

CHARIOTS OF WAR



TECHNICAL SUPPORT

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please read the **README.TXT** file on the **CHARIOTS OF WAR CD** to see any last minute recommendations pertinent to your problem.

For technical support please visit our forums at <http://www.slitherine.com/forum/>

Please include the following information in any tech support query:

- Computer make and model• Windows version• Total system RAM
- Total Hard Drive Space• Video card make and model.

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INTRODUCTION

4000 years ago in the Cradle of Civilization, mighty Empires fought for water, resources and the arable land in the Fertile Crescent. Play the Egyptians in chariots of war, Babylonians in bronze armor, screaming Nubian warriors, and the Assyrians behind their walls of stone. Develop your country by producing commodities and sell them to your neighbors. Raise glorious armies and wage wars of conquest. Roll over the plains in the childhood of Mankind with your Chariots of War!

SYSTEM REQUIREMENTS

To play Chariots of War you'll need the following hardware:

- Windows® 9x/2000/ME/XP
- Pentium III
- 64 MB RAM
- 400 MB Free Hard Drive Space
- 4MB Video Card DirectX Compatible
- DirectX Compatible Sound Card
- DirectX 8.0 or higher

INSTALLATION

- Place your Chariots of War CD in your CD-ROM drive. This should trigger your computer's Autoplay function, which displays the Chariots of War installation screen. Follow the prompts to install the game.
- If, however, Autoplay does not kick in, click **Start>Run>D:\(The CD-ROM drive in which you placed Chariots of War)>Setup.exe**. That should do the trick and get you installing in no time.
- Once the game is installed you may play by selecting Programs>Slitherine >Chariots of War.

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SELECTING A CAMPAIGN & ETHNIC GROUPS

From the main menu you may choose to start a new game, load a saved game or quit. Selecting Load Game displays a list of your saved games. Select one, choose Okay, and your game will begin. Selecting New Game brings up the Campaign Selection screen. This screen allows you to choose from several campaigns and whether you wish to play with a historical or alternative setting. The choice is yours.

- **Tutorial:** This is the place to find out how to play Chariots of War. The tutorial will guide you through the game's basics, getting you ready for a real challenge.
- **Grand Campaign:** The grand campaign covers the whole ancient near east. Be prepared for many hours of gaming if you start this one!
- **Levant:** The Levant covers modern day Israel, Syria and the coastal region of the Eastern Med.
- **Mesopotamia:** This covers Mesopotamia and the nations that were the cradle of civilization: the Sumerians & Akkadians.
- **Anatolia:** The mighty Hittite Empire rose to rule this region of modern Turkey, but will you re-write history?
- **Egypt:** Egypt is divided and there are barbarians in the desert. Will you be the one true King to unit a mighty Empire?
- **Quick Start:** This is the same as the grand campaign, but starts with all of your cities more developed, and technology is much more advanced.

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Historical Settings



All the nations in Chariots of War are split into 10 ethnic groups. Each group has its own unique unit & map icons. When choosing an alternative history game you will be asked to select what your ethnic group will be and the ethnic groups that you will be up against. Any that you select will be randomly allocated to countries on the map. Any that you don't select will not appear on the map.

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ETHNIC GROUPS AND THEIR UNITS

Bedouin
Midianite Camels



Assyrian
Sha Qurbute Spearmen



Egyptian
Teheru Spearmen



Syrian
Sabu Nagib Archers



Nubian
Medjay Skirmishers



Hittite
Meshedi Spearmen



Mitanni
Maryannu Chariots



Sumerian
Gish Gigir Battle Carts



Skythian
Skythian Horse Archers



Tribal
Sea Peoples Warband



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Alternative History Settings



RESOURCES

There are 9 resources. These are not evenly spread across the map. Some areas will have access to herds of horses, but no metal while others may have plentiful quantities of copper. This means trade will be crucial for the success of any nation.

Pickups

Occasionally resource pickups will appear on the map. These can be collected by walking one of your armies to them. Any resources in the pickup will be transferred to your stockpile.

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Sidebar Icon

Pickup Icon

Description



Building materials - these range from mud bricks for basic constructions to stone for temples etc.



Food - every population unit will consume food per turn. If people cannot be fed, the population will cease to grow and civil unrest can occur. Food may also be used in troop construction and maintenance.



Gold - this is the monetary currency of the game. One unit of another resource will be worth many units of gold. Gold is also how tax is collected from the population, but its main purpose is as money for trade deals



Precious metals & gems - these items are required for high tech buildings such as city halls. It is also required to recruit high tech units.

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Myrrh - this covers all incense, oils and kohl used in temples etc. In general this resource will be used to build and maintain religious buildings, which are closely linked to population happiness.



Wood - wood is a rare resource and not used for buildings, but instead for chariots and other weaponry.



Copper - this is the basic metal in the game used to produce the low-tech units.



Tin - tin is more rare than copper and is required along with copper to make bronze and higher tech units.



Horses - these are required to build all mounted military units.

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NATION PRODUCTION

Every nation has a base production value. It receives this on top of taxes, production and any income from random events. The amount received does not increase as the empire expands. It's not much and it is more significant to smaller nations than larger ones.

TURNS & BUILDING

Each turn is one month. Instead of all orders being completed in Spring every building takes a number of turns to construct. Each squad takes one turn to construct.

TUTORIAL

The tutorial takes you through the basics of Chariots of War. It shows you how to use the user interface, but does not tell you too much about strategies on how to play the game. This is something we think you'll have fun learning for yourself!

Once you have loaded the tutorial follow the instructions that come to you through messages each turn to learn more about Chariots of War.



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CAMPAIGN VIEW

When you start the game you will be looking at the campaign view.



- Map Controls - You can scroll around the campaign map by moving the mouse to the edge of the screen. You can jump to anywhere on the map by clicking on the mini map in the top right.
- The sidebar has a number of buttons & information available
 - o The current date is shown at the top
 - o Mini map shows borders between nations, cities & army positions. Minor settlements are shown as red dots, cities as white. Armies are also white but without the black border cities & minor settlements have.
 - o The terrain under the cursor on the campaign map is show in the box under the mini map
 - o 12 buttons are used to control various aspects of the game (explained below).

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oAt the bottom of the screen are 9 resource icons showing how much of each resource the player has and how much they are gaining/losing per turn.

- The bottom bar contains info about the currently selected army. If no army is selected this is blank. When an army is selected you get the leader's name in the middle & icons for each squad in the army. Next to each squad icon is a star and a number. The star shows the size and fills in with silver, then gold as the squad is expanded. The number shows the experience level. Dots fill up to show how close to the next experience level the squad is.
- Left clicking selects a city or army.



Previous army - selects the previous army in the list



Jump to city - jumps to one of your cities & cycles through them



Next army - jumps to the next army in the list



End turn - ends turn!



Continue along path - for an army with a route specified this tells the army to move as far as it can down the route



Heal - this tells an army to rest & heal



Trade - takes you to the trade screen

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Diplomacy - takes you to the diplomacy screen



Empire - takes you to the empire screen



Messages - the number on the icon shows the number of new messages this turn. Clicking the button opens the message window



Game results - takes you to the game results screen



Options - opens options window for load/save, etc.

