

GATES OF

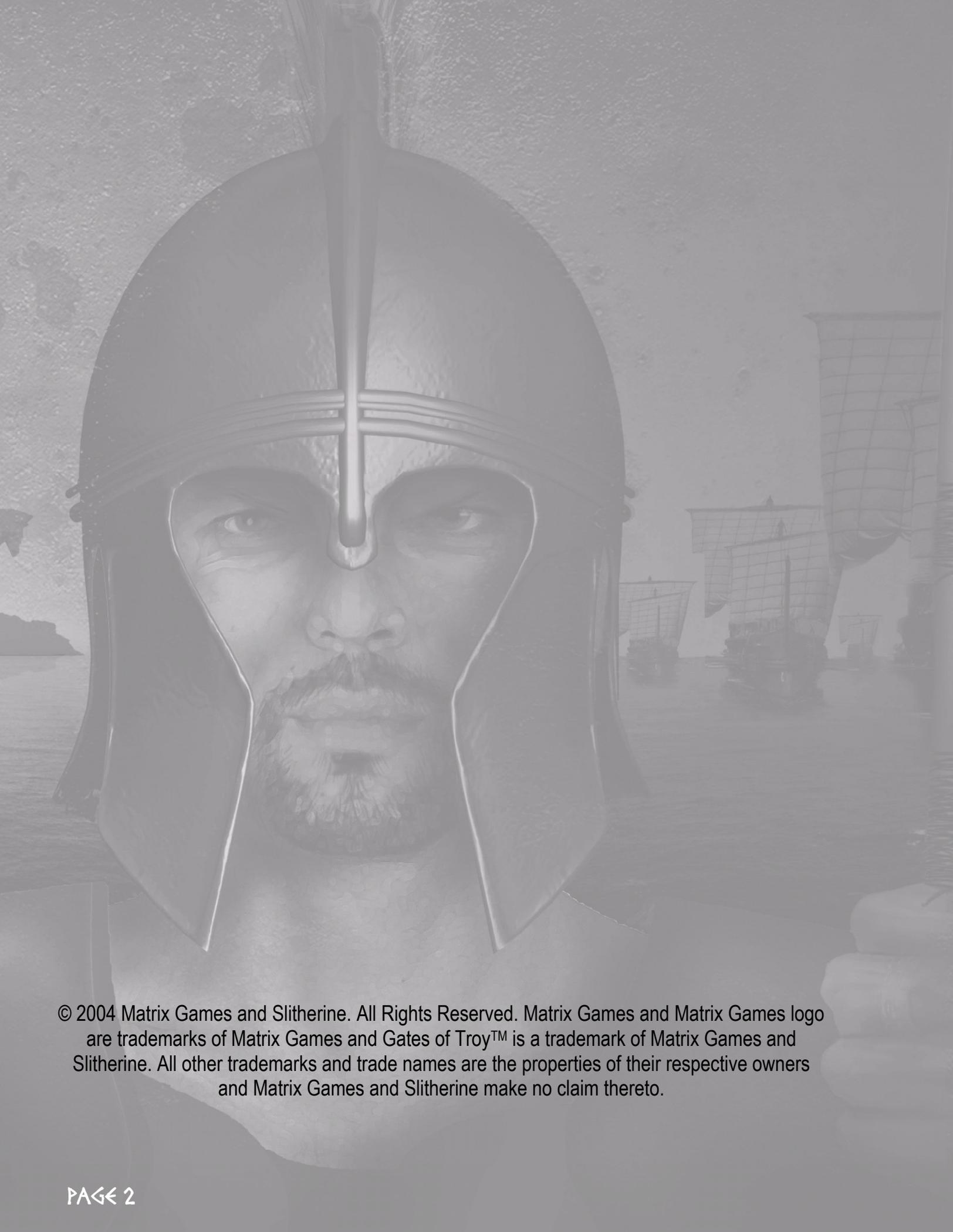
TROY



Manual



SLITHERINE



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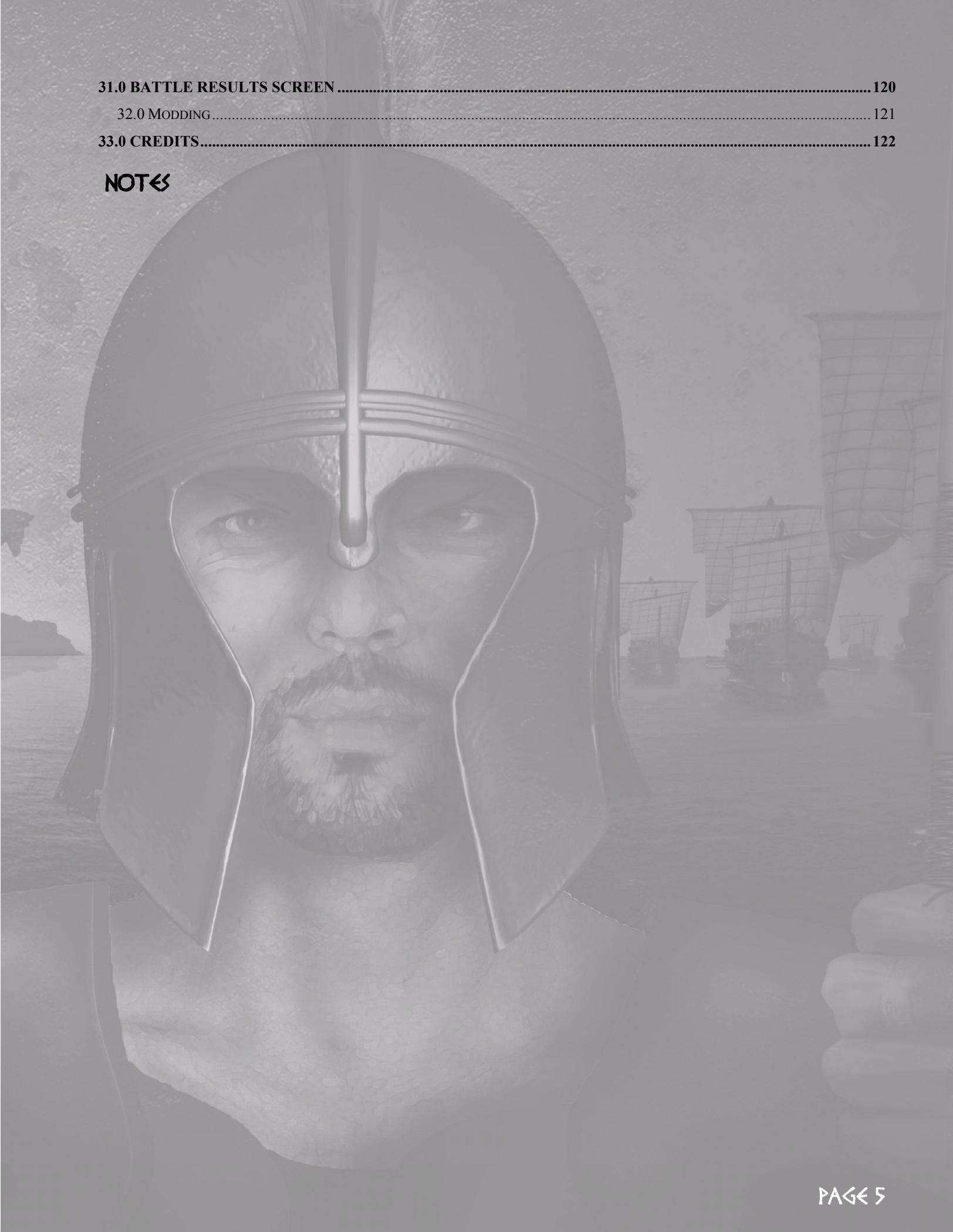
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NOTES



1.0 INTRODUCTION

1.1 MAIN MANUAL

GATES OF TROY is a stand-alone expansion to the award winning strategy game **SPARTAN**. Capture the romance and adventure that led over one hundred thousand Greek warriors to the far-flung shores of what is now modern day Turkey. The Trojan Wars were fought to restore **Helen**, renowned to be the most beautiful woman in the known world to her husband **Menelaus, King of Sparta**. **Helen** had been carried off by **Paris**, the younger son of **King Priam of Troy**. Not surprisingly, **Menelaus** was enraged and called upon his allies from the myriad of Greek City States amongst who were **Achilles, Odysseus**, and his brother **Agamemnon the King of Mycenae**. Over the next two years they raised an enormous army of over 100,000 fighting men and assembled a huge fleet of 1000 ships, which led to the saying “*the face that launched a thousand ships*”.

Take control of the Greeks under **Menelaus** or defend Troy with the aid of **Hector** one of the greatest commanders of the classical era.

Gates of Troy contains six historically accurate scenarios including a scripted mission that allows you to fight the battle of **Thermopylae** on a 1 for 1 scale and command the heroic 300 Spartans led by **Leonidas**.

*'Come friend, you too must die. Why moan about it so?
Even Patroclus died, a far better man than you.'*
(Iliad 21.119-28)

1.2 INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, insert the **GATES OF TROY** CD into your CD-ROM drive. If you have disabled the Autorun function on your CD-ROM, double-click on the installation archive file, double click on the **Setup.exe** file that is located on your CD. Follow all on-screen prompts to complete installation.

In **GATES OF TROY** we've developed a dual Spec option; to play, you will need **either** of the following hardware options.

