

ANCIENT EMPIRES 10

A PLAY BY MAIL GAME
FEATURING DIPLOMACY, PRODUCTION,
ECONOMICS AND CONQUEST.
VER 1.00

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1. THE GAME

Ancient Empires is a play by mail game. It is based on a pre Roman economy and each country has a few villages with basic craft industry. Military units are 100 men strong and at the start of the game very basic and ill trained. Up to 12 player position feature on the map and the game is played till either an alliance of a single player controls most of the map. The survivors will then be graded on locations owned and put into order. This order will then be sent to all remaining players. The map covers many thousands of square miles and contains around 200 separate locations, many of them at sea. Naval and land forces are represented as well as

production, transport, siege and command units. Many aspects contribute to successful play and just some of these include: Successful trading, diplomacy, espionage, assassination, planning, logistics, morale, strategy, communication, propaganda, military formations, sieges, naval combat and much more. This game has a free play format that lets you try anything. Now is the time to take control of your Ancient Empire.

2. INTRODUCTION

Every country in Ancient Empires starts with a few villages, and a Border Patrol. The Border Patrol represents units deployed into the countryside around your villages to act as the first line of defence against invasion. At the start of the game, you will have under your command basic military units, A few hundred Irregular Infantry, the most numerous of the military units, skirmishers who are missile throwers and Irregular cavalry who represent basic mounted units. In addition to these fighting units you have a small number of production facilities. Workshops to build craft, the basis of all things, Hunting lodges to provide provisions to feed your people and troops. Stables to breed horses, and boat yards to build fishing boats and warships. From this humble beginning you can buy better, more efficient units, you may be able to open mines which will give you metal to work. You will have the loyalty of your army and people, at the moment. It is then your task to survive and prosper in a very hostile land using all the means at your disposal. Does this sound like your kind of game? If yes, read on. This is your key to the kingdom.

3. MOVEMENT

Movement in Ancient Empires is very simple. You can move 200 miles in any direction. However, you must end your movement in a village.

The scale of the map is 1" = 100 miles.

All Military units move under their own power, but heavy weapons and commodities (such as craft) need to be carried in transport units such as carts. Each transport unit carries a set amount of weight and each unit that needs transporting has been given a weight for load purposes. ie. 1 cart unit will carry 400 Load Points. All land units can move 200 miles per turn. All ships can move 600 miles per turn.

4. ECONOMY

The economy is very important. It is important to get it right, so that you can prosper. The economy is based upon available manpower. Each village has an assigned size. From this size, a level of manpower is allocated. The other parts of the village being the young sick and the old. Smaller newer villages tend to have a higher proportion of available manpower than larger villages. Manpower is allocated to the production facilities, but no facility can operate without an allocation of manpower. Food production is the highest priority. Many things will make the growth of your kingdom more difficult. The first being weather, which varies from month to month. Another factor is unrest. If you do not feed you people they will quickly become unhappy and reduce their work. Keeping the men and women healthy and educated is also important. Food can be given in varying levels from starvation to double rations. It is not a good idea to starve the population, as they will leave for a better way of life. Low rations may be necessary, till better weather comes and the available food increases, but double rations will attract people faster. Available manpower can be drafted in to the army to provide Infantry and cavalry. With a happy population, your village will soon fill with people. You do not need much management to keep a village on the right track, but there are several settings to each village that control how the village reacts. These are:

Ration level (set by you)

Tax rate (set by you)

Unrest level (automatically set)

Manpower pool (automatically set)

Weather (automatically set)

The presence of other facilities like wells, temples, infirmaries and store houses also help to keep the village operating.

5. PRODUCTION

Every unit has to be produced. The building blocks for units are called Craft and Metal. You start with a few workshops which build craft and a large stock pile. Mines are found in certain parts of the map, and produce metal. Each unit has a fixed production cost.

ie, 1 hunting lodge costs 10 craft points and 10 Money.

1 Light Infantry unit costs 10 craft points and 2 metal points and 15 Money. New units are bought by filling out the production sheet. On this form are spaces to specify the new units, as well as the cost to buy them. There are 14 lines of production.

6. UNIT CONVERSION

As time goes by and your Kingdom advances you will need more and more powerful units. As you get these you will be able to upgrade units built at lower level of technology. There is a small cost and the table below outlines this. Ships cannot be converted.