MANAGING CITIES

Cities & Minor Settlements

Cities are where you recruit troops & construct buildings. Cities can be continually improved and become very powerful. Minor settlements provide resources for the owning side & can be fortified but cannot be expanded in the way cities can. You cannot recruit troops or construct buildings at a minor settlement.

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City View

From the city screen you make city specific decisions, such as what structures to build & upgrade, where to allocate workers, how many and what types of troops to recruit.



In the middle of the screen is a window onto the current city. To the left is a list of units that may be recruited. To the right is a list of structures that may be built or upgraded. Above it is the name, population, scroll arrows to next & last city, date & arrival time of new buildings. Underneath are a sell button, the city happiness indicator, garrison information, resource information and a radar map.

Workers

The number of workers you have available is represented by white men in the bottom left of the city window. Workers can be allocated to buildings in the city window by left clicking on them. Right clicking removes a worker from the building.

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The number of workers a building can hold is shown by black slots, but when a worker is allocated it fills with a white worker icon. Workers are usually associated with resource collection buildings and the more workers allocated the more resources that are produced.

As you allocate and remove workers to and from different buildings you will see your resource production change at the bottom of the screen. This is only an overview of what's going on. The overview shows you the max build level as a large white number, underneath is a black number showing the current stockpile, then a black +/- showing the total change per turn for all of your cities in this resource and finally a red +/- number showing the production/consumption of resources in this particular city.

For a detailed breakdown of each resource, put the mouse cursor over the icon and a ToolTip will show you the details.

Stock - this is how much of the resource you have in your stockpiles. The number in brackets afterwards is the increase or decrease per turn based on your current production & consumption of the resource.

Prd - this stands for production. It is the base production value of the workers in this city.

Bon - this is the bonus production value in the city based on improvements such as guilds, universities etc.

Mnt - this is the maintenance of all buildings in this city.

Bal - this is the balance, taking into account the production, bonus & maintenance.

Max Bld Lev - this is how good this city is at producing this resource. The number is the maximum build level for the resource producing structures of this type in this city. So if it says level 5, you may build a level one structure and upgrade it 4 times.

Recruitment

To recruit squads, select the type of squad you would like to recruit from the list and you will see a picture of it appear in the window above. The number currently being

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recruited is shown (0 if you have not ordered any). Click on the increase or decrease button to change the number of squads being recruited. Each turn a city may produce one of each type of squad that it can build. Squads you cannot afford will be greyed out in the list. The experience of newly recruited troops is shown, as is their squad size.

E.g. If you have squad A and squad B and you click to order 3 of each type, at the end of the first turn, one of each type will be available, at the end of the second turn, you will have made 2 of each type and so on.

Tip : You can use the mouse wheel to scroll up and down through the list. This applies to most list boxes throughout Chariots of War.

Construction

To construct buildings select the option you require from the list. Its cost & time to build will be shown. If you decide you want it, then click the buy button. A shadow of the building will appear in the city. If it is a new building it will appear in an empty slot. If it is an upgrade of an existing building it will appear over the top of the original building. You may only construct buildings that require a new slot if you have free building slots available. Any buildings you cannot afford are greyed out, any buildings you have no room for will not appear in the list.

Once you have selected to buy the building, the date when it will be completed is shown above it. Some buildings are cheap and quick to build, while others may be expensive or take a long time, or both!

At the start of the game you will find your cities are small with little room for new buildings. To improve them you must upgrade the city center, which is always the first option on the build list (if you have the required tech level).

Small Encampment - 1 slot

Large Encampment - 2 slots

Small Village - 3 slots

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Large Village - 4 slots

Small Town - 5 slots

Large Town - 6 slots

Small City - 7 slots

Large City - 8 slots

You can sell buildings by selecting the sell button. The button toggles you into/out of sell mode. When in sell mode you can left click to sell/cancel sell on a building. Some buildings may not be sold (such as town centers). Those that can are sold at the end of the month. Some resources are recovered from selling the building, but only a proportion of the cost.

The garrison information shows which types of troops comprise the garrison and how many squads of them there are. It also shows the size and experience of the garrison.

The visiting army is shown next to the garrison. This is the army that is in the city. This is different from the garrison, as the garrison can never leave. If a city is attacked without a visiting army, the garrison will always surrender. The garrison only fights to assist a visiting army, not on its own. To select the visiting army click the select button. If there is no army visiting the city then the button will be greyed out.

The city's happiness is shown by a bar and a picture. Happiness is discussed later, but the higher your people's happiness, the better.

Population growth rate is shown by a house with a number over the top. This is the number of new people per turn in your city (does not take account of the happiness which can modify pop growth).

When cities are captured a certain amount of damage is inflicted by overzealous looters. This results in some structures in the newly conquered city being destroyed and you will see them as ruins on the city view.

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Building Pre-Requisites

A pre-requisite is a building that you must have before you can build the one you want. There are two types of pre-requisite building - local & global. Local pre-requisite buildings must be in the city that builds them. Usually local pre-requisites are required because the building is being upgraded from a small farm to a large farm. Global pre-requisite buildings can be in any city you control. E.g. to build a Blacksmith you must have an Infantry Barracks in one of your cities. It does not need to be in the city you wish to build the Blacksmith. If you lose control of the city with the Infantry Barracks or it is destroyed for some reason, then you will lose the ability to build the Blacksmith.

City Garrisons

The buildings within a city will determine the number and type of garrison received when defending that city. At the start of the game most cities will be guarded by one Peasant Levy or Khepetj Auxilia unit. As the city is improved it will change the type of garrison and increase the number of squads. Barracks, Stables, Forts & some other buildings modify the type of garrison you receive. E.g. If you build an Onager Stables, the city's garrison will become Gish Battle Carts. If you have more than one type of possible garrison, the best squad will become the garrison.

If the garrison is involved in a battle and takes casualties it will replenish itself from the city's population for free over a number of months.

Tip: Garrisons are different from visiting armies. They cannot move and do not fight unless there is a visiting army to assist them. Cities without a visiting army to defend them are captured without a battle. You must station visiting armies in your cities to defend them from attack!

Controlling Armies

Armies are shown on the campaign map by a soldier and a banner. The soldier shows what ethnic group the nation is from (see Nation Types) and the banner is colored to show the nation owning it. You can get more information about an army by putting the cursor over it.

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Controlling your armies is very easy. Click on an army to select it. When selected the bottom panel fills up with information about that army. An army can contain a maximum of 8 squads. A picture of the squad shows which troops are in that squad. The picture also shows the size and the experience of the squad. The name of the army's leader is shown in the middle of the bottom panel. On the far left are shown the movement points remaining this turn.



You can also select field armies by clicking the "Next Army" and "Previous Army" buttons on the sidebar. Field armies are those that are not visiting a city - i.e. in the field. This means you cannot select an army that is visiting a city with the next/last field army button. To select a visiting army you must go to the city window and click the select button underneath the picture of the visiting army. Armies in the field have higher maintenance costs than those resting in cities.