2D spec option

Windows® 98/ME/2000/XP
Pentium II 233 MHz MMX or fully compatible
128 MB RAM
500 MB Hard Drive Space
DirectX Compatible Graphics Card with 4 MB VRAM
DirectX Compatible Sound Card
DirectX 8.0 or higher

3D spec option

Windows® 98/ME/2000/XP
Pentium III or fully compatible
128 MB RAM
500 MB Hard Drive Space
16Mb DirectX Compatible 3D Graphics Card
DirectX Compatible Sound Card
DirectX 8.0 or higher

UNINSTALLING THE GAME

Please use the **Add/Remove Programs** option from the Windows Control Panel to uninstall the game.

1.3 PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member account. When you're signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two step process:

- **Sign Up for a Matrix Games Member account** – THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select **Register NOW** and follow the on-screen instructions. When you're finished, click the **Please Create My New Account** button, and a confirmation e-mail will be sent to your specified e-mail account.
- **Register a New Game Purchase** – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking **My Games**. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a **Downloads** hyperlink that takes you to a page that has all the latest downloads, including patches, for that particular title.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

1.4 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the **Forums** hyperlink.

1.5 BACKGROUND

Over 2000 years ago there was a city called Sparta. The city had only two purposes, to train for war and to fight the wars she trained for. In time Sparta became renowned for having the fiercest and most disciplined fighters in the known world. Probably their greatest moment came in 480 BC when, at the pass of Thermopylae a mere handful of Spartans led by their heroic King Leonidas, sacrificed themselves to delay Xerxes and his Persian Hosts from invading Greece. In **GATES OF TROY** you will re-live the events of the times and take control of Sparta or Lakedaimon as it was then known. Alternatively lead anyone of a number of City States that abounded at the time such as Athens, Corinth or Macedonia in your goal to become master of a united Greece in the Classical Era. Strive, through economic power, research, diplomatic intrigue and military might to become the undisputed leader of a unified Greece and defend her against the constant threat of Roman and Persian invasions. As everyone knows the word **SPARTAN** has become synonymous with hardship and sacrifice and clearly underlying the game there is a great story just waiting to be told. As you play, you will do that, and maybe even re-write history!

1.6 CONVENTIONS

Throughout the text we use a number of terms and we list their meaning here for those who may be unfamiliar with the jargon.

- **Click:** Place your mouse pointer over an area or button and click the left mouse button.
- **Right Click:** Place your mouse pointer over an area or button and click the right mouse button.
- **Drag:** Hold down the left mouse button down while moving the mouse pointer across the screen
- **Select:** Click on an item or press the keyboard key.
- **Scroll:** Hold down the left mouse button whilst dragging a slider bar or to 'Scroll' your map view to a new location, simply push the mouse in any direction.
- **UI:** User Interface is a generic term that we use to describe the *"in game controls"* that will be used by you to manage the game.

1.7 SHORTCUT KEYS & CURSORS

Many commands have a shortcut key. Select these to perform the action detailed below.

Lists

You can use the mouse wheel to scroll up and down through most lists that you encounter.

Campaign Screen

F1 Key: Select this to toggle to the Trade Screen

F2 Key: Select this to toggle to the Diplomacy Screen

F3 Key: Select this to toggle to the Empire Overview

F4 Key: Select this to toggle to the Research Screen

F5 Key: Select this to toggle to the Results Screen

F6 Key: Select this to review you messages

F8 Key: When in the Campaign Screen allows you to Quicksave your current game and adds it to the list of saved games.

F9 Key: Select this to toggle to the Pedia

ESC Key: Select this to toggles to the Options Window

Enter: Select this to End Turn

↑ ↓ ← →: Scroll map

Trade Screen

R Click: Select the +/- Button to make sales or purchases in tens

Shift or Control & Click: Select the +/- Button to make purchases or sales in 100's

Shift or Control & RClick: Select the +/- Button to make purchases or sales in 100's

Battle Screen

Mouse Wheel or ↑ ↓ Keys: To zoom in or out

← → Keys: To rotate left or right

Pedia Screen

↑ ↓ ← →: Scroll screen

1.8 MOUSE CURSORS

	Scroll map		Move selected army into an empty city
	Default cursor		Move selected army to a harbour
	Busy cursor, you can't do anything while this is showing		Indicates a beach that is suitable to disembark an army
	Select the army under the cursor		Attack an enemy army or city
	Split an army into two armies		Attack an enemy fleet
	Move an army to a new location		Siege or attack an enemy walled city
	The army cannot move through impassable terrain		Sell Building
	Merge armies or Swap squads between armies		Indicates friendly city

1.9 NEW FEATURES

New features available to **GATES OF TROY** include:

- Vassalization of foreign nations through diplomacy
- New UI design and improved UI functionality
- Build the Trojan Horse
- Numerous Diplomacy improvements.
- New Alliance options
- Numerous AI improvements
- Improved auto resolution of battles
- Extra mod features

1.10 NEW GAME CONTROLS

- **Zoomable Campaign Map:** On the bottom panel of the main Campaign Screen you will notice that a **+** and **-** Button have been added. This allows you to zoom in and out on the larger Campaign Maps. This feature will also work on the original **SPARTAN** Missions.
- **Cancel movement path:** The **Backspace** or **Delete** keys will now cancel the movement path of a selected army on the main Campaign Screen This feature will also work on the original **SPARTAN** Missions.
- **Radar map in battles:** This can now be toggled on/off with the **Tab** key. This feature will also work on the original SPARTAN Missions.
- **Morale Indicators in Battle:** To assist players with color blindness we have now differentiated the Morale Indicator Icons with both shape and color.
- **Alternative Battle Scrolling:** When in a battle press **Space** to toggle between the standard mouse controls and the keyboard free option. The keyboard free option allows you to rotate the camera by pushing the mouse to the edge of the screen instead of scrolling it.

2.0 GETTING STARTED

When you launch the game you are transported back in time nearly 2500 years to witness one of the greatest feats of heroism in history. It's the field at **Thermopylae** in 480BC on a fine July morning, as the sun rises **King Leonidas** prepares his men to meet their fate.

ΩΞΕΙΝ ΑΓΓΕΛΕΙΝ ΛΑΚΕΔΑΙΜΟΝΙΟΙΣ ΟΤΙ ΤΗΔΕ
ΚΕΙΜΕΘΑ ΤΟΙΣ ΚΕΙΝΩΝ ΡΗΜΑΣΙ ΠΕΙΘΟΜΕΝΟΙ

*Go tell the Spartans, stranger passing by,
that here, obedient to their laws, we lie.*

2.1 THE ELEMENTS

SPARTAN is a free form, Empire Building strategy game, with no individual method or technique that will lead to ultimate victory. Instead there is a subtle mix of factors that underlie the gameplay. Success can seldom be guaranteed, but in order to ensure that you have given yourself the best possible opportunity, you must first endeavor to master the basic elements of the game.

The Economy: There are several issues to deal with here, not least the '**Stock Market**'. This is handled through the **Trade Screen** and you will quickly learn that there is a buying and selling price for each of the **9 main resources** in the game. Natural events and other factors will affect market conditions, so it pays to be vigilant here. Worker production and taxation are other features that your finance ministry will need to control if you're to meet the various requirements of your people and the other Ministries, each of which is vying for their own slice of the pie to fund their pet projects.

Diplomacy: Your foreign ministry is in its infancy at the start of the game but nevertheless it will pay you to send your Ambassadors far and wide to secure the best trade deals possible and to ensure that you can live at peace and harmony with your immediate neighbors. A skilled Diplomat can often influence the attitude of his host Nation and enhance your standing in the region. Of course there is nothing to stop you engaging in a bit of old fashioned espionage, but just make sure that your Diplomats are pretty experienced before you risk taking chances that could bring devastating retribution. All Diplomatic missions are controlled and organized in the **Diplomacy Screen**.

Civic Administration: The administration and management of your various towns and cities is a vital ingredient in successfully governing your fledgling State. It is essential to forward plan and balance your building programs to enable future growth and development. These aspects of the game are controlled in the **Empire Overview** and the **City Windows** and its also from here you will allocate your workers to various projects, recruit armies and carry out a number of tasks that are crucial to the well being of your State. Additionally the attitude of your citizens and their religious and cultural welfare are matters of great importance and you would be wise to ensure that an adequate proportion of your State's budget is allocated to civic projects that are specifically aimed at their general contentment.

Research: Direct your scientists, mathematicians and philosophers to conduct research into any of the **9 different technology areas** of the game. You control this aspect of the game in the **Research Screen** and your decisions will have far-reaching and long-term effects that will influence the direction that your Nation takes. There is no wrong way to conduct your research but without a proper balance you will find that many of the advances and developments that you will ultimately need will simply not be available when crises looms.

The Military: The ultimate key to success in these tempestuous times was a strong and well trained military, with a navy that was capable of supplying and delivering men and materials, just when and where they were needed. Without mastery of the marshal arts it is doubtful that your Nation can survive. Your logistical planning and grand strategy are conducted on the **Campaign Map** and here a careful study of natural routes, river crossings and mountain paths is essential. Inevitably however you will find that you are involved in conflict, for in this era war was unavoidable, and you had better be prepared when it comes. Many promising careers ended on the fields of glory so learn your craft well. The **Battle Management** window is where you will gain knowledge of battlefield tactics and gain a sound understanding of various troop types and formations. As an aspiring military commander you will develop a good eye for terrain and learn to deploy your troops in their most advantageous positions. It's a wise man who learns from his forebears and studies their ways, it was not by happenchance that Spartan tactics were so successful and it will take an extraordinary General to second guess the tactics of **Leonidas** or **Xerxes the Great**.