Old Unit	New Unit	Craft	Metal	Money
Irregular Infantry	Light Infantry	3	2	2
Skirmisher	Lt Missile	3	2	2
Irregular Cavalry	Lt Cavalry	2	2	4

7. THE MAP

The map shows a large area of land, and some sea areas. The scale of the map is 1" = 100 miles. There are a number of terrain types as shown below. Rivers are crossable but mountains are not.

8. TERRAIN EFFECTS

Village

A Village is a location that can be developed in the game. At the start they have NO defensive value, but fortifications can be added as the game progresses. The population level of a village is vital, as this dictates the quantity of artisan units that can be located at the village. Each village has an unrest level and potentials for the resources available in the area.

Mountains/Hills/Woods

This represents very rough terrain which will prevent movement of all types of unit.

Rivers

Cargo and Light war galleys may use rivers. Rivers present no obstacle to ground movement. They also generate a small fishing potential.

Swamp

Swamp effects the potentials in an area. In a swamp area they are likely to be low. Units stationed in swamp areas may well have a steady decline in morale. Combat in a swamp area is also very difficult. Mounted, armoured units and transport will have great difficulty in getting through a swamp area.

Forest

Forest has no effect on movement, but cavalry operations in wooded areas are extremely difficult. Infantry units such as spear men might find that they are less effective in forest terrain due to their armament.

Sea

Sea areas are important for transport and fishing. Each Sea Area has a relatively high fishing potential that can be exploited by fishing boats. Movement along the coast can also be fast and efficient using ships, and control of coastal waters may be vital in any campaign.

9. ROYAL PROCLAMATIONS

Royal Proclamations are a very important part of the game. They are used to do anything that is not directly covered by the rules. For example, to make your people think you are a good and caring leader you may order a clean up the streets or attempt to improve the health of the people, or train your cavalry in open warfare. You can also use a Royal Proclamation in a more sinister way as well. You may want to have a well trained assassin to hand to poison the food supplies of another country, or a spy in military headquarters. Many thing

are possible and you may try anything that comes to mind, evil or otherwise. However not everything will work. Actions might have repercussions later on in the game, or effect other aspects of your empire. In order to carry out actions you must allocate manpower in the form most suitable for the job (e.g.. miners to improve mines) and points. (e.g. If you wanted to invent a code you should allocate Knowledge.) The more resources you put into the action the greater the chance of a positive result.

10. CIVIL UNREST

The Civil Unrest Level is the measure of discontent in your country. Unrest is shown in each location, and ranges between fanatical loyalty and Rebellion. The further from Loyalty the population go, the less work they do in the production facilities. If you do something that is really unpopular or fail to feed the population, this level will rise. Other things will also make unrest rise.

Several things have an influence upon Unrest

- 1 Food shortages
 - 2 Actions that the population disapprove of.
 - 3 Being under siege
 - 4 High tax rates
 - 5 Poor weather
 - 6 Army units taking food
- There are also some things which will make unrest fall.

- 1 The presence of a leader
- 2 Low tax rates
- 3 The presence of an Infirmary
- 4 Actions that benefit the well being of the people

Civil unrest is important at the monthly adjustment, and has an effect on production. It is very important to keep this level as low as possible. Royal Proclamations are a very good tool for this.

11. POTENTIALS

Each location has a level of Potentials. This is the MOST that a location can produce on the monthly adjustment, assuming a zero unrest level and all necessary units are in place.

i.e.. a metal potential of 10 means that the most that can be produced in that location would be 10 metal, regardless of how many mines were present. This is to reflect the natural resources available in that area. The only limit to craft production is how many workshops your economy can sustain.

12. MANPOWER

Although you might have a population level, not everyone in the village can work. For this reason, there is a manpower pool. This represents the able bodied men who are available to work in the facilities of a location. In small villages, the proportion of able bodied men is high, but as the village grows, this proportion falls to a lower level, reflecting the arrival of families and the growing infrastructure. Each level of manpower is allocated to a production facility. If there is not enough manpower, some facilities will not function. Priority of manpower is given to provisions, so hunting lodges always get their allocation of manpower before others.