When you have selected your army, just click on the destination. A route will appear to the target. The route is marked by a green & red line. The green part shows how far you can reach this turn, the red shows the route you will follow in subsequent turns. If you click on the target again, this confirms that you are happy with the route that is shown and the army will move as far as it can. The army remembers where you told it to go, so if you deselect it and then come back to it, the army will show the route it has been given. If you move your army, end the turn and go back to it, you will find that part of the red line is now green because at the start of the new turn, your army can move again. You can either click on the destination again to tell it to continue down the route, or click the "Continue down path" button from the side bar.

At any time you can change the route and send your army in a different direction, but you may never take back a move once you have made it.

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Your destination can be a number of things

1. An empty area that your army will move to and then await further orders
2. A friendly army that your army will try to merge with when it arrives. If the combined size of the two armies is more than 8 squads you cannot merge and you will be taken to the squad transfer panel
3. A friendly city. If the city is empty, the army will become a visiting army in that city. If the city is already occupied the army will try to merge with it. If the combined size of the two armies is more than 8 squads you cannot merge and you will be taken to the squad transfer panel
4. An enemy army, which it will attack
5. An enemy city. If the city is empty, it will be captured without a fight. If an enemy army is visiting the city your army will attack it. If a battle occurs the city's garrison will assist the visiting army, adding up to 4 extra squads depending on the city's structures. This is the only time you may control more than 8 squads

The paths that enemy armies have recently taken are shown in the same way as routes for your armies, but in blue.

Squad Transfer Panel

When two friendly armies meet, whose combined size is more than 8 squads, the army transfer panel is automatically opened. The leader of each army is displayed. The transfer panel allows you to move squads from one army to the other. It lists all of the squads in both armies. Left click to select a squad and left click again on an empty slot to move it there.

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Armies are arranged into a front and rear rank. When you fight a battle, the slot the squad sits in on the transfer panel determines the default deployment. Squads in the front rank on the panel will be at the front when you are deploying. These are only the default positions though, you can move them around as much as you like before the battle starts. It can be useful if you have archers and you know you always want them behind your spearmen, but it is just an aid, not a real alternative to carefully thinking about where to deploy your troops.

You may also open the panel at any time by selecting an army and clicking on it again. If you do this, there will only be one army selected, and the other army will be empty. You can move squads to the empty army, which effectively splits the army in two. You can also choose to disband any squads in the army. Sometimes this is necessary if maintenance costs get too high or you decide the troops are obsolete.

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Tip : Merging, splitting and transferring squads all use up the entire move of any squads involved.

Healing/R&R

After an army has been involved in a battle, some or all of the squads will have casualties. If you are in a friendly city, these casualties are slowly replaced for free (5% per turn). If you are in the field, these casualties do not replace for free. Instead you must choose to heal/R&R that army. R&R costs resources based on the number of casualties & the original cost of the squad. R&R replaces 25% of the casualties, but uses up the entire move of the army. Only armies that have not moved at all this turn may R&R. To R&R select an army and then click the "Heal/R&R" button on the sidebar. If your army has already moved, or you do not have enough resources to pay for R&R, the buttons will be greyed out and inactive.

Experience

Your squads start as raw recruits with no experience and are of limited use in battle. Over time your squads will gain experience through training, but there is only so far they can progress without combat experience. Through combat they can rise as high as Lev 12. Each experience level increases the morale of your troops, and improves their ability stats such as agility & hit chance. There are also buildings that can be constructed in your cities that provide training to newly built squads, giving them some experience.

Enlarging Your Squads

Buildings that produce squads (barracks & stables) can be expanded. When one of these buildings is expanded it means that the squads they produce are larger. Every expansion increases the size of the squads that are recruited. On the battlefield you will see your men are colored shades of blue, while your enemies are shades of red. The shade shows you the size of the squad. Smaller squads are very light blue/red and as you expand them they become brighter.

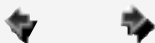
Tip : The size of the building is shown by the number of flags hanging outside of it.

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MOUSE CURSORS



Scroll map



Default cursor



Select army under cursor



Move army to target position



Merge selected army with the target army



Split one army into 2 armies



Swap squads between armies



Attack enemy army or city



Move selected army into an empty city



Busy cursor, you can't do anything while this is shown

BATTLES

There are 2 stages to battles. The first is the pre-battle deployment, then there is the battle itself.

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Deployment

The pre-battle deployment is where you make all the decisions about how to fight the battle. The deployment screen shows a top down view of the battlefield. The terrain is shown graphically, and any obstructions such as impassable trees & rocks are shown on top. The battlefield can have patches of many different types of terrain such as grassland, hills, mountains, palm groves & forests. If you are unsure which color represents which type of terrain you can put the cursor over the map and a ToolTip displays the terrain type.



The map is split into 3 regions. The left side is your side of the battlefield, where your troops must be deployed. The right hand side is your enemies' side of the battlefield where your enemies' troops must be deployed. The middle area is a no man's land where nobody may deploy.

You will also see a number of units drawn on the battlefield. The blue units are your

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troops, and the red units are the enemy. The units are shown by a block of color that shows the number and type of formation they are in. Each soldier is represented by one small block of color, bolting together into a formation. On top of the block of color is a picture of the type of soldier that is in the unit. Units can only contain one type of soldier, so all the soldiers in one squad will be the same, though you may have different soldiers in different squads.

Not all of the enemy's army will be shown. Your scouts will battle their scouts before the battle to try and find out as much information about the enemies' position as possible. This is covered in more detail in Scouting below.

You can get more information about your squads through the ToolTip by putting the cursor over them. For detailed information select the squad and an icon of that squad will appear on the side bar. While you have the squad selected you can set its orders & formation. At the start of the game only very basic formations are available, but as technology and training develop, more and more sophisticated formations become available.

You can also move your squad around by clicking and dragging it. It is important to make the best use of your squad's abilities in each terrain type to be successful in battles.

If you position two of your squads so that they are overlapping you will be warned that not all of them may be able to deploy. Your officers will try to fit their men in as best they can, but depending on the way you have overlapped them, they may not be able to fit them all. Any soldiers that cannot fit, miss the battle, so it is in your interest to ensure that as many as possible can fit.

ORDERS

The Order Icons allow the player to plan his battlefield strategy by dictating when and how his troops will move.

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Advance. Your men will advance, and then engage the nearest enemy. They react to enemies that are a medium distance away from them, overriding their orders and attacking them.



Charge. Your men will quickly advance, and then engage the nearest enemy. They react to enemies that are a long distance away from them, overriding their orders and attacking them.



Short Hold. Your men will pause for a short time, then advance, and then engage the nearest enemy. They react to enemies that are a medium distance away from them, overriding their orders and attacking them.



Long Hold. Your men will pause for a long time, then advance, and then engage the nearest enemy. They react to enemies that are a medium distance away from them, overriding their orders and attacking them.



Envelop. Your men will advance for a longer time, ignoring any enemies that are not very close to them, then attempt to engage the enemy in the flank.



Outflank. Your men will advance for the longest time, ignoring any enemies that are not very close to them, then turn back and attempt to attack the enemy in the rear.



Seek. From the start of the battle they head towards the nearest enemy squad.



Hold fire. This is only useful for archer units. It tells them to hold fire and attempt to engage the enemy in hand to hand. There are times when you may want your archers to engage the enemy in hand to hand.