2.2 THE ETHNIC GROUPS & NATIONAL IDENTITY

There are over **100 different nations** represented and these are further sub-divided by their culture and ethnic group. Naturally peoples of the same background and ethnic origins had an affinity to each other, irrespective of national boundaries. In **SPARTAN** there are **10 different ethnic groups**, and as you might anticipate you can expect a country of the same ethnic grouping to be more responsive to you. Note that the symbol on top of any unit or city banner indicates the ethnic group irrespective of which Nation it belongs to.

The Greeks recognized as separate ethnic groups Ionians, Dorians, and Aeolians, each distinguished by their own dialects and religious practices. This however takes no account of the ancient Greek dialect spoken in regions such as Arcadia, Cyprus & Pamphylia, and by the 'Achaians' of Achaea and Achaea Phthiotis which was a north-western group cantered around Epirus and of course the very vexed question of the Macedonians. In **SPARTAN** we have treated the Arcadians & Achaeans as Aeolian and combined the north-western and Macedonian groups as 'Macedonian'.



Dorian Greek: The Dorians were presumed to be an intrusive group who displaced the Achaeans shortly after the Trojan War, especially in the Peloponnese. Traditionally the Dorians were more steadfast & warlike than the other groups and this was demonstrated in the 5th century in the clash between Dorian Sparta and Ionian Athens. Dorians are found mainly in the Peloponnese and southern Cyclades and are a good all round side with access to skirmishers and some cavalry but their main strength lies in their infantry.



Ionian Greek: The Ionians held that they were the original inhabitants of mainland Greece and Athens claimed to be the mother city of all Ionians and although this may be tenuous, the Athenians believed it to be true. Western Asia Minor was colonized by Ionians who led the cultural "renaissance" there in the 6th century and traditionally Ionians were regarded as more intellectual and cultured than other Greeks. Their cities were mostly coastal, with the result that they are often regarded as excellent seafarers. They are more focused on naval matters than the other Greek nations and have only limited access to cavalry. Their strength lies in their infantry, which can double as marines when at sea.



Aeolian Greek: The core of the Aeolians were the Thessalians and Boeotians, although they were also to be found in parts of western Greece and the Peloponnese. Both Boeotia and Thessaly were renowned for their horsemanship, whilst other Aeolians were less so. The Boeotians were Greece's archetypal 'country bumpkins' being slow of speech and with a country drawl. On balance we regard the Aeolians as better horsemen than other Greek nations and thus they have better cavalry, but are weaker in infantry.



Macedonian Greek: The areas that we have grouped as 'Macedonian' have been selected principally because of their military approach, and the fighting style of their units, not least the famous Phalangites. The Epirote and north-western states are known to have spoken a dialect of Greek, but argument rages over whether 'Macedonian' was a Greek dialect or a separate language. Increasingly it looks to be a dialect somewhere between Aeolic and north-western Greek. The Macedonians used a weapon called the *sarissa*, which was much longer than normal spears and instead of the Hoplites that other Greek nations can recruit; the Macedonians rely on Phalangites and Argyraspids. They also have the powerful Companion cavalry, making them a force to be reckoned with.



Spartan Greek: The Spartans were actually from the Dorian ethnic group, but because their culture diverged so much from other Dorians (although there were parallels on Crete) and they developed a unique militaristic society, we treat them as a separate group. Spartans were notoriously curt in their speech, courageous and famously steadfast in battle, and were characterized by their long hair. They have access to skirmishers, but little cavalry and their main strength lies in their infantry, especially the elite Spartiates. Spartans may not build city walls.



Tribal: This ethnic group is used to cover the Thracians, and other northern tribal nations together with some of the more primitive Greek tribes. Their main characteristics are a tribal rather than an urban-based society, where individual prowess rather than martial organization was prized. These states could occasionally coalesce into powerful federations and as raiders always provided a threat to more civilized societies. However they were often divided and many ended up being absorbed by better organized and more technologically advanced, urban-based states. Tribal nations have less troop options, but find it easier to recruit elite troops. They have good skirmishers and cavalry and some powerful infantry units, although these suffer from a lack of anti cavalry weaponry. Tribal nations cannot develop their cities as far as civilized nations and are prevented from building some of the more advanced structures.



Illyrian/Pirate: The Illyrians were an extensive although divided group of tribes in the north-west. Their coastal tribes were notorious pirates, whilst inland they were prolific raiders. We have grouped the Cretans with this group and although technically they were Dorian Greeks their social systems differed somewhat to other Dorians (with some similarities to Sparta). Throughout the 4th and 5th century piracy was a sporadic problem in the region, only controlled by the Athenians and then successively by the Successor and Rhodian fleets. In the 3rd century the Aetolian League endorsed a form of privateering and when in 168BC Rome emasculated Rhodes the problem escalated severely. Rome's subsequent exploitations led to a marked increase in piracy, as there was no longer an adequate naval power to suppress it. It was primarily centred in Cilicia, Crete and Illyria from where they raided at will. They also formed an important and trusted part of Mithridates VI's forces and the campaigns of 102BC and later, only reduced their threat, which was not finally ended till imperial times. Illyrian and Pirate nations consist of mainly light troops; they have no cavalry at all and therefore need to make good use of difficult terrain during battles. They cannot develop their cities as far as civilized nations and are prevented from building some of the more advanced structures.



Roman: The Romans first intervened in Illyria in 229BC, and Philip V's alliance with Hannibal led to a significant Roman campaign against him and his defeat at Cynoscephalae in 197BC. Thereafter Rome was embroiled and drawn further into the affairs of the region. There followed a Campaign against Antiochus around 190BC and after Pergamene intrigues in about 160BC, Rome found itself at war with Perseus of Macedon. Following their victory at Pydna in 168BC Macedonia was split into 4 republics and in 146BC the Thracians attempted to install a pretender and it was about this time the Achaean League revolted. After the Roman victory, Macedonia was relegated to a province with other parts of Greece being attached to it, until a separate province of Achaea was created in 46BC. The Mithridatic Wars in 88BC which saw much of Greece revolt were a consequence of massive Roman exploitation. Rome was eventually admitted to the Olympic Games as a matter of convenience, but they were never really regarded as Greek, and obviously had a quite separate language and culture. The strength of the Roman army was their powerful Hastati and Triarii units, which they used instead of Hoplites, but they suffer from having weaker cavalry.



Eastern: This label is used as a convenient tag for a number of distinct ethnic groups from Asia Minor. These include Mysians, Lydians, Carians, Lycians, Phrygians and Pisidians in addition to a number of smaller groups. In general they were regarded as less warlike than the Greeks however this generalization may have been misleading, as the Mysians were famous for their archery and skill as light cavalrymen. The Lydians were respected for their heavy cavalry, the Carians were formidable sailors and the Pisidians were known to be warlike tribesmen. Eastern nations have no heavy infantry at all and instead rely on combat archers. Missile fire combined with powerful cavalry is the strength of the Eastern nations and their elite unit is the armored Cataphract cavalry.



Persian: Around 546BC the Persians defeated the Lydian empire and began their rule of the eastern Aegean coast. An Ionian Revolt, supported by Athens and others around 490BC was quelled and later followed up with the raid at Marathon. There then followed the failed invasion of 480BC. Persia lost many coastal cities to Athens and the subsequent Delian League but later regained them on Athens defeat in 404BC, only to loose out again to the 2nd Confederacy. By the time of Philip's incursions and later Alexander's invasion they again had a strong hold, and subsequently Greek hostility to the Persians was more propaganda than a reality. The Persians like the Eastern nations rely on archers and cavalry. They have no heavy infantry, but they do have the Persian Kings personal guard, the famous Immortals. These are deadly archers and brave fighters and en mass can be extremely effective.

In GATES OF TROY a further **8 Ethnic groups** are added to the original 10 in **SPARTAN**, each with its own individual characteristics and relationships:

- Epirotes
- Pelegasian
- Danaan
- Dardanian
- Argive
- Illyrian
- Thracian
- Hittite

3.0 PLAYING THE GAME

Remember that the CD ROM must be in your drive. At the start up screen you are faced with several options, listed below.



- **New Game:** Click and you are immediately taken to the Campaign Selection Screen.
- **Load Game:** Click and you are taken to a list of your previous saved games.
- **LAN Game:** Click and you are taken to the LAN Lobby
- **2D/3D option:** Click and you are taken to an option screen that allows you to switch modes
- **Credits:** Click and view the creators and helpers who through hundreds of hours of research and endeavor made **SPARTAN** possible
- **Quit Game:** Click here and it returns you to your desktop.

3.1 MULTIPLAYER

You can play **GATES OF TROY** against another player either over the Internet via Gamespy or over a local area network (LAN) by choosing the LAN option on the main menu. A maximum of 2 players can play **GATES OF TROY**.

