/>	
Horses	<input type="text" value="0"/>	
Mules Needed	<input type="text" value="0"/>	
Knowledge Cost	<input type="text" value="0"/>	
Travel Distance (Per Turn)	<input type="text" value="0"/>	
Machinate Req	<input type="text"/>	

Unit Description

One Workshop. A workshop, when given manpower, will, on the monthly adjustment produce up to 10 Craft. Weather and other factors will alter this figure. Craft is the building blocks used to build everything that is needed.

Unit Name

Stables

Unit Type

Production

Unit Weight

0

Unit Capacity

0

Craft Cost

10

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

30

Travel Distance (Per Turn)

0

Machinate Req

Unit Description

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.

Unit Name

Fishermen

Unit Type

Production

Unit Weight

40

Unit Capacity

0

Craft Cost

5

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

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.

Unit Name

Ore Mine

Unit Type

Production

Unit Weight

0

Unit Capacity

0

Craft Cost

20

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

1

Knowledge Cost

0

Travel Distance (Per Turn)

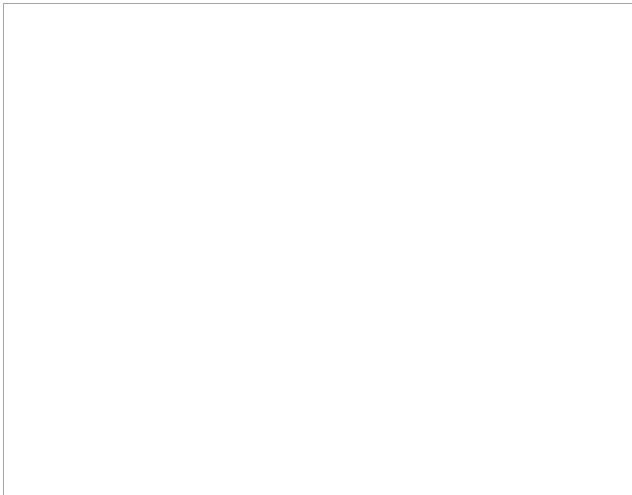
0

Machinate Req

Unit Description

One Metal Ore Mine. An ore mine produces Ore for your empire, at a rate of 10 per mine. Weather can affect production and you must have enough manpower at a village to get the mine to work. Ore is used to form soft metals that are used in early production. Ores and metals are of strategic importance throughout the ages so this unit is important.

Siege**Unit Name** Siege Hook

Unit Type	<input type="text" value="Siege"/>	
Unit Weight	<input type="text" value="50"/>	
Unit Capacity	<input type="text" value="0"/>	
Craft Cost	<input type="text" value="5"/>	
Ore Cost	<input type="text"/>	
Metal Cost	<input type="text" value="1"/>	
Horses	<input type="text"/>	
Mules Needed	<input type="text"/>	
Knowledge Cost	<input type="text" value="10"/>	
Travel Distance (Per Turn)	<input type="text"/>	
Machinate Req	<input type="text"/>	

Unit Description

One large hook attached to several ropes. The hook is thrown over the defences and hopefully hooks part of the wall or barrier and it is dragged away opening a gap or breaking up fortification. This is much more effective when used with animal power rather than manpower. Deploying the Siege Hook can be hazardous and the results are not certain, but when attacking a fortification it may be an option.

Unit Name Ladders

Unit Type	<input type="text" value="Siege"/>	
Unit Weight	<input type="text" value="200"/>	
Unit Capacity	<input type="text" value="0"/>	
Craft Cost	<input type="text" value="5"/>	
Ore Cost	<input type="text"/>	
Metal Cost	<input type="text" value="0"/>	
Horses	<input type="text" value="0"/>	
Mules Needed	<input type="text" value="0"/>	
Knowledge Cost	<input type="text" value="0"/>	
Travel Distance (Per Turn)	<input type="text" value="0"/>	
Machinate Req	<input type="text"/>	

Unit Description

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.

Unit Name

Grappling Ropes

Unit Type

Siege

Unit Weight

100

Unit Capacity

0

Craft Cost

1

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

0

Machinate Req

Unit Description

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.

Support

Unit Name

Machinates

Unit Type

Support

Unit Weight

200

Unit Capacity

0

Craft Cost

20

Ore Cost

Metal Cost

2

Horses

0

Mules Needed

0

Knowledge Cost

50

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

10 ancient engineers and 40 Assistants. 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.

Unit Name

Healers

Unit Type

Support

Unit Weight

100

Unit Capacity

0

Craft Cost

10

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

50

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

10 people 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.

Unit Name

Holy Deity

Unit Type

Support

Unit Weight

100

Unit Capacity

Craft Cost

20

Ore Cost

Metal Cost

1

Horses

1

Mules Needed

Knowledge Cost

200

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

One Priest and his acolytes. In Ancient times the Deity helped with education, health and spiritual well being. This may take the form of benevolence or Zeal depending on the character of the group. The Deity may be a helpful presence with any Army as they provide help with spiritual and medical needs and are generally more intelligent advisers to the leadership.

Transport

Unit Name

Light Carts

Unit Type

Transport

Unit Weight

1500

Unit Capacity

800

Craft Cost

10

Ore Cost

Metal Cost

0

Horses

1

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

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

Unit Name

Mules

Unit Type

Transport

Unit Weight

500

Unit Capacity

300

Craft Cost

2

Ore Cost

Metal Cost

0

Horses

0

Mules Needed

0

Knowledge Cost

0

Travel Distance (Per Turn)

200

Machinate Req

Unit Description

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

Upgrade

Unit Name

TAL 1 to TAL 2

Unit Type

Upgrade

Unit Weight

Unit Capacity

0

Craft Cost

Ore Cost

Metal Cost

Horses

Mules Needed

Knowledge Cost

150

Travel Distance (Per Turn)

0

Machinate Req

Unit Description

Once you have achieved all the technologies of the current TAL, you can advance to the next level by spending the corresponding upgrade cost.