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Formations

Every formation has strengths and weaknesses. In general the deeper the formation the more punch it has to push through the enemy lines, but a deep formation by nature must be narrow, so it runs the risks of being outflanked. Some squads have more training than others and keep their formations when moving and are able to use more complicated formations.



Column: The column packs quite a punch, but is susceptible to being outflanked.



Block: The block is a powerful formation. This puts a lot of troops in a small space.



Line: This formation covers the most frontage, but it's thin and fractures easily. Use it when you want to prevent your troops from being flanked.



Irregular Formation: These are similar to the block, column and angled line formations, but for less organized units.



Wedge: A strong offensive formation used to break through opposing line formations. Unfortunately, if the wedge doesn't secure a quick victory it may become surrounded.



Angled Line: The angled line is used to either protect a friendly flank or attempt to turn an enemy flank.



Crescent: This formation is used when attempting to suck an enemy formation into the middle and envelop them with the wings of the crescent. Can be effective against cavalry.

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Checkerboards: The checkerboard formation is less dispersed than the shallow mob, but not as compact as the line formation. There are 3 types of checkerboard, varying the depth of the formation. As with all other formations, the deeper it is the more punch it has.



Chariot Formations: These are similar to blocks & lines, but chariots need more room so the spacing is much greater.

Scouting

When making decisions about how to deploy your forces you must take into account what the enemy is doing. Unfortunately the enemy is trying to hide as much from you as possible with their scouts and find out about your positions instead. Every type of unit has a scouting rating. This is how good it is at finding that information and preventing the enemy from finding it. The more units with good scouting abilities you have, the more chance you have of finding the enemy. The more scouting units the enemy has, the less you will see. The scouts from both sides fight a duel before the main battle which determines who gets to see what. You just get a report of the outcome of that duel beneath the deployment map. Light units such as skirmishers and cavalry have the best scouting abilities, but are often less capable in melee. If you do not have any troops with scouting abilities you will find yourself blind in the battle and not able to see where any of the enemy troops are. Never underestimate the importance of good scouts. You must balance your army's scouting abilities with its combat abilities.

The Battle

Once you are happy with the deployment of your troops you can begin the battle. Once the battle starts you do not have any control. From this point on, it's your officers that take over and try to carry out the orders you have given them. You can just watch and pray.

You will see a 3D battlefield with your soldiers standing in formation for a brief pause

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until they get the orders to advance. You can scroll around the map and jump around with the radar map in the bottom right if necessary. Some units are much faster than others, and some units keep in formation as they march while others charge as fast as they can, meaning gaps open up in the ranks. Some units have standard bearers and you will see these at the middle of the front of the unit.



It is important to watch the battle to see whether your plans worked and revise them when necessary. Learning how to deploy your troops is one of the keys to success in Chariots of War.

Morale

As your men become engaged in combat you will see them fight and die. From this point on morale becomes the key to success. Whichever army routs first will lose the battle, no matter how many casualties they actually take. Of course, if you lose too many men in your victory it will be somewhat Phyrriic!





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Every time your men inflict a casualty, the squad will get a small morale boost, but every time they lose one the squad's morale is reduced. When a squad's morale drops low enough it will initially become shaken, but if the morale continues to drop the squad will rout. Cavalry and chariots are more powerful and they have to inflict more casualties to gain the same morale bonus, as they know they are stronger, so expect to inflict more casualties than they receive, or their morale suffers.

Casualties inflicted & received only affect the squads involved, not troops on the other side of the battlefield as they cannot see clearly enough what is going on. If however, a squad routs, everyone on the battlefield has a rough idea of what is going on and this can be seen. When a squad routs, all the other squads on its side take a morale hit, while all squads on the opposing side have their morale increased. The type of squad that has routed affects the morale hit. If it was just some peasants who ran away, nobody really cares. On the other hand, if it is the elite chariotry that has been defeated, the effect is much greater - if the elite chariots cannot win then who can!

Cohesion

Squads start ordered. As mentioned above, when the morale drops they will become shaken and then finally rout. Squads can also become disordered if their formation is disrupted by terrain, or once in battle.

-  Ordered - everything normal, and formation bonuses are applied
-  Disordered - some units suffer combat disadvantages (close order foot, especially spearmen). Formation bonuses are no longer applied.
-  Shaken - as disordered, except that all units also get a significant combat disadvantage (50%).
-  Routed - as above but combat disadvantage is higher (75%). Routed units no longer behave as a unit. The men scatter in all directions and run to try and escape. Some get a rush of blood to the head and charge the enemy, but most will just try to survive.

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Trample

Mounted units have the ability to trample infantry units. The terrain modifies this ability, so in the open it is much easier than in a forest or on a mountain. Mounted units are rated at how good they are at trampling. Horse archers are very poor, while heavy chariots can mow down infantry like a grass cutter. Each infantry unit is rated at how likely it is to be trampled. Skirmishers are the most vulnerable, while spearmen are very unlikely to get ridden down by cavalry. The cohesion of the unit affects its chance of being trampled. E.g. Spearmen who are ordered are very hard to trample because of a steady line of spears. But if they become disordered, the spears no longer present a steady wall and they are significantly easier to trample. Skirmishers are easy to trample when ordered and being disordered does not significantly change their chance of being run down.

Missile Troops

Some squads are equipped with ranged weapons. The range varies, but in general foot archers have the longest ranges, then mounted archers, and the lowest ranges are for thrown javelins. In general, missile units are not as effective in hand to hand as other units, so they need to be screened, or deployed en-mass for greater fire power.

Some unit are very vulnerable to missile fire while others with large shields are very well protected and almost invulnerable. The missile defence of a unit is different to its melee defence. E.g. a squad with no body armor but a large shield would be very well protected against missiles, but not from hand-to-hand attacks.

Missile units have limited ammo. The amount of ammo depends on the unit. Javelinmen have less ammo than archers. Although archers get more shots, their missiles are small so are less likely to inflict a casualty. Javelins are much larger and harder to stop with shields and armor. Once a missile unit has fired a volley there is pause as they reload. They always attempt to fire in volleys for the best effect. The reload time varies from unit to unit.

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Battlefield Terrain

The terrain for the battlefield is determined by the surrounding countryside, though the campaign map only shows you a rough overview of the terrain. What appears at first to be a grassy plain may include hills or small patches of forest when you zoom to the battlefield. There are 9 visually different types of terrain you might see on the battlefield. The different terrain affects units in different ways. Each type of terrain can either be open, rough or difficult depending on the unit:

- Open Ground - this includes grass and dry earth. Counts as open terrain.
- Hill - although it is raised ground, the slopes are gentle. Counts as open terrain.
- Forest - yes, you guessed it, lots of deciduous trees. Counts as rough terrain to all infantry and difficult terrain to mounted.
- Palm Grove - same as forest, just with palm trees. Counts as rough terrain to all infantry and difficult terrain to mounted.
- Scrub - brushy, rocky ground with an uneven surface. Counts as rough terrain to all units.
- Mountain - rocky and very steep slopes that are hard to cross. Counts as difficult terrain to all units.
- Sand - flat hard packed sand that is easy to cross. Counts as open terrain for all units.
- Dunes - loose sand and dunes that are difficult to cross. Counts as difficult terrain to all except camels.
- Marsh - boggy marshy ground that troops sink into. Counts as difficult terrain for all units.