3.2 GAMESPY

When you install Gates of Troy™ you will also be given the option to install Gamespy. If you want to play over the Internet you need to install Gamespy and register with them. The registration is free unless you require Premium Membership for which there is a fee. You can then go to the **GATES OF TROY** lobby in Gamespy and from here you can host or join games against a human opponent over the Internet. As soon as two players are in a game the host can start.

3.3 LAN

To play Gates of Troy™ through a LAN you must be connected to other local machines via a network. Click the LAN button on the main menu and you will see the LAN set-up screen. From here you can host or join a game that has been hosted by another player. As soon as two players are in a game the host can start.

3.4 MULTIPLAYER SET-UP

Once you have started your game you will be taken to the set-up screen. The host will choose the campaign map to be fought over and all other game options. The client (the player who has joined the hosts game) may only choose a starting nation and has no direct control over other settings. Before the host can proceed the client must accept the hosts settings by clicking the 'ACCEPT' button. This allows the client to negotiate and agree the settings before a game is started.

3.5 MULTIPLAYER GAMES

Multiplayer games are very similar to single player games except that one of your opponents is human and not controlled by the computers artificial intelligence (AI). **GATES OF TROY** is a turn based game that is organized in cycles and these depend on every nation making its move before the cycle can end, as a result you will sometimes have to wait for your turn before you can take an action. The client player always '*moves*' second and can make decisions and implement all actions except army movement while the host player is '*moving*', including allocation of workers, trade, research and diplomacy. This differs for the host player in that once their turn has ended; they must wait until the start of a new cycle before they can make any changes. There is a slight advantage in moving first, but it is counteracted by being unable to change your decisions after you have ended your turn. You can always tell who is currently active (whose turn it is) by the marker in the top left. If it shows a green tick/check then you are active, a red cross that your opponent is the active player.

3.6 ALWAYS ACTIVE MULTIPLAYER

To minimize the time spent waiting for your opponent to 'move' we have created the AAM (Always Active Multiplayer) system. This will ensure that you are kept busy whilst you are the non-active player. What this means in practice is that when your opponent initiates a battle or is attacked by another AI Nation you will replace the AI and be given control of the enemy forces. For example, if your opponent attacks one of his neighbors or is attacked by Barbarian invaders, instead of the resulting battle being controlled by the AI it will be controlled by you. This has three major benefits

- You will always be involved and don't have to wait, even if your opponent has a number of battles to resolve.
- You get access to units that you would not normally see and can try out new tactics without risk.
- You can inflict and cause damage to your opponent often thwarting his strategy, but beware, he will be trying to do the same to you.

3.7 MULTIPLAYER LOAD/SAVE

Each time that you start a multiplayer game a new save game will be created named after the players involved, so if Bob plays Jim, the saved game will be named "Bob vs Jim". Each time a turn is ended the game will be saved automatically. There are 12 saved game slots and the game will cycle through these automatically overwriting the oldest so that you can re load any of the last 12 turns played. Note that you can only load a saved game from the Multiplayer set-up screen and you cannot load or save whilst in game. Only the host can load a game that he started.

Remember – you can only load Autosaves in multiplayer

4.0 CAMPAIGN SELECTION

This is your introduction to **GATES OF TROY** and here you will make some fundamental choices about the sort of mission or campaign that you wish to undertake. The top bar on this screen indicates the date of the Campaign or mission that you have selected. After you have looked around Click on the map to choose the country that you wish to play.

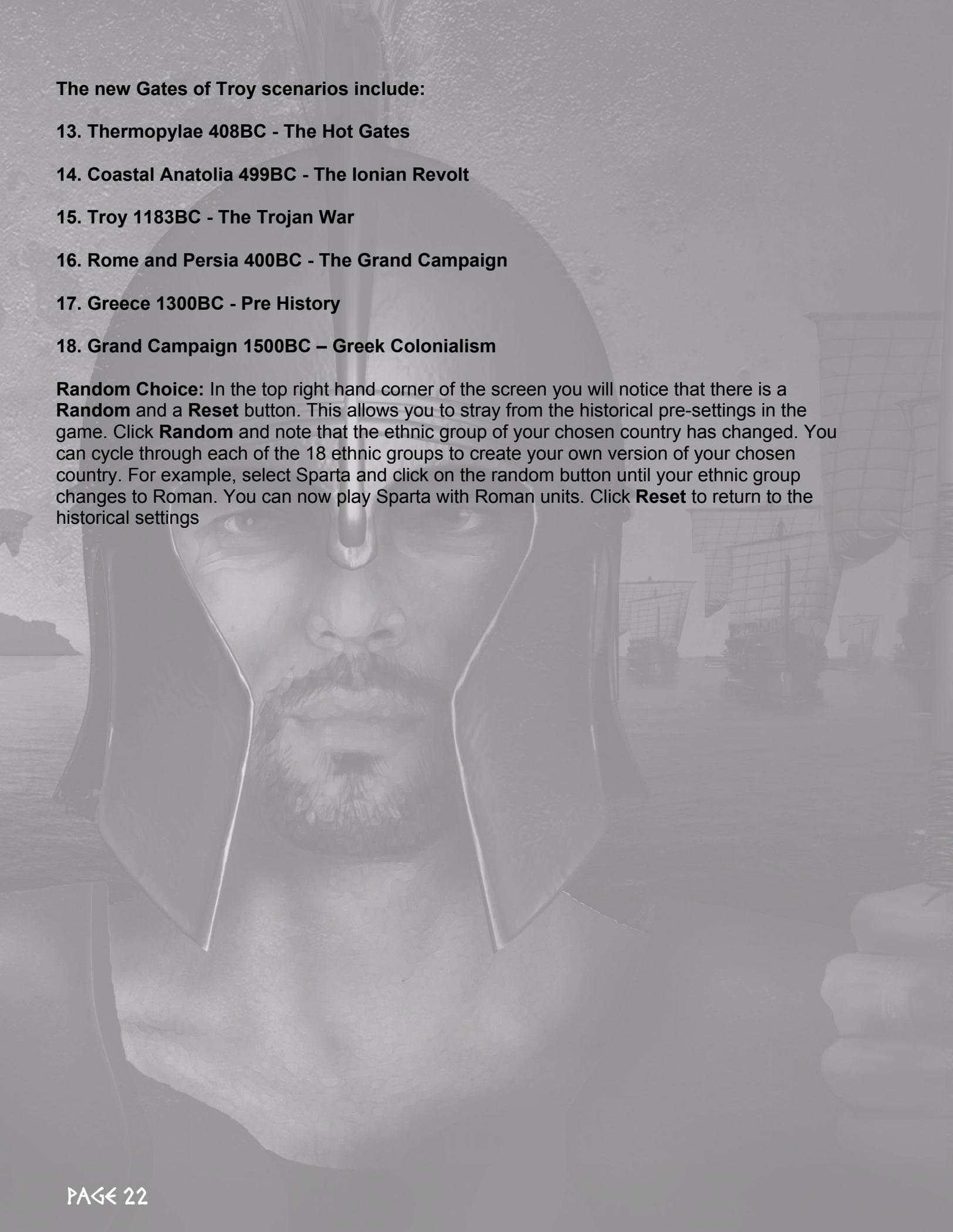


Information Panel: The Left hand panel gives you a brief historical note and overview of the campaign or tutorial selected. The information changes to provide specific information on the country that you have chosen and you will also note which ethnic group you belong to. Finally your mission objective is set out.

Mission Selection: There are three tutorial campaigns: each designed to guide you through different aspects of the game; these are best played in order. If **GATES OF TROY** is installed on your hard drive, all of the scenarios available in **SPARTAN** are available in **GATES OF TROY**; once you have loaded the tutorial follow the instructions that you receive to learn more about **GATES OF TROY**. The Sandbox is a practice area and the remaining 6 Campaigns are arranged in order of difficulty and complexity. Finally the Grand Campaign should keep you occupied for many hours.

1. Tutorial - Army & Movement: This is the Army & Movement Tutorial. This first tutorial is designed to get you used to controlling your armies and explains the basics of combat.

- 2. Tutorial - City Management:** This is the City Management Tutorial. This 2nd tutorial is designed to get you used to managing your cities and explains the basics of how to defend them.
- 3. Tutorial - Empire Control:** This is the Empire Tutorial. This 3rd tutorial is designed to get you used to using empire wide controls, trade, diplomacy and research.
- 4. Sandbox - Practice Map:** We have added this feature to allow you to see armies at various stages of their progression throughout the game. Here you can test how different armies perform against each other. This feature works in Multiplayer and allows you to test your battle field skills against a human opponent
- 5. Lesbos 1050BC - An Island Nation:** The island was usually divided between a number of competing cities but there is now a chance for one to rise to dominate the island. Every city starts this scenario with walls, so watch out for the Greek fire! A simple campaign to get you started.
- 6. Crete 900BC - A Pirates Life:** Based Primarily In Cilicia, Crete And Illyria, Pirates raided almost at will. The problem was not really ended until Imperial times.
- 7. Peloponnese 733BC - Spartan Expansion:** Corinth emerges as the most advanced city in Greece, but other cities in the Peloponnese also rise; Sikyon, Megara, Aegina and of course, Sparta. The Spartans set their sights on expansion beginning with the Messenes.
- 8. Anatolia 546BC - The Coming of the Persians:** The Persians arrive on the Mediterranean Shores, providing a powerful new force. In Asia Minor, dominance is disputed between the Tribal and Eastern cultures, the Greek Colonial expansion, and the arriving Persians.
- 9. Thrace 490BC - Thracian Unification:** The warring tribal factions in Thrace strive for dominance, along with budding Greek outposts. Between the Thracians and the Thessalians, a fledgling kingdom strives to survive its own infighting, Macedon.
- 10. Greece 464BC - The First Peloponnesian War:** Xerxes the Persian King is murdered and is succeeded by Artaxerxes I. The Persian threat is removed by recent naval victories, allowing the Greeks to return to warring against each other, dominated by Athens and Sparta.
- 11. Grand Campaign 400BC:** Persia consolidates a position to the East, with a covetous eye on the militarily strong Greek states, while Macedon rises as a power under Philip. Sparta & Athens still squabble while Rome rises to power in the West.
- 12. Peloponnese 700BC – Quick Start:** This is a fictional scenario that has four major powers that start with a more develop infrastructure and army. It is ideal for multiplayer games as it allows you jump right in to the middle of an interesting scenario.