13. COMBAT

When two forces meet, unless they are allied they will fight. In Ancient empires combat is very bloody. Many units will be destroyed and 1 side will lose. Unless there are fortifications the battle will be classed as an open field battle. With fortifications it will be a siege/assault. For this type of fighting you need special weapons, such as ladders or rams. Without these and a high morale level your troops will not attack. You may of course mix a special action with your combat order. A planning guide is provided called the combat sheet, which helps you to adhere to all the limits and answer all the questions that the GM might need to ask.

14. ALLIANCES

You are allowed 5 allies. These will appear on your print out. Of course you are allowed to write to anyone and an informal alliance can be set up. It takes one month notice to break an official alliance. You do not need to be allied to trade.

15. MESSAGES

Initial messages are sent through the GM. You are allowed to send your address, phone number or email. Usually after first messages, contact is outside of the game unless you want to remain anonymous, in which case I will pass messages through the game system. Although this is very slow.

16. PROVISIONS

The following units require 1 provision at the Monthly Adjustment:

All Infantry units. All local units. (Such as Chiefs, Machinates, Sheriffs)

If they are not fed, the civil unrest will rise alarmingly, and the morale of local army units may fall sharply. Please note that provisions are allocated before any food production is carried out. This means that you will need sufficient stocks of provisions already in place at the end of the month.

Cavalry and more advanced units require more food than other types of units.

17. RATION LEVELS

Each Location has a ration Level. This is set by you. The levels vary between Starvation and double rations. The ration level is the amount of food that each unit type is given. Normal rations means that each unit (including Population level) is given 3 provisions. Double rations will give them 4 provisions each. Villages with poor ration levels will become unhappy, and unrest will rise. Villages with good ration levels attract population and allow growth. You must judge the population against the food stocks and make decisions about provision allocation.

18. FORTIFICATIONS

Fortifications represent defences at a village, such as ramparts and walls. Each fortification level is capable of defending 1 village level effectively. Therefore a village level of 3 would need three fortifications to be fully defended. Partial fortification will provide limited protection to the defenders in combat, but full fortification will make the attacks task much more difficult. Attackers can besiege a village and wait for them to run out of provisions, or rebel. This is a costly and time consuming task that has its own problems.

19. ORDER OF PROCESSING

Ancient Empires is processed in the following order:

All Market Trading.

All movement.

All production.

All unit upgrades.

Transfers to other players

Any special actions outstanding from previous parts of the turn.

For reasons of fairness there will be no variance from this order

20. COMBAT BONUSES

As your army gets better and your dirty tricks department gets dirtier you will receive combat bonuses. These are the level to which your forces have special abilities over and above normal. They range from Navigation to Ballista and are very useful to have in a war or if anything happens to you by someone else's special action.

21. EFFECTS OF WEATHER

The weather in Ancient Empires varies from month to month. On good weather months, extra production is available, but as weather gets worse, the amount of production falls.

On good weather adjustment turns ALL production will be raised by 20%

On poor weather adjustment turns, ALL production will be reduced by 25%

On BAD weather adjustment turns, all units effected by weather will only produce 20% of their normal output. (Taking unrest into account).

It would be wise to plan for at least a few months of the year when food production will be less than expected due to weather conditions.

22 Captured Locations

If a location is captured, and it has no potentials, then it is an un-surveyed location. In order to carry out a survey to find out the potential level for the location. A survey costs 30 Knowledge, which will reveal the potential production levels of Natural resources and food production. This is done on the "Potential Survey" part of the turnsheet. Usually if you capture a village in battle, the unrest level will be very high.

23. MONEY

There are three ways to raise the money in the game.

1. Taxing the locations you control. This is achieved by setting a Tax Level. The population will not mind being taxed, as long as the tax level is not higher than their current population level. If the tax rate is higher than the current Population level, then unrest will quickly rise at that location. Each level of taxation gives you 2 money into the coffers of that location.

2. Trading. Selling goods on the market. This will give you Income to finance other projects.

3. Trading with other Empires. It is up to you to work out a deal, then transfer the goods on your turnsheet. The other player should transfer anything he owes you into a location you control. Of course if someone decided not to pay you, it would be very bad for their trade, should you publish their dishonesty in the news letter. This might well prevent anyone from trusting him, and trading with him in the future. That would be a very grave error.