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UNIT LIST

In Chariots of War the squads are split into groups of different types. There are 11 different types of group and these are listed below. Each group has information about it, and also a list of the specific squads that make up that group.

Levy

Levy units are untrained. They have no particular strengths but are vulnerable to cavalry in the open and light troops in difficult terrain. Squads in the Levy Group are:



Peasant Levy. These are untrained peasants who have been given a spear and press-ganged into battle. They are un-armored, shieldless and as a result very vulnerable to missile fire. They are not renowned for their combat abilities, so all in all, this is a pretty poor unit that

you will only use when there are no other options. They have no scouting abilities. You do not require any structures to recruit Peasant Levy.

Auxilia

Auxilia units fight in loose order. They are generally equipped with lighter weaponry that allows them to move faster and easily through difficult terrain. They are most comfortable in mountains or woods, but can put up some resistance to enemy heavy infantry in the open. They are vulnerable to cavalry and chariots in the open. Squads in the Auxilia Group are:



Khepetj Auxilia. Khepetj Auxilia is one of the earliest units you will be able to recruit. They are very similar to the Peasant Levy in equipment and training, but fight in a less compact way, making them more suited to rough and difficult terrain.

Their weapons are made of hardened wood, which means they have limited penetration. They have no scouting abilities. You require the Infantry Barracks to recruit Khepetj Auxilia.

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Sabum Qallatum Auxilia. The Sabum Qallatum Auxilia is a more advanced unit. They are equipped with a shield, which offers much better resistance to missile fire, though only limited protection in melee because they are un-armored. Their weapons are made of

copper, making them much more effective than hardened wood. They have no scouting abilities. Requires the Infantry Barracks in the city (local pre-req), and a Training Ground in any of your cities (global pre-req), which becomes available on the discovery of Officers.



Gibborim Auxilia. The Gibborim Auxilia is a more advanced unit, combining good armor, a large shield and bronze weapons. These are the best auxilia you will be able to recruit. These troops expect to be paid well. They have no scouting abilities. Requires the Trained Infantry

Barracks, which becomes available on the discovery of Organized Units, and you must also have an Armory in one of your cities.

Skirmishers

Skirmishers fight in very open formation. This makes them ideally suited to rough and difficult terrain. Because of their open formation they are very vulnerable to cavalry in the open. They are cheap to recruit and offer a cheap alternative to Auxilia, but will usually lose out to Auxilia in a straight fight. Skirmishers are all equipped with ranged weapons.



Hupshu Skirmishers. The Hupshu Skirmishers are a very primitive skirmisher. Their weapons are made of hardened wood, they have no armor and no shield. They are really just hunters gathered together. In the early stages of the game they are the only unit that has any

fire power so they are useful for this if nothing else, but you will soon find them becoming outdated as new technologies come along. They have some scouting

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abilities. Requires the Skirmisher Barracks, which becomes available on the discovery of Ranged Weapons.



'Apiru Skirmishers. The 'Apiru Skirmishers make use of a new invention, the bow! The bow gives them a much longer reach than the Hupshu, making them a much more useful unit. They still lack armor and they are more reliant on their missile fire than the Hupshu, and as a

result are less effective at hand to hand combat. They have some scouting abilities. Requires the Skirmisher Barracks, which becomes available on discovery of Ranged Weapons, and you must also have a Archers Academy in one of your cities.



Medjay Skirmishers. The Medjay Skirmishers are only available to the nations in the Nubian ethnic group. They are javelinmen with shields, and are exceptionally agile over difficult terrain. They have good scouting abilities. Requires the Skirmisher Barracks, which becomes available on the discovery of Ranged Weapons.

Warband

The Warband is a group of impetuous and disorganized warriors. They charge into each fight with little thought for their own welfare. Their initial charge can be devastating, but if things do not go well for them they do not have the staying power of other heavy infantry. Because of the disorganized way in which they fight they are comfortable in any terrain, though in the open they can be vulnerable to cavalry & chariots.



Sea Peoples Warband. The Sea Peoples Warband is only available to the nations in the Tribal ethnic group. They are a cheap heavy infantry unit that is effective in all terrain, making them very versatile. They have no scouting abilities.

Requires the Battle Infantry Barracks, which becomes available on discovery of Bronze Working, and you must also have a Large Training Ground in one of your cities.

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Swordsmen

The swordsmen are very effective against enemy infantry. They can hold their own against Warband, and will defeat most other types in the open, and can give Auxilia a good fight in difficult terrain. Because they lack a long spear they are more vulnerable to cavalry and chariots.



Sheridan Swordsmen. The Sheridan Swordsmen lack organization and their choice of formation is limited. They have no scouting abilities. Requires the Battle Infantry Barracks, which becomes available on the discovery of Bronze Working.



Menfat Swordsmen. The Menfat Swordsmen have more discipline and this training allows them to choose from a wider variety of formations. Their rectangular shields offer better protection against enemy archers and their weapons are of higher quality. They have no scouting abilities. Requires the Trained Infantry Barracks, which becomes available on the discovery of Organized Units.

Spearmen

The spearmen are ideally equipped to face cavalry and chariots. The long spear keeps the mounted units at bay. The spear is less well suited to combat other infantry and they can find themselves in trouble against swordsmen. The spear is not at all suited for difficult terrain such as a forest as the weapons get entangled, and spearmen are very vulnerable to other infantry when in this state.



Militia Spearmen. The Militia Spearmen lack organization and are equipped with copper weapons. They have no scouting abilities. Requires the Infantry Barracks and you must also have a Blacksmith in one of your cities, which becomes available on the discovery of the Shield.

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Madaya Spearmen. The Madaya Spearmen have weapons of a higher quality and they have light armor. They have no scouting abilities. Requires the Battle Infantry Barracks, which becomes available on the discovery of Bronze Making, and you must also have a Large Training Ground in one of your cities.



Massarti Spearmen. The Massarti Spearmen are equipped with large heavy shields and thick armor, making them very tough. Their weapons are made of bronze, which gives them good penetration against enemy armor. They have no scouting abilities. Requires the Heavy Infantry Barracks, which becomes available on the discovery of Armor.



Sha Qurbute Spearmen. The Sha Qurbute Spearmen are only available to the nations in the Assyrian ethnic group. Their large wicker shields and spears make them a very difficult target for enemy cavalry and chariots and they are very hard to trample, even when disordered. They have no scouting abilities. Requires the Heavy Infantry Barracks, which becomes available on the discovery of Armor.



Teheru Spearmen. The Teheru Spearmen are only available to the nations in the Egyptian ethnic group. They are shielded but lightly armored, but fast and cheap to build in comparison to other Spearmen. They have some scouting abilities. Requires the Battle Infantry Barracks, which becomes available on the discovery of Bronze Making, and you must also have a Large Training Ground in one of your cities.