The new Gates of Troy scenarios include:

13. Thermopylae 408BC - The Hot Gates

14. Coastal Anatolia 499BC - The Ionian Revolt

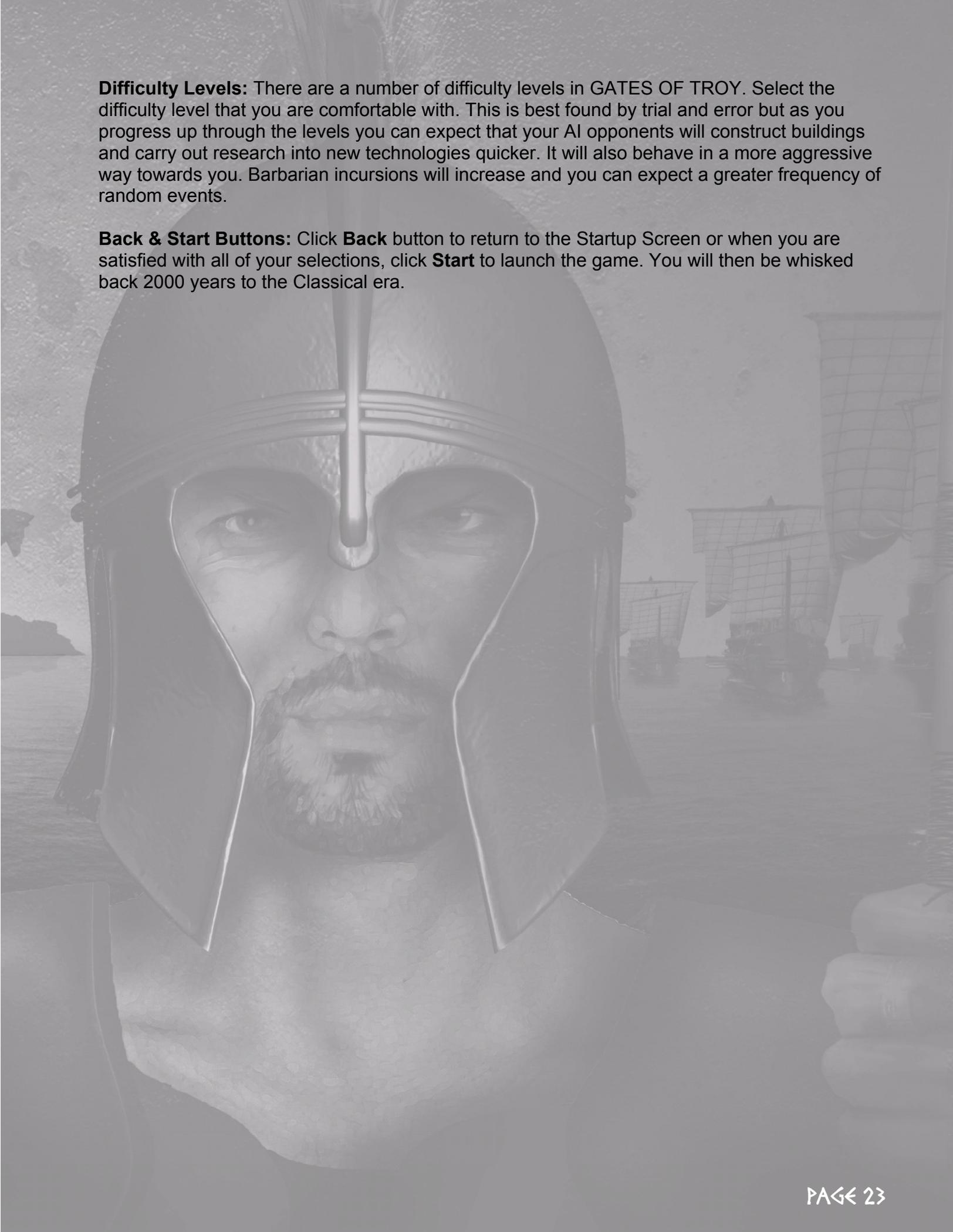
15. Troy 1183BC - The Trojan War

16. Rome and Persia 400BC - The Grand Campaign

17. Greece 1300BC - Pre History

18. Grand Campaign 1500BC – Greek Colonialism

Random Choice: In the top right hand corner of the screen you will notice that there is a **Random** and a **Reset** button. This allows you to stray from the historical pre-settings in the game. Click **Random** and note that the ethnic group of your chosen country has changed. You can cycle through each of the 18 ethnic groups to create your own version of your chosen country. For example, select Sparta and click on the random button until your ethnic group changes to Roman. You can now play Sparta with Roman units. Click **Reset** to return to the historical settings



Difficulty Levels: There are a number of difficulty levels in GATES OF TROY. Select the difficulty level that you are comfortable with. This is best found by trial and error but as you progress up through the levels you can expect that your AI opponents will construct buildings and carry out research into new technologies quicker. It will also behave in a more aggressive way towards you. Barbarian incursions will increase and you can expect a greater frequency of random events.

Back & Start Buttons: Click **Back** button to return to the Startup Screen or when you are satisfied with all of your selections, click **Start** to launch the game. You will then be whisked back 2000 years to the Classical era.

5.0 CAMPAIGN SCREEN

Lets assume that you have chosen to play Sparta in the Grand Campaign. After launching the game you arrive at the main Campaign Screen where you can see a map that displays the area covered by your selected mission. You are greeted by a welcome message, Click OK. You are now transported back in time; the date will be shown on the message box above the map. Scroll around to become familiar with your country and give your neighbors the once over. You will notice that as the cursor passes over a settlement, a Tool Tips appears that provides you with information that would have been widely known throughout the region. Another point to note is that where a city has a harbor that allows naval movement it is indicated by an anchor. The same sort of Tool Tip information is also available as you examine any unit icons that you can see, however for obvious reasons the information is less accurate. The terrain beneath the cursor is also noted and this is displayed in the information box just beneath the current date on the top panel display. Very useful when planning routes to and from your destination. A careful study of the map will enable you to assess your strategic position and you will immediately notice that each nation has a color theme, which is also used to mark the borders. Another important point to note is that the symbols on top of the unit or city icons indicate which ethnic group they belong too. You can scroll around the campaign map by moving the mouse to the edge of the screen or with the cursor keys.



Settlements Towns and Cities: You will notice that not all settlements have the same Icon; this gives a graphical representation of their size and importance. Also note the color of your banner; this instantly displays all armies' fleets and settlements that are under your control. Additionally the symbol on top of a unit or city banner indicates the ethnic group that they belong too,

however if a settlement has no visiting armies present the ethnic group icon is blank, but beware that unfriendly forces will also be aware of this. As time passes the city icons will change as your settlements grow to villages, towns and finally Cities. The Anchor symbol next to a settlement indicates that it is a Port with a safe harbour and this will allow any of your armies to embark and set sail.

City Name Labels: These sit just below the city icons and display the name of the settlements. You will notice that they are in various colors. This is an instant way of providing you with important information without the need to enter the City Screen. Each color has its own meaning and these will become familiar to you as you play the game.

- **RED:** Indicates that a city's population is at its maximum.
- **GREEN:** Indicates that there are Helots (workers) that have not yet been allocated to any tasks and there is work available for them.
- **BLUE:** Indicates that there is work available but that there are no spare Helots in this city to carry it out.
- **CYAN:** Indicates that there are Helots available but that there is currently nothing for them to do.
- **WHITE:** Indicates that there are no helots available for work nor is there any work available.

6.0 OPTIONS & PEDIA BUTTONS



Click on the PC for the game options or hit the Esc key (also toggles back to the campaign map) to view a pop up game options window or Click on the book or hit the F9 key (also toggles back to the campaign map) to visit the Pedia. The Options Window shows you which version of the game you have loaded and there are two slider bars that allow you to alter the volume levels

for Sound Effects

or Music. This window also reminds you of the difficulty level that you are playing and your objective. Finally you will see a series of buttons that allow you to do the following:

- **Delete:** Click here and a display allows you to delete any previously saved games
- **Quit:** Click to quit the game and return to the start up screen
- **Load:** Click here and a display allows you to select any previously saved games
- **Save:** Click to name and save your current game
- **OK:** Click to return to your current game

The Pedia is a fully integrated matrix giving you details of the various buildings and military units that can be built or recruited at the various Tech Levels. Tool Tips appear on every building or unit giving you comprehensive information on their abilities and uses.