Tax rates are set on the production sheet.

24. THE MARKET PLACE

The Market Place is a location within the game. It is off map, and cannot be entered or attacked by players. It contains stockpiles of game commodities. The GM will assess and price of these commodities and then they will be put on sale to all players. Prices are non negotiable and taking them up is optional. If one type of commodity at the Market Place becomes scarce then the price will rise, until such times as plentiful supplies are available at the Market Place, when prices will fall. The Market Place trading scroll will be sent out with the monthly adjustment. Prices and the amounts for sale will be notified on this form. You simply fill in the amounts that you want to buy or sell and where they are to be delivered or collected from. The trade will then be carried out on the turn that you send it to the GM.

25. SHIPS

Ships are built at a boat yard. Boat Yards require manpower from the manpower pool to operate. When you have built a Boat Yard, you will start to receive "Boat Craft". This is what Boats are made from. Boats & Ships move 600 miles per turn. All ships and boats come with crew, and a cargo capacity that may be used for combat units or supplies. Only Light Galleys and Cargo Galleys may use rivers. Ships cannot be upgraded. Each ship consumes Provisions for the crew.

Fishing Boats are able to fish the seas, and provide valuable extra food to your population. Fishing has a potential, usually much lower in coastal and river locations, so getting onto the high seas may well give you a good catch. Weather effects fishing. Good weather brings good fishing, but poor weather restricts the activity of your fishing fleet.

A Cargo Galley can carry 4000 cargo points. (Cargo Point values are notified later in the rule book)

26. TECHNOLOGY ADVANCEMENT LEVELS

As the game progresses you will see that more units become available to you as you get higher Technology advance levels (TAL). To achieve these you must buy technology with Knowledge points and then buy into the next level. Already you have seen TAL 0 and TAL 1 units. Each of the TAL 1 units tech. level has to be purchased using Knowledge points before that unit can be produced. This is a one time payment per unit type. All TAL 0 units are available at the start of the game.

TAL 1 UNITS	COST (in Knowledge)
LIGHT INFANTRY	20
LIGHT MISSILE	20
LIGHT CAVALRY	30
MACHINATES	20
HEALERS	20
LADDERS	1
SIEGE SHIELDS	15
RAMS	15
CARTS	20
CARGO GALLEY	50
LIGHT WAR GALLEY	70
FORTIFICATION	50
MOAT	30
Trebuchet	50
Boat Yard	30
Stables	30
Infirmary	100
Food Store	50
School	20
Sheriff	50
Well	30
Market place	40
TAL 1 to TAL 2	1500

27. TRADE

It is possible to trade with other players. Each turn, you have 4 trade slots, where you can transfer goods to another player. The only goods that you can transfer are Craft, Metal, Provisions and GP. Units and Knowledge can NEVER be transferred. Trade require some trust, as you are sending goods to another player. The only way you can get payment is if he orders a transfer of goods or GP as payment on his next turn. There is a chance that he will see this as an opportunity to rip you off, so small exchanges are recommended initially. Trade is vital, as you will never have all the resources that you require. The successful trader might well become the most powerful player. In the example below, the player is sending craft to another player, and is paying for past delivery by send Gold to another player, who possibly sent goods to this player previously. It is recommended that you send a message to a player when he owes you, so that he can take action on the next turn to make a payment. You do not need to provide transport, as this is assumed to be carried by trade caravans, and cannot be intercepted in transit.

TRADE TRANSFERS

Item	Qty	Send From:	#	Send To:	#
craft	20	Wor	381	Balas	284
money	5	Wor	381	Parta	145

28. UNIT ORGANISATION

In the Ancient world Armies were organised into larger units than the 100 man units you will be equipped with. They each had a name. This table will outline those used in the game.