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Meshedi Spearmen. The Meshedi Spearmen are only available to the nations in the Hittite ethnic group. They are well armored and equipped, but also are fiercely loyal and have very good morale. They have no scouting abilities. Requires the Heavy Infantry Barracks, which becomes available on the discovery of Armor.

Archers

Archers are at their most effective when screened by other troops. Their strength is in their firepower and once engaged in hand to hand they tend to suffer. In the open they are vulnerable to most units, though difficult terrain provides protection from mounted.



Megau Archers. The Megau Archers are the first real archer units you will be able to recruit. They are closely packed and throw a dense volume of fire. They are however un-armored and shieldless so if they come under fire they will drop very quickly and are basically useless in hand to hand combat. They have no scouting abilities. Requires the Archery Barracks, which becomes available on the discovery of Improved Bows.



Sparabara Archers. The Sparabara Archers are better equipped and armored than Megau Archers. This gives them some protection from enemy fire and also makes them more useful in melee. Their extra equipment encumbers them to some degree, making them slower and their rate of fire lower. They have no scouting abilities. Requires the Combat Archer Barracks, which becomes available on the discovery of Combat Archers.

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Sabu Nagib Archers. The Sabu Nagib Archers are only available to the nations in the Syrian ethnic group. They are equipped with thick cloth-like armor, which gives some protection against enemy range fire and melee combat. The recruits are hand picked and are very fit, with high morale. They have no scouting abilities. Requires the Combat Archer Barracks, which becomes available on the discovery of Combat Archers.

Horse Archers

Horse Archers are most comfortable in the open. They prefer to engage with missiles before entering hand to hand. They are very effective against enemy light troops, especially skirmishers, and although they will lose to enemy infantry, usually can last for some time, as they are hard to bring down. They can operate in rough terrain, but still suffer from it.



Skythian Horse Archers. The Skythian Horse Archers are only available to the nations in the Skythian ethnic group. They are more lightly armored than the Pethalle horse archers so are vulnerable to missile fire, but their agility makes them tough to kill in hand to hand. They have exceptional scouting abilities. Requires the Stables, which becomes available on the discovery of Animal Husbandry.



Pethalle Horse Archers. The Pethalle Horse Archers are well armored but lack a shield, so are reasonably well equipped for combat, but not a match for the Qurbuti. They carry a large supply of arrows on their horses, which they can fire at a high rate. They have good scouting abilities. Requires the Cavalry Stables which becomes available on discovery of Horseback Riding, and you must also have an Equine Academy in one of your cities, which becomes available on the discovery of stirrups.

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Heavy Cavalry

Heavy Cavalry need open ground. In rough and difficult terrain they suffer to the extreme. In the open they will ride down Auxilia & Skirmishers, and should usually beat swordsmen. Spears are the bane of cavalry. Unless the spears can be disordered first, the cavalry have little chance of success against a spear wall. Cavalry are also effective against other mounted units, easily beating horse archers and usually defeating chariots, who they precede as most feared unit on the battlefield.



Qurbuti Cavalry. The Qurbuti Cavalry are one of the most advanced units in the game and as a result are very well equipped. They have good scouting abilities. Requires the Cavalry Stables, which becomes available on discovery of Horseback Riding.

Camels

Camels are a very specialized unit. Horses are terrified of the smell of the camels, and as a result camels are very effective against them. Camels are much cheaper than cavalry and chariots and can match them in combat. The difficulty camels have is with infantry. Infantry, except skirmishers, will usually overcome any camel unit. Camels are generally also very vulnerable to missile fire.



Midianite Camels. The Midianite Camels are only available to the nations in the Bedouin ethnic group. They have some scouting abilities. Requires the Stables, which becomes available on the discovery of Animal Husbandry.

Chariots & Battle Carts

For the majority of the game chariots & battle carts will be a dominant force on the battlefield. Although they are not as effective against spearmen, they will usually be victorious against any other infantry. The chariots' biggest weakness is rough & difficult terrain. Chariots are usually un-effective unless there are wide areas of flat ground and suffer very badly against all opponents in rough and difficult terrain.

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Gish Battle Carts. The Gish Battle Carts are slow and poorly equipped, but when the first of this unit become available they change the way warfare is conducted. They have no scouting abilities. Requires the Onager Stables, which becomes available on discovery of the Wheel.



Gish Gigir Battle Carts. The Gish Gigir Battle Carts are similar to the Gish, but are pulled by more horses, giving them more trample power and have 2 crew making them more effective in hand to hand. They have no scouting abilities. Requires the Onager Stables, which becomes available on discovery of the Wheel.



Ne'arin Chariots. The Ne'arin Chariots are 1-horse light chariots with one crew armed with a bow. They have a plentiful supply of ammo and can fire off arrows at a very high rate. They have some scouting abilities. Requires the Stables, which becomes available on the discovery of Animal Husbandry.



Maryannu Chariots. The Maryannu Chariots are only available to the nations in the Mitanni ethnic group. They are similar to the light chariot, but the crew are much better armored and equipped to deal with hand to hand combat. They have some scouting abilities. Requires the Stables, which becomes available on the discovery of Animal Husbandry.



Ansukurra Mes Chariots. The Ansukurra Mes Chariots are 2 horses heavy chariots with 2 well-armed crewmen. They are extremely good at trampling infantry and are generally very tough. They have no scouting abilities. Requires the Onager Stables, which becomes available on discovery of the Wheel, and you must also have a

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Workshop in one of your cities, which becomes available on the discovery of Construction.

MANAGING YOUR EMPIRE

From the empire screen you can get an overview of the production of your entire empire. At the top of the screen is a list of every city you control, with their production, population, construction projects and happiness.

You can jump to the city view for any city by selecting it in the list and clicking the view button, or by double clicking on it in the list. If you entered the city from the Empire screen, you will exit the city view back to the Empire screen.



In the middle of the Empire Screen is a panel that combines your city information with other income & expenditure.

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- Nation bonus is a small production value that the nation receives no matter what. It is not related to empire size, work rates, etc., you always get this.
- Tax income is the revenue generated by taxing your people. As your population increases this value will go up. You can also see it change as you adjust the tax slider bar.
- Trade is how many of the item you are buying or selling. For gold, it is the cost or revenue generated by the items you are trading.
- Food eaten is the amount of food your population consumes. As the population increases, so does the amount of food eaten. You can also adjust this value by changing the food level slider.
- Army cost is the total costs of maintaining all your armies.
- Balance is the +/- for this turn based on all your sources of income and all your expenditures.
- Stockpile is how much you currently have stored of this resource.

At the bottom of the screen are 3 slider bars. These bars are empire wide controls that control the happiness of your population. These are:

- Tax rate. This is how much you tax your population. It is the amount of gold per worker generated per month. The higher the tax rate, the less happy people are.
- Food required. This is how much food you provide to the population. Each population unit consumes a number of units of food per turn. The more food you provide the happier the population is.
- Work rate. The work rate is the % of normal production you are forcing your people to work. A work rate of 50 means your cities will produce 50% of the normal production. If a farm normally produces 10 units of food per turn, at a work rate of 50% it would only produce 5 units per turn. The higher the work rate, the less happy the population.