7.0 RESOURCES

The Resource UI can be found above the main Campaign map. There are 9 resources in **GATES OF TROY** and the importance of each of these will vary throughout the game. Run your cursor over each in turn and a Tool Tip will appear telling you what you have selected. You will see that from Left to Right they are as follows:

 224 +0	Gold: This is used to construct prestige buildings & recruiting Generals.
 2234 -38	Food: This is used to feed your people and to build and maintain your armies.
 476 +0	Iron: This is used for weapons upgrades.
 2332 +86	Bricks: This is used to construct and maintain buildings.
 718 +0	Horses: This is used to construct cavalry units.
 462 +8	Marble: This is used to construct advanced buildings.
 1157 +30	Copper: This is used to construct infantry units.
 736 +9	Wood: This is used to construct missile units and maintain your navy.
 11131 +36	Silver: This is the currency of the game and used for trade.

The numbers shown to the right of each resource icon indicates the current stockpile of this resource currently held in your warehouses or vaults. The number beneath this shows the gain or loss in your stockpile this month, through production, trade or consumption.

8.0 MINI MAP



The Mini Map is situated in the bottom left of the campaign screen. It shows a complete overview and political map of your current campaign together with all of the known cities in the region. Click on any location and the main campaign map will immediately centre there. Another feature of the Mini map is that it shows where all of the resources in the game can be found, particularly useful when planning your future campaigns, and securing those much needed resources. Move the cursor over any of one of the nine resource icons, found on the top panel and watch the Mini map change to show where these resources are located. Armies moving outside of cities are also shown and if these are enemy forces within your borders they flash red.

The Mini map will also show your objectives by flashing any cities you are required to capture.

9.0 GAME CONTROLS

The UI for controlling your armies can be found on the bottom panel towards the right hand end. Run your cursor over each in turn and a Tool Tip will appear telling you about the selected button.



UNIT SELECTION: This button allows you to scroll through your field armies that are currently not inside settlements. Click on the right hand arrow to scroll to the next field army and the left hand to scroll to the previous field army. The view jumps to center over the army.



FOLLOW PATH: This button allows you to quickly instruct your armies to follow a path that you have already set when issuing your movement orders. If you do not have an army selected, click this button and the view jumps to centre over the next army. Click again and it will follow its predetermined path. Once it has completed its move it will jump to the next field army that has movement points remaining.

9.1 ARMIES & UNIT MOVEMENT

Movement: In addition to the armies that you can see on the Campaign Map there are likely to be others that you cannot see as they are currently inside settlements. Once activated these armies can be moved in exactly the same way as described above, but to activate them you must go to the city window and click the select button beneath the picture of the visiting army. Select any of your armies and the first thing that you notice is that all of your city and army banners are color coded to show your nation. There is also a symbol on top of each banner, which indicating which ethnic group it belongs too. The banner also displays a number of dots and this is an indication of the size of the army.

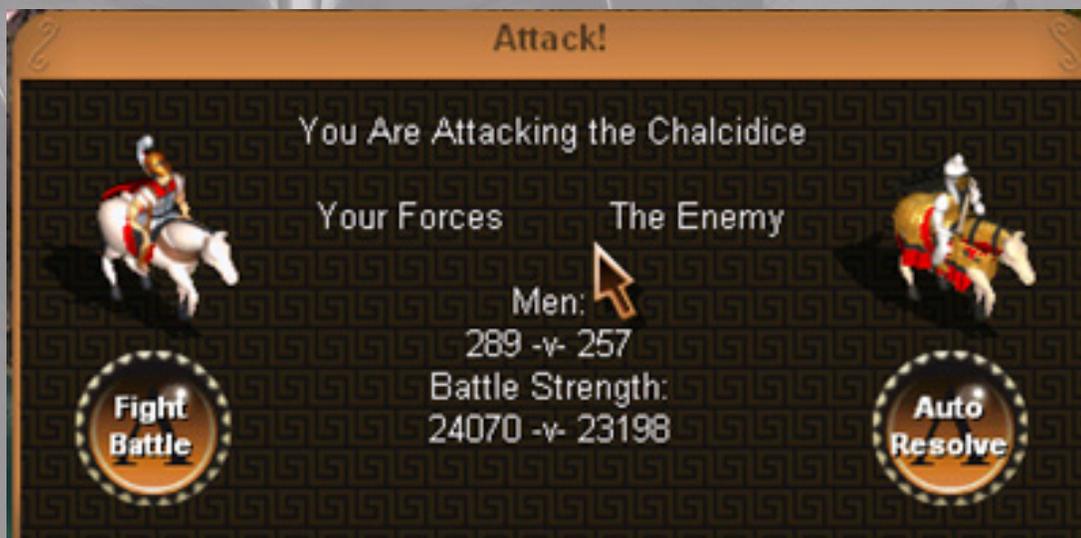
- **Small:** The banner shows 1 dot, this informs you that this army contains 1-3 units
- **Medium:** The banner shows 2 dots, this informs you that this army contains 4-6 units
- **Large:** The banner shows 3 dots, this informs you that this army contains 7-9 units
- **Very Large:** The banner shows 4 dots, this informs you that this army contains 10-12 units
- **Huge:** The banner shows 5 dots, this informs you that this army contains 13-16 units

In addition the army icon will change from time to time as it always depicts the most powerful unit present, all useful information especially when looking at enemy forces. Place the cursor over it, the cursor will change and you will notice that a Tool Tip appears giving you some basic information; this also applies when looking at Armies from different Nations. You are told the country of origin; The Army Commanders Name and you are also given an approximation of the size of the force, and finally an indication of its scouting ability.

Click on one of your armies to select it, the cursor will change again. Look around and choose a point not to far away that you would like the army to move too. Click there and you will see that a green line has appeared showing the route that your army will take in moving to that point. The line will turn red to show that you have run out of movement points if you selected a destination that is further than the army can march in a month. There is no problem with this as in

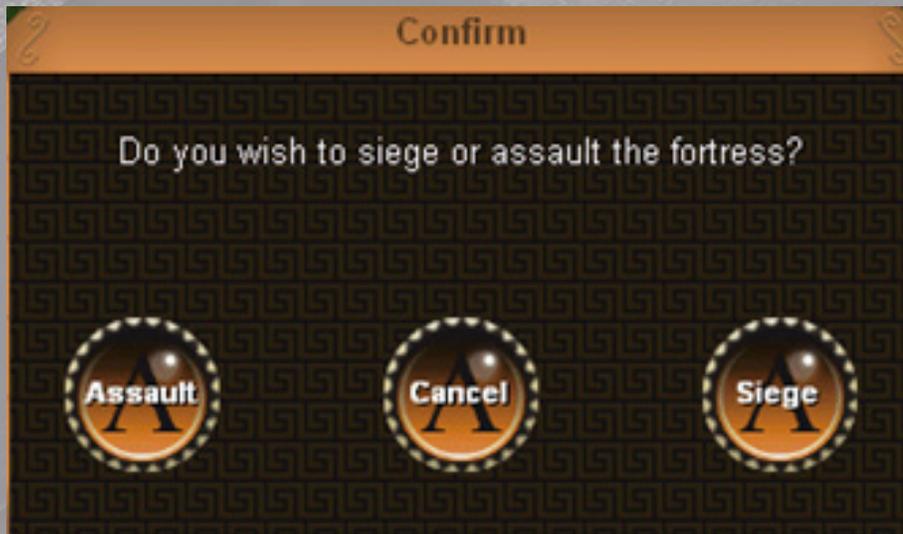
subsequent turns you can use the FOLLOW PATH button and it will automatically continue along this route or alternatively you can change your mind and issue a new movement order. The FOLLOW PATH button allows you to easily issue movement orders over large distances. Now Click again and the army will set off along the selected route. The route chosen will seldom be a straight line as the Army will try and negotiate difficult terrain in the best way that it can. Some features such as mountain ranges and rivers and coastlines are only passable at certain points, and the army will always seek the easiest route. Sometimes you may have to 'force' it to take a route that it would otherwise ignore, where for example it has chosen a more circular route. Do this by ordering a series of short movement orders.

Combat: Before entering into combat it's always wise to check whose army or city you are about to attack, how big it is, its scouting ability and if it's a city, does it have walls? All necessary information if you are to ensure that you will be victorious. When you have made up your mind and you are confident that you can win, Click on your unit to select it, exactly as you were instructed in the movement section. Place the cursor over the enemy army or city and you will notice that it changes to crossed swords indicating that it's a legitimate target to attack. A Tool Tip will also appear providing you with yet more information. If you've really made up your mind, Click on the enemy. A pop up box will appear offering to let you fight the battle (this is described in detail later) or to auto resolve the combat.



This provides you with further information. Firstly you are reminded who you are attacking, you are then given a head count of the both your own force and that of the enemy. Finally you are given an approximate rating, the BATTLE STRENGTH, this is a complex computation of various factors (shown in the Unit data information) and indicates the likely outcome of the impending battle, but beware in war nothing is certain. The final decision to make is whether to fight the battle for real or to let the AI resolve it. The choice is yours. Click on the button of your choice. If you have chosen AUTO RESOLVE the result is automatically flashed to you, and the campaign map will be updated to show only the victorious army or whether or not you have captured the settlement. If you choose FIGHT BATTLE you will be taken to the DEPLOYMENT SCREEN and this is described in full later. The last point to note is that if you have captured a settlement the borders will immediately be redrawn.