A COHORT 10 Fighting Units 1 Chief 1 Healer 1 Machinate

A GUARD 20 Fighting Units 3 Chiefs 3 Healers 3 Machinates

A LEGION 50 Fighting Units 9 Chiefs 6 Healers 6 Machinates
 A WING 100 Fighting Units 22 Chiefs 14 Healers 14 Machinates

ADDITIONAL FORMATIONS

Name	Men	Fighting units	Leaders Needed	Machinates	Healers
Century	100	1	0	0	0
Alae	500	5	1	1	1
Numeri	200-3000	2-30	?	?	?
Cohort	1000	10	1	1	1
Comitatus	1500	15	2	2	2
Guard	2000	20	3	3	3
Band	3000	30	5	4	4
Legion	5000	50	9	6	6
Wing	10000	100	22	14	14
Horde	3100+	31+	?	?	?
Grand Legion	10100+	101+	44+	20+	20+

29. GAME CHARGES

START UP	£4.00
TURN CHARGE	£3.50
MONTHLY ADJUSTMENT FEE	£3.00
THERE ARE NO HIDDEN CHARGES	

30. LOAD POINTS

Each commodity has a load point weight, to be used to calculate the amount to be transported and the capacity needed.

CARGO	CAPACITY PER POINT
PROVISIONS	10 load points each
KNOWLEDGE	0 load points each
CRAFT	20 load points each
METAL	40 load points each
MONEY	10 load points each
BOAT CRAFT	20 load points each

31. GAME UNITS

Chief

1 horse mounted Chieftain and 10 messenger Riders. A Chieftain can direct up to 10 units in combat, giving orders that are passed by riders. Leadership is through experience, strength and courage. Units without a Chieftain fight very poorly.

Money 10	Craft 12	Load Value 40	Horses 1
Metal 0	Boat Craft 0	TAL 0	

Irregular Cavalry

100 mounted men . Horse mounted tribesmen. Have a higher combat value than their unmounted brethren and need no transport. Similar weapons to Irregular Infantry and dressed in simple animal skins that offer no armour protection. Organisation and training is very weak

Money 10	Craft 20	Load Value 1200	Horses 1
Metal 0	Boat Craft 0	TAL 0	

Skirmishers

100 man Infantry Unit. This unit is armed for missile fire. i.e.. slings, light flint tipped spears and rocks. They are non armoured and fight in very loose formation. Unit cohesion is very weak.

Money 5	Craft 8	Load Value 400	Horses 0
Metal 0	Boat Craft 0	TAL 0	

Irregular Infantry

100 man Infantry Unit This is a roughly organised unit of men with a mix of stone age 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.

Money 5	Craft 8	Load Value 400	Horses
Metal 0	Boat Craft 0	TAL 0	

Local Defence Forces

These are not a unit as such, but every village or town will have them if attacked. This unit represents the last line of defence. i.e.. the old men with the pitch fork standing in the road to protect his home. Roughly 66% of the population will take up arms. This unit is not listed, except on combat reports and cannot be moved.

Light Infantry

100 men armed with both flint and copper shock weapons, thrusting spears and long daggers. Light Infantry are dressed in animal skins with leather shields. Unit organisation is weak and units fight in loose formation.

Money 15	Craft 10	Load Value 400	Horses 0
Metal 2	Boat Craft 0	TAL 1	

Light Missile

100 man missile unit, equipped with both flint and copper tipped missile weapons. Units fight in loose formation, but can cause serious losses in close action. A higher rate of fire and the weapons are deadlier.

Money 15	Craft 10	Load Value 400	Horses 0
Metal 2	Boat Craft 0	TAL 1	

Light Cavalry

100 mounted men, equipped with flint and copper shock weapons. Dressed in animal skins with light skin shields. This unit fights in loose formation, but is the most powerful and mobile unit available at this level. It is capable of charges in loose formation.

Money 20	Craft 20	Load Value 1200	Horses 1
Metal 2	Boat Craft	TAL 1	

Trebuchet

A Trebuchet is a device that multiplies the strength of several men, and utilises the long arm sweeping in an arc to hurl a small boulder against the defences of a village. This allows attackers to bombard the defenders, and break up their fortifications. The unit is usually constructed at the site of a siege, using craft brought to the location by carts.

Money 15	Craft 10	Load Value 900	Horses
Metal 1	Boat Craft	TAL 1	

Grappling Ropes

Enough ropes and hooks to allow 100 men to attempt to climb a fortification.

Money 1	Craft 2	Load Value 100	Horses 0
Metal 0	Boat Craft	0 TAL 0	

Ladders

Enough siege ladders for 1 infantry unit to scale a wall. Classed as a siege weapon. Needs transport to move.