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TRADE SCREEN

In Chariots of War you will find, at least initially, that your nation does not produce all the resources that it needs. You will have deficits of some resources and surpluses of others. You will need to trade what you have a surplus of to gain what you are short of.

The trade screen shows the 8 tradable resources (gold cannot be traded as it is the currency of the game). Resources are bought and sold from the market (not directly to other nations). Each resource shows a buy and sell price. Prices are always in gold. The buy price is always higher than the sell price. The buy price is the price you pay when buying resources from the market. The sell price is the price you get when selling resources to the market. The screen also shows your stockpile and the change per turn.



There are 3 buttons for each resource. The plus & minus buttons control how much of each resource you are buying or selling. The plus button increases the number

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you are buying, or decreases the number you are selling. The minus button increases the number you are selling or decreases the number you are buying. The last button is a toggle that determines whether the sell order you are placing is a one off deal or whether this is a recurring deal to be carried out each turn.

Peaceful nations will enjoy better prices than warmongers. Merchants do not like to visit turbulent areas and as a result it is more expensive to buy resources if you are always at war.

The market is a living system. As resources are bought and sold to it, the prices fluctuate. The market looks at how many resources were bought and sold across the region. Resources that were sold more than they were bought are likely to drop in price. The price drop is determined by how much supply outweighs demand. If more of the resource is bought than sold the price will rise. There are also fluctuations due to external forces and random events can feed into prices as well. If there is a drought then food prices will go through the roof.

You will find that in the early stages of the game, food and building materials are all you need to get by, but as new technologies develop you find uses for the rare resources. Initially copper and wood become useful for building weapons, then horses to create chariots. Later into the game you'll need tin to combine with the copper to make bronze weapons and finally you'll need gems and incense to upgrade all your structures.

Tip : You can right click on the +/- buttons to buy or sell 10 of a resource.

DIPLOMACY SCREEN & RELATIONSHIPS

The diplomacy screen is where you control your diplomats and review enemy diplomats in your country. You can also find out information about enemy nations if you have diplomats with them.

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In this period of our history, nobody trusted anyone else and peace treaties were not worth the papyrus they were iconographed on. For this reason there are no declarations of war. At any time you can attack and be attacked by any nation... are you nervous yet?! Every nation has an attitude towards other nations that determines who they think are their friends and who are their enemies.



This relationship is based on a complicated equation that takes 4 main factors into account:

Trust

Trust is a measure of your actions throughout the game and how other nations interpret them.

Common Cause

Common cause is a measure of how similar you are. Small nations will be friendlier

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to each other and gang up against big nations. Nations with the same side type will also be friendlier to each other. If two nations are under attack by the same nation this is another reason for them to feel common cause.

Opportunity

Opportunity is a measure of how much you want what a neighbour has and how well defended it is.

Threat

Threat is a measure of how much you have what your neighbors want and how many troops they have available to take it from you.

The diplomacy screen lists all nations in the campaign. There is also a map that is color coded to show the diplomatic status. The red nation is yours. Green nations are those that you have diplomats with. Blue are those that have diplomats with you. Cyan is those nations where you both have diplomats.

In the bottom left is a list of your diplomats and underneath this a list of foreign diplomats in your country. If you select a diplomat from the list, detailed information will be shown about that diplomat. This information includes his location, if en-route how long to reach the destination, his name, experience and his picture. For foreign diplomats it shows the country of origin, the experience and their picture.



At the start of the game all of your diplomats will be at home. To send out a diplomat select the nation you wish to send it to from the list or on the map, select the diplomat you wish to send and then hit the send button. The diplomat will then travel to that

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country. The time it takes to reach the destination depends on the distance that must be travelled. While in transit your diplomat is out of contact and cannot be given new orders. When your diplomat has arrived at his destination you may recall him at any time and he will travel home over a number of turns.

Foreign diplomats can be expelled if you no longer wish that nation to have information about your nation. To eject the diplomat select him from the list and hit the eject button. The way in which you eject the diplomat will affect the relationship with that nation. The harsher you are the worse their reaction will be.

If you eject foreign diplomats expect them to do the same to yours. Also expect them to eject your diplomats if your relationship is very low.

While you have diplomats with a foreign nation you will receive information on that nation. The shroud over any nation you have a diplomat with will be revealed. It will also show you the relationship and, depending on the experience of your diplomat, you may get more detailed information on the economic and military resources of that nation.

Diplomats also improve relations with any nation they are stationed in. The better the diplomat the more the relation will be improved.

Diplomats gain experience as they do their jobs, until they die... Every turn they are stationed abroad they gain experience. The first few years they are stationed in a country is the time when they will learn the quickest.

HAPPINESS

Happiness & Unrest

Happiness is an important part of Chariots of War and you must keep an eye on it to succeed. Every city in the game world has a happiness rating. This is affected by the size of the city, tax rates, food availability & more factors. The happiness of your people affects their productivity, population growth rates and in the worst cases can result in revolts!

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Jubilant

Very high productivity & many people immigrate to the city



Content

No effect



Protesting

As discontent, except productivity is greatly reduced



Rioting

As protesting, but mass emigration, chance of revolt, & chance of buildings being burned to the ground



Happy

High productivity & some immigration



Discontent

Cannot recruit troops due to their unreliability & the population is emigrating away from the city



Striking

As protesting, except productivity is zero, emigration increases



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Happiness adjusts over time, so the effects of your actions will not immediately be apparent. If you raise the tax rate, your happiness will fall over a number of months until it reaches its new level. This means you must plan ahead as last minute fixes may be too late to help!

There are two types of happiness that combine to generate each city's happiness state. These are Empire wide factors & City specific factors. Empire wide factors affect all cities in the empire, while city specific factors only affect that city.

Empire Factors

- Empire size - the larger your empire the more different racial groups it contains. Inhabitants in one area of a large empire have greatly differing needs to those in another part of it. We generalized this and have said that the larger your empire, the harder it is to keep happy.
- Tax rate - the more you tax your people the less happy they will be.
- Work rate - the harder you work your people the less happy they will be.
- Food supply - the more you feed your people the happier they will be.

City Factors

- City size - the larger the city the more crowded it gets and the worse living conditions are, making people unhappy.
- Recruitment - recruiting soldiers from a city makes the people unhappy. The effect is small, so only continuous recruitment is a serious problem.
- Ethnic mix - people from different ethnic groups & foreign nations do not always get along with the controlling faction. The more "foreigners" in your city, the more tension there is, leading to civil unrest if not kept in check.
- Garrison - the more troops you have garrisoning the city the better law and order will be, keeping the people happy.
- City buildings - certain buildings offer bonuses that will help keep your people happy, such as temples, gardens, etc.

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Houses in the city are color coded with the nationality of the owning side. Over time the inhabitants will become naturalized and convert to the controlling faction's nationality. But until this time, they are a destabilizing influence for the city.

TECHNOLOGY

As the game progresses new technologies will become available. These will allow the construction of improved buildings and new units. At the start of the game only the basic technologies are available and you will soon run out of things to build and must consider war. As new techs are available there will be spurts of investment and war. This continues throughout the game giving an interesting ebb and flow to the game play.