Sieges: These are an alternative to an all out attack when you encounter a walled city. You approach and move to attack the city in exactly the same way as previously described, except that you are then presented with another alternative, to Assault or to Siege.



Walled cities were a formidable obstacle and were usually protected by massive catapults. In **GATES OF TROY** these are equipped with the fearful GREEK FIRE, the exact composition of this mixture was unknown but we might derive a clue from Tacitus who much later described a similar mixture as a combination of sulphur, pitch, charcoal, incense and tow. The number of catapults present is determined by the strength of the city walls. Of course if you choose Auto Resolve you wont see these and the battle will be resolved as described earlier. The number of catapults that defend the walls will depend on the wall strength from 0-500%. Each 100% or part thereof equates to one catapult in battle. The longer you siege the weaker the walls will be and the greater your chances of successfully taking the city. The exact probabilities are a complex calculation factoring in wall strength, catapults, months of siege and a myriad of other statistics. Suffice to say the longer the siege the more likely that the city will fall to you with minimal losses. As each month passes you are given an opportunity to continue the siege, or to risk an assault, it's a fine judgment, but you will notice that an odorous pall can be seen hanging above the city, will this encourage you to make a final assault or continue the siege for a few more months. If you decide to assault you are once again offered the option to AUTO RESOLVE the battle or to fight it out. If you choose fight the battle you will be taken to the DEPLOYMENT SCREEN and all this is described in full later

Naval Movement: Generally this is done in the same way as described for land movement. However if you want to send an army overseas it must embark at a Port. These are all marked with an anchor designating that it has an adjacent harbor. Click on an Army that is near to a Port and then Click on a destination out to sea. You will notice that the route indicated will always run through the nearest harbor (anchor), run your cursor over the anchor and you will notice that it changes to a Trireme indicating that this is where the army will board ship. Next Click on the destination, out at sea, that you selected and watch as the Army Icon changes to a naval Icon as it sets sail. From this point continue moving in the normal way except that of course your movement is over water. To disembark you simply reverse this process with one proviso. In this era it was common practice to '*beach*' your ships if a suitably sandy beach could be found. There are many of these around the coastline and therefore you can either unload your troops at

a harbor or at a beach. Click on the Fleet icon and use your cursor to find a landing site, as you run it over a suitable beach or a harbor it will change to a Trireme indicating that it is possible to land here. Click on your destination somewhere on the land nearby and your fleet will move to the beach and watch as the icon changes from Naval to Army as it crosses the beach.

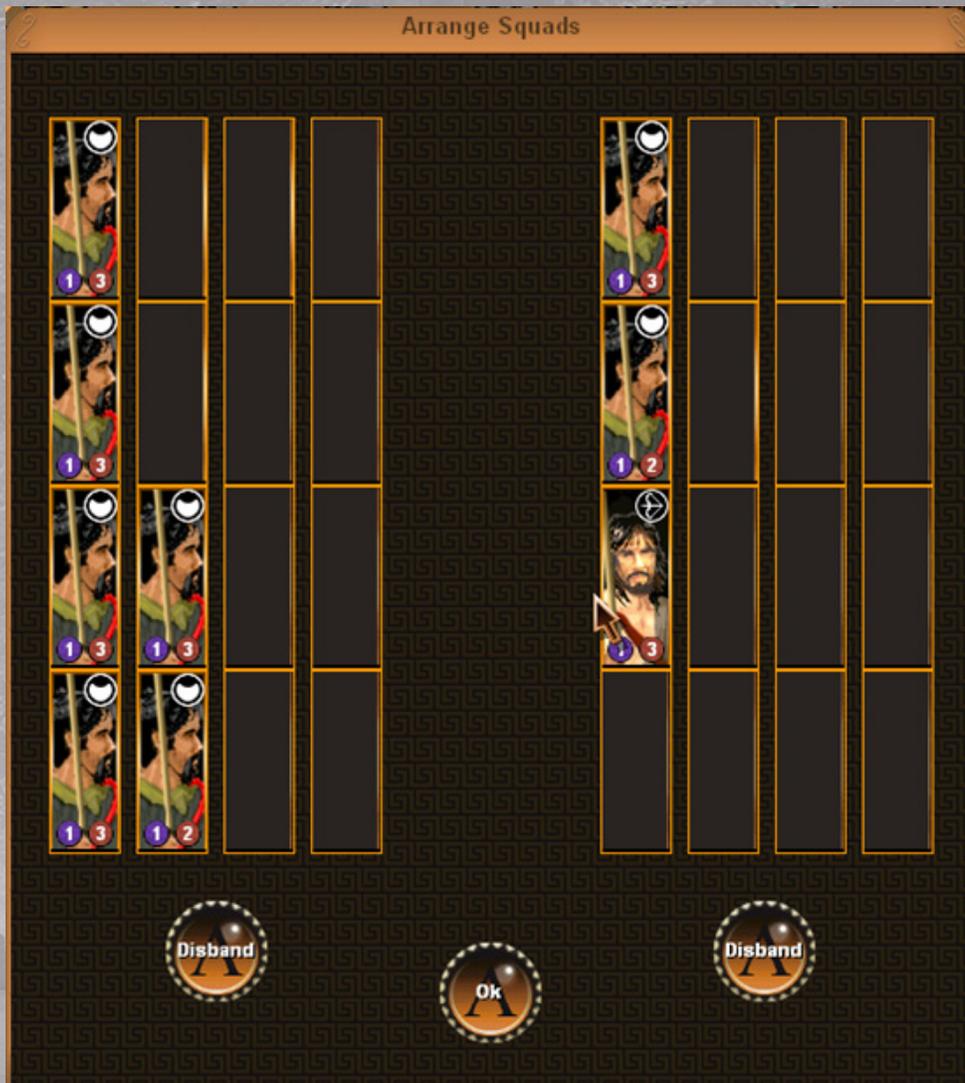
Naval Combat: When two opposing fleets meet at sea a naval battle will occur, archers and light troops on board your ships will perform well and will convert to marines. However, more heavily armored and mounted troops are simply a liability, for obvious reasons. Usually the best course of action is to avoid naval battles if your fleet is fully laden with an expeditionary force as you have too much to lose. However, a good tactic is to crew your attacking fleets with archers and light troops who will act as marines and you can expect these to have a greater degree of success in naval battles. To order an attack, click on your Fleet to select it, then run the cursor over the enemy, note it changes to crossed swords indicating a hostile force, click on it and your Fleet will move to attack. A naval battle will be fought to the death with only a watery grave for the defeated fleet, as there will be no survivors on the losing side.

Movement Rates: The following table is a quick reference guide to the movement rates of the various units in **GATES OF TROY** across different terrain types. Armies with a combination of units move at the speed of the slowest. The table below shows the % of a full move that will be used when crossing the specified terrain. Diagonal movement uses 50% more than normal.

<i>Unit</i>	<i>Grassland</i>	<i>Woodland</i>	<i>Sea</i>	<i>Marsh</i>	<i>Hills</i>	<i>Harbor</i>	<i>Beach</i>	<i>River / Mountains</i>
Skirmishers	12	12	8	15	20	30	30	Impassable
Light Infantry	14	14	8	15	20	30	30	Impassable
Combat Archer	20	14	8	20	30	40	40	Impassable
Swordsmen	20	25	8	25	30	40	40	Impassable
Spearmen	20	25	8	25	30	40	40	Impassable
Light Cavalry	10	25	8	50	20	60	60	Impassable
Heavy Cavalry	11	25	8	50	20	60	60	Impassable
Leader	10	10	8	25	10	40	40	Impassable

Merge Armies or Fleets: To merge Armies or Fleets, first click on the force to be moved to select it, then run the cursor over a nearby unit that you want to merge with, it changes to the merge units cursor. Click on the destination unit to select it, then click again and watch as the two units join to become a combined force up to a maximum of 16 units. If the combined army would be more, you must choose which units to merge and which to leave out as 16 is the maximum number of units an army may contain.

Divide Armies or Fleets: Click on the force to be divided to select it, you can quickly check what this force contains as it will immediately show in the SQUAD PANEL at the bottom of the screen. Click on it again and a pop up box, ARRANGE SQUADS, will appear which will allow you to carry out alterations to your forces.



Notice that there are 16 slots on either side; this is the maximum size of a field army or fleet. On the left you can view the units before any changes are made. As you run the cursor over the units a Tool Tip will tell you what they are and how many men are left in the unit. Now select the unit that you want to move to the new force, Click on it and its slot will highlight, now Click on any of the vacant slots on the right hand side. The unit will immediately be transferred to the new Army or Fleet. Repeat this, as many times as you wish until you are satisfied with the balance. If you make a mistake you can move the units back in exactly the same way. Additionally you can transfer units back and forth between the armies.

Click on a unit to be swapped, it will highlight as usual, but instead of Clicking on an empty slot Click on a unit in the other force that you want to exchange it for, and they will immediately change places. You can also use this method to rearrange your units within an army without transferring them. Note that Merging or splitting Armies or Fleets uses up the entire movement for any units involved this turn. Finally you can also choose to disband any squads in the army. Sometimes this is necessary if maintenance costs get too high or you decide that the troops are obsolete. This will put some of the resources used to recruit the unit back into your stockpile and don't forget that peasants will return to the nearest settlement as workers.