Money 0	Craft 1	Load Value 50	Horses 0
Metal 0	Boat Craft	0 TAL 1	

Siege Ram

1 large ram, and enough men to operate it in combat. Rams are used to breach fortifications. They are very vulnerable in combat and require the use of siege shields to protect them. 1 ram is required to destroy 1 level of fortification.

Money 10	Craft 20	Load Value 500	Horses 1
Metal 2	Boat Craft	0 TAL 1	

Siege Shields

Enough large shields to protect 100 men from light missile fire during siege operations 2 shields are required to protect a ram during combat. Needs transport to move.

Money 10	Craft 10	Load Value 500	Horses
Metal 5	Boat Craft	TAL 1	

Cargo Galley

One ocean going merchant galley, for carrying cargo and military units. This unit is propelled by a sail, but also oars. Round galleys have no combat value and are very vulnerable because of their slow speed. Easily boarded or rammed. It can transport 4000 load points. All ship types may move 600 miles per turn.

Money 50	Craft 0	Load Value 0	Horses 0
Metal 5	Boat Craft	50 TAL 1	

Light War Galley

One fast, light, oar powered warship. The primary weapon is the ram at the bow. It can carry a total of 200 load points, which can include weapons.

Money 60	Craft 0	Load Value 0	Horses 0
Metal 10	Boat Craft	60 TAL 1	

Hunting Lodge

A hunting lodge will produce up to 30 provisions per month for consumption by the army and population. Production is effected by weather. A ceiling is also set by the potential which is set at each village location.

Money 10	Craft 10	Load Value	Horses
Metal	Boat Craft	TAL 0	

Workshop

A workshop, when given manpower, will, on the monthly adjustment produce up to 20 Craft. Weather and other factors will alter this figure.

Money 10	Craft 10	Load Value N/A	Horses 0
Metal 0	Boat Craft	TAL 0	

Fishing Boat

One Ocean 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.

Money 10	Craft 0	Load Value 0	Horses 0
Metal 0	Boat Craft	15 TAL 0	

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.

Money 10	Craft 10	Load Value 0	Horses 0
Metal	Boat Craft	0 TAL 1	

Stables

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

Money 10	Craft 10	Load Value	Horses
Metal	Boat Craft	TAL 1	

Ore Mine

An ore mine produces metal for your empire, at a rate of 5 per mine. An ore potential sets the most that a location can produce each month. Weather can effect production.

Money 10	Craft 20	Load Value	Horses
Metal	Boat Craft	TAL 0	

Population Level

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. Cost = Current village size X 6 Craft Points. 1 level per turn only

Healers

10 physicians with knowledge of simple medical techniques and potions. 1 Healer unit is required to support up to 10 combat units. Healers prevent disease and deal with casualties.

Money 2	Craft 10	Load Value 50	Horses 0
Metal 0	Boat Craft 0	TAL 1	

Machinates

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. 1 machinate unit can support up to 10 combat units. Needs transport to move

Money 5	Craft 10	Load Value 50	Horses 0
Metal 1	Boat Craft 0	TAL 1	

Light Carts

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

Money 2	Craft 10	Load Value 1500	Horses 1
Metal 1	Boat Craft 0	TAL 0	

Mules

A group of pack Mules capable of carrying 300 Load points Value.

Money 8	Craft 2	Load Value 500	Horses 0
Metal 0	Boat Craft 0	TAL 0	

Infirmary

This building will look after the needs of the sick and injured in the population. A very good way of keeping unrest under control, and the population working for you. Usually one Infirmary is enough to look after the needs of 3 pop levels.

Money 30	Craft 30	Load Value 0	Horses 0
Metal 0	Boat Craft 0	TAL 1	

Food Store

A cool and dry building in which to store provisions as they are produced. A Food Store can hold 50 Provisions. A food store slows the deterioration of provisions. Provisions over the storage capacity of a village will deteriorate much faster.

Money 15	Craft 15	Load Value 0	Horses 0
Metal 0	Boat Craft 0	TAL 1	

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.

Money 15	Craft 15	Load Value 0	Horses 0
Metal 0	Boat Craft 0	TAL 1	

Sheriff

One sheriff and 10 mounted deputies entrusted in keeping law & order in the village they are located in, with better law & order come lowered levels of civil unrest.