THE HARVEST

The lifeblood of the Empire is its supply of food. Each year your farmers collect it, but the amount they produce depends on whether there was enough rain, too much rain, locusts etc. Every year your Minister of Agriculture will report the current situation via a message. The effects of the harvest affect the production you receive from your farms for an entire year. If the harvest is really bad you may be forced to buy in food, but beware that if your harvest is bad, your neighbor's is also likely to be, so there could be huge demand for food, sending prices soaring!

RANDOM EVENTS

Occasionally there will be random events such as mines collapsing, earthquakes etc. These generally have unwanted effects such as disrupting production, or damaging your stockpiles of resources. Sometimes you'll get lucky and things will go your way - a merchant may donate money, or your engineers may find a rich seam of gold. Random events are reported to you through messages.

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ROAMING BARBARIANS

These were uncivilized times and often there were incursions of roaming barbarian armies. From time to time this will appear, usually from the sea, or the less accessible areas such as mountains and deserts. These roaming armies will attack anything they come across looking for loot and can even occupy cities.

MESSAGE SYSTEM

On the sidebar is an icon with a number over it showing you how many messages you have new this turn. Clicking this button will open the message window. In the top panel you can see a list of all the messages you have received, and when you select them, the details of that message are displayed in the large panel at the bottom.



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MODDING

Although we can't officially support modding, we know a lot of you like to do it, so we have made it as easy as possible. Modding is the editing of the game's data files to change the way things look or behave. It means that you can change the performance of units in battle, alter their costs, change the way buildings behave. You can change the position and names of cities, invent new nations, give them cities or take cities away from other nations. You can create new armies, alter the events scripts, and add your own new events & messages. You, the player, can edit pretty much everything. The game's message forums offer assistance for modders.

Be warned though, that if you change any files, there is a chance it will cause the game to crash and we cannot be held responsible for this and any damage caused by it. If you change any of your data files you will not be able to receive tech support, so please don't call or e-mail and ask for it! It is not possible for tech support to help in any way if you have made changes to your files.

If you want to know more about modding and the modding community visit the Chariots of War Forum, which you can reach through our website at <http://www.slitherine.co.uk>.

BUILDINGS

City Centers



Small Encampment: The establishment of a small static community offers advantages over a nomadic lifestyle



Large Encampment: The development of your permanent settlement attracts more people, as the surrounding land begins to be used



Small Village: Basic defences and organization allow more people to live comfortably in your thriving settlement

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Large Village: Slightly smaller than a town, more expansion and organization allows your population to increase



Small Town: A bustling marketplace attracts greater numbers of people; increased revenue permits further land development



Large Town: Efficient policing and fortification enables control of a larger population and more land



Small City: The adoption of a council of Elders provides stability to your growing population and surrounding lands



Large City: A sophisticated infrastructure and full exploitation of the surrounding land provides for a larger population

Resource Collection

Every city has access to a number of different resources shown on the ToolTip on the campaign view or on the resource icons inside that city's window, which is called the resource abundance. If you have a resource abundance of 0, a city may not build any structures that collect that resource. The level you can upgrade to depends on the resource abundance of the city.



Gold Mine: Allows gold to be mined



Wheat Farm: Allows food to be produced



Cattle Farm: Allows food to be produced

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Lumber Mill: Allows wood to be produced



Reed Brick Producer: Allows building materials to be produced



Copper Mine: Allows copper to be mined



Tin Mine: Allows tin to be mined



Horse Paddock: Allows horses to be bred



Gem Mine: Allows gems to be mined



Incense Farm: Allows incense to be produced

Military

These structures are required in a city to recruit military units:



Infantry Barracks: Allows basic infantry units to be recruited



Battle Infantry Barracks: Allows the first real soldiers to be recruited



Trained Infantry Barracks: Allows full time professional soldiers to be recruited

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Heavy Infantry Barracks: Allows your most powerful infantry units to be recruited



Skirmisher Barracks: Allows lightly armed skirmishing infantry to be recruited



Archer Barracks: Allows archers to be recruited



Combat Archer Barracks: Allows heavily armed and armored archers to be recruited



Onager Stables: Allows your first mounted units to be recruited



Stables: Allows more advanced mounted units to be recruited



Cavalry Stables: Allows hi-tech cavalry units to be recruited

Military Support Buildings

These structures improve the training level of any troops recruited in the city or unlock bonus units at the Military structures



Small Training Ground: improves the starting experience of our troops and allows new Auxilia to be recruited at the barracks. Upgraded training grounds increase the experience of your troops and can also unlock other unit types.

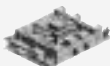
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Equine Academy: Improvements in equipment and husbandry result in improved horse production and allow advanced cavalry units to be recruited at the stables



Archers Academy: Allows archers to be recruited at your barracks



Armory: Integrating a smelting works, your tin and copper production are improved, and advanced infantry units become available at your infantry barracks



Blacksmith: Allows shields to be manufactured and new infantry units to be recruited



Workshop: Allows construction of heavier chariots at your Stables

Religious

The main function of these is to keep the population happy



Shrine: A monument amidst your tribal burial grounds seems to help keep your population content



Temple: Improvement of religious buildings allows your priests to have greater control over your people



Large Temple: The introduction of organized worship helps to keep your people happy and under control



Temple Complex: Control of your populace through religion helps reduce dissent throughout the city

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Large Temple Complex: Grand architecture reinforces your people's religious beliefs, keeping them happier and more obedient

Education

Education of the population improves their productivity and as your civilization develops, people start to expect these services or they can become unhappy.



University: By educating your elite, they are better able to control the masses, increasing productivity in all areas



Library: Establishing a repository for documents results in new technologies giving even greater productivity



Guilds: Passing knowledge from master to apprentice, gives increased production in all areas



Schools: Education for everyone yields the largest possible production from your workforce

Health

Health care leads to faster population growth, which may or may not be advantageous, depending on the situation. As your civilization develops, people start to expect these services or they can become unhappy.



Herbalist: Simple health care based on herbal remedies reduces sickness and increases population growth



Doctor: Health care from a trained priest decreases the mortality rate for a range of ailments



Hospital: Developments in health care mean reduced death in childbirth, for the rich at least

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Clinic: Comprehensive health care from dedicated priests, minimizes the risk of unnecessary death from disease or injury

Forts

Forts increase the number of defenders in your garrison. They can also sometimes improve the type of garrison squad you receive.



Small Fort: Provides an extra garrison squad to any army defending the city. Upgraded forts provide more garrison squads.

Minor Settlements



Minor Settlement: These are special city centers that cannot be upgraded except to fortify them. Troops cannot be recruited at minor settlements

Wonders

These epic projects dominate the skyline letting all know the power and majesty of the city's ruler, making the people happy and productive. Only large cities can create these epic projects and each ethnic group is limited to one type of project..



Pyramid



Ziggurat



Tower of Babel



Hanging Gardens

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LEGION GOLD

Legion Gold is a revolutionary, high-level strategy game that incorporates strategic and tactical elements in a unique Roman Empire adventure. Control vast armies and attempt to carve an Empire at the strategic level. At the tactical level, position your armies and make use of the best formations to achieve victory. Each map can be replayed a number of times in different settings, with different nations, giving you hours of gameplay.

TEEN



Blood
Violence

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