Money 20	Craft 20	Load Value 200	Horses 1
Metal 2	Boat Craft 0	TAL 1	

Money

A unit of currency, used for buying, and other tasks. Raised by market sales and taxation of villages.

Well

This unit provides clean drinking water to a village. It will support a population level of three. If there is not sufficient water, then the unrest level of the location will rise. (river water is not considered a clean source)

Money 10	Craft 6	Load Value 0	Horses 0
Metal 0	Boat Craft 0	TAL 1	

Replacements

50 men with basic training used to fill the ranks of units depleted in combat (suffered 50% losses combat result) The effect of adding replacements into a unit reduces its combat rating by one level (i.e.. Light Infantry reverts to Irregular Infantry)

Money 3	Craft 5	Load Value 200	Horses 0
Metal 0	Boat Craft 0	TAL 0	

Market Place

This unit represents facilities where local traders can bring their goods to sell. Your village benefits by gaining provisions and money by way of a tax on the traders using the market. 1 market is permitted per 6 pop levels.

Money 10	Craft 20	Load Value	Horses
Metal 0	Boat Craft	TAL 1	

Slaves

100 captured or enslaved men usually used for labour and are able to slightly improve production at a civil unrest penalty.

Money 0	Craft 0	Load Value 400	Horses 0
Metal 0	Boat Craft 0	TAL 0	

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. i.e. A population of 10 will allow 2 academies to function.

Money 10	Craft 10	Load Value	Horses
Metal	Boat Craft	TAL 0	

Moat

A Moat is a huge engineering project and is usually a deep dry ditch, ringing the location. This will enhance the defences, and make attacking any fort more difficult, as well as adding to the casualties of any attacker. It requires skilled manpower, as well as labour, and occupies these units for the duration of a turn. To make a

moat requires 5 Machinate units and 10 Infantry Class units to dig. To be an effective obstacle, the Moat should be the same size as the fortification.

Wood Fortification

Physical defences built around settlements to help to protect the people and their property from external threat. Each level represents a strengthening of the defences, and forces the attacking army to use more forces and employ siege weapons to destroy the fortifications. One level of fortification is needed per village level to be an effective defence.

Money 20	Craft 30	Load Value	Horses
Metal 2	Boat Craft	TAL 1	

Cavalry Patrol

20 mounted men. A small unit, principally for scouting and intelligence gathering. The men of this unit are selected from the best trackers and horsemen and are very skilled soldiers. They will have little role in a battle, due to the size of the unit, but in the role they were designed for, there is none better. They have light weapons and minimal armour, as they are not organised to fight pitched battles. They are hardy, and capable of living off the land for a long time.

Money 20	Craft 10	Load Value 600	Horses 1
Metal 1	Boat Craft	0 TAL 0	

Fishermen

Twenty men with some skill and equipment to fish from the shore in river and coastal locations. Each Fisherman will produce 15 provisions, up to the Fishing Potential. Fishermen can only be used on shore. Fishermen consume 1 provision.

Money 10	Craft 10	Load Value 40	Horses 0
Metal 0	Boat Craft	0 TAL 0	

Ancient Empires Development notes

The idea behind Ancient Empires 10 is to have a much more realistic economy and infrastructure. Instead of buying population, you have to build the villages, and attract population to live there. If the weather is poor, unrest high or food in short supply, then people will leave and go where the getting is better. The manpower pool also provides a new feature which reflects the need for some to work on production, while others are needed elsewhere, such as making babies, teaching and the children themselves, all of which have to eat the fruits of others labour.

One thing that is not obvious is the manpower cost of forming an army. When a military unit is created, a level of the population is used. This reflects the tendency for camp followers in most armies, and also effects the manpower pool at the location. Of course, with ration levels, the amounts of food that are produced had to be increased, so Hunting lodges produce 3 times as much food as in previous versions. To supplement this we have fishing boats, which can go into sea areas and fish.

Ancient Empires 10 has been designed over a period of a year, with many suggestions and ideas from play testing. I would like to thank the people who spent time and effort in going through the programme calculation by calculation, and reading the rules to get some sort of clarity.

As ever, Ancient Empires is no where near the finished article. I have much work to do in automation, so I can process the turns as fast and as close to the rules as possible, while at game start, players will start building the game into what I believe it is capable of becoming.

Jason.