HEAL: This button grays out when not available due to lack of resources or the army being full strength. When available you can select any Army on the campaign screen that has been damaged, Click on the Army and you will see the units that it contains appear in the SQUAD PANEL along the bottom of the screen. Damaged units will be partially filled with red. Next place your cursor over the HEAL button and a tool tip will tell you what resources are required to heal this army. Click on the HEAL button and it will immediately repair up to 25% of each units losses. You can repeat the action next turn if the army is still damaged. A much cheaper way to repair armies is to billet them in settlements where they will slowly regain full strength, but this will take much longer, as a rough guide they will recover approximately 5% each month.



END TURN: When you are satisfied that you have done everything that you need to for the current month you can end turn. Click on the HOURGLASS icon or hit the enter key. The AI processing bar will appear briefly and the calendar will be updated and the new date will be shown in the information box at the top of the screen. You may also receive new messages at the start of your next turn.

9.2 SQUAD PANEL

At the bottom of the Campaign Screen you will see a series of 16 slots each of which may contain the icon of an individual unit. Smaller armies will have a number of slots vacant.



Click on any of your armies on the main Campaign screen to see this display change. Each occupied slot shows the Icon for a particular unit and this is a quick reference to let you see what a particular army contains. Run the cursor over the SQUAD PANEL and as you pause on any particular unit you will see a TOOL TIP appear which gives detailed information about all aspects of this unit. You will also notice a small insignia on the top right hand side of each unit; this indicates the basic classification of that troop type such as Light infantry, Spearmen etc. Also note the numbers in the circles at the bottom. The figure in the blue circle donates the unit size and this can range from 1 (smallest) to 6 (largest). The figure in the red circle indicates the unit's current level of experience and ranges from 1 (raw recruit) to 12 (elite). Garrison Units are not shown in this display. The green bar on the left hand side indicates if any movement points are still available to this army, and as movement points are expended the bar gradually grays out. Building supply depots can increase unit sizes and building training grounds can increase their experience.

10.0 TRADE

The UI for controlling the main game features are all to be found on the bottom panel to the right of the MINI MAP. There are 7 major items here, run your cursor over each in turn and a Tool Tip will appear indicating a shortcut key and telling you what you have selected. You will see that from Left to Right they are as follows:



Click on the **Trade** icon or hit the Shortcut key F1 (also toggles back to the campaign map) to visit the trade screen. The first time that you visit you will be greeted by a pop up window that contains some valuable advice, so take note. You will see that against each resource you have a buying and selling price and this will fluctuate wildly throughout the game depending on many world factors such as war, famine, drought or overtrading. The 'Stock Market'

is a living system responding as resources are bought and sold, it analyses sales across the world and responds in a realistic manner. Commodities are your lifblood in **GATES OF TROY** and 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 hopefully surpluses of others. You will need to trade to survive just make sure that your Merchants do their deals at the most opportune time, and not when you are desperate for a particular item. The amount of stock of each resource held in your warehouses is also indicated here so that you know exactly what is needed and what is in surplus. Just remember that as the game progresses your requirements for any particular resource is likely to change, so selling off all of your marble or copper at an early stage may prove to be a false economy.

Trading is quite simple; imagine that your Town Planners are crying out for more Bricks to keep pace with all of the new developments that are required, so let's buy 50 Bricks. Click on the '+' button next to bricks and you will instantly see that you have purchased 1 unit, the quantity column on the right now shows 1 and the revenue shows how much it cost. This will be equal to the buy price. Click on the '-' Button to reverse your decision. The '-' Button also allows you to sell of surplus commodities.

Trade

Resource	Buy Price	Sell Price	Stock	Pre Trade		Quantity	Revenue	Repeat?	
Gold	38	23	224	+0	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Food	9	5	2272	-28	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Iron	28	19	476	+0	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Bricks	8	4	2246	+86	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Horses	23	14	718	+0	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Marble	28	19	454	+8	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Copper	22	15	1127	+30	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Wood	22	15	727	+19	<input type="button" value="+"/> <input type="button" value="-"/>	Sell: 0	0	<input checked="" type="checkbox"/>	
Silver			11095	+103					
Total								0	

Spread Discount 0

Diplomacy Income 0

Trade Limit 60 (60 Available)

Ok

Of course we will usually be buying or selling in larger units so if you **right click you can make your purchases or sales in units of 10, and by holding the shift or the control key and simultaneously Clicking you work in units of 100. Finally by holding the shift or the control key and simultaneously Right Clicking deals can be done in units of 1000.** Using a variety of these Keystrokes and Clicks, you can obviously make purchases or sales that fall between these units. The volume of trade that you can carry out in any month is limited by the number of merchants and clerks that you employ, and this will grow as you build more market places and employ more people to work in them.

If any of your deals are short term and only to be applied this month, Click on the repeat icon to switch it off. Only leave this on if you want the same deal repeated in subsequent months where you know that you have a long-term requirement for a particular resource, or a surplus to sell that will provide a steady income.

There are also some other key factors that affect commerce and the trading ability of your Nation. Arranging Trade deals and favorable discounts are part of the duties that are undertaken by your **Diplomats** whilst they are stationed abroad (see later when we discuss Diplomats). The discounts that they agree are ultimately reflected in cheaper market buy prices. This is shown on the TRADE SCREEN as Spread Discount. In addition Foreign Embassies boost your economy by 50 silver per month and this is shown here as Diplomacy Income.

Finally the total box at the bottom of this screen keeps track of your net income/expenditure from trading and the balance is added or subtracted to your treasury each month.

Tip: 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 that the more exotic resources become increasingly important

To return to the Campaign map click **OK** or press **F1**.

11.0 DIPLOMACY



Click on the **Diplomacy** button or hit the Shortcut key **F2** (also toggles back to the campaign map) to visit your foreign ministry. The first time that you visit you will be greeted by a pop up window that contains some valuable advice, so take note. Diplomats in **GATES OF TROY** are your key to gaining information and intelligence about other nations, they enhance trade agreements and can conduct espionage missions against other states, and possibly most important of all a good diplomat can alter the attitude of his host country towards your nation. So select where you send them with care and be aware that foreign diplomats will likely be conducting similar missions in your country. At the start of the game the abilities of your diplomats are fairly limited. Their ability is denoted by the number of stars next to their name, and as time passes and their wisdom and experience grow they will gain more stars, assuming that is, that they survive that long. In the Classical era it really did not pay to trust your neighbors as the City States of this era were renowned for constantly changing alliances. Obviously States within the same ethnic group will have a greater affinity towards each other, but nothing is certain in **GATES OF TROY**.



New diplomats will appear in time as your foreign office trains them up, and these can be dispatched to new locations or used to replace casualties for the life of a Diplomat is not risk free and if caught in any acts of espionage or simply if your neighbors don't like them, you might find that they are returned minus some fundamental parts of their anatomy. Of course you can retaliate if this happens as all of these options are

also available to you, but just remember that if you harm a diplomat it will have wide spread ramifications across the civilized world.

At the top of the screen you can see the country that you are playing, beneath this, the screen is split into 3 panels. The list of Nations, an information Panel and the Relationship map. We will discuss these first.

The left hand panel contains a list of all of the nations in your chosen campaign or mission. Use the slider bar to scroll through these.



*Tip: You can use the Mouse wheel to scroll up and down through all list boxes in **GATES OF TROY**.*

As you scroll you will notice that the information panel changes to provide you with more information on the selected Nation. At the outset this is only basic information that would be widely known throughout the region and will change when you send your Ambassadors to visit. At the same time the Relationship Map will highlight the Nation that you are investigating. These three panels are interactively linked so as you alter a selection on one it is updated on the other. Click a country on the Relationship Map to see how this works. As your Diplomats learn their craft (Gain more stars) the information that they will be able to supply will become more extensive and reliable.

The Relationship Map: This is really two maps in one. Its default display indicates the current state of your relationships with the rest of the World. Many factors interact to create this relationships and just about any action you take, or in fact don't take will impact on this. The immense complexity of these relationships is displayed by the hue or coloring of the map. It ranges from WHITE, which is the strongest and best relationship that any two nations can have, to dark RED this indicates complete antipathy, and deep hatred. Look at the map now and you will see that there are many subtle shades of color reflecting you present relationships, these are infinitely graduated to create a realistic and dynamic representation. Only you can decide how best to change the perceptions of your neighbors, but beware pacts and friendships will exist that you are completely unaware of and a slight against one Nation may have far greater ramifications than would first seem apparent.

The second or alternative function of the Relationship Map

only appears when you lay the cursor over any of the 5 colored boxes shown on the right hand side.

Place the cursor there now and the map instantly changes. These color indicators provide you with important diplomatic and strategic information. A Tool Tip will remind you of the following:



- **BLUE:** When a country is shown in this color it indicates that they currently have an Ambassador with you.
- **GREEN:** When a country is shown in this color it indicates that you currently have an Ambassador with them.
- **CYAN:** When a country is shown in this color it indicates that you currently have full diplomatic relations and have exchanged Ambassadors.
- **WHITE:** This indicates those territories that are currently under your control
- **RED:** When a country is shown in this color it indicates that they are presently controlled by rebellious factions or have been taken by Barbarians. These areas are simply too unstable or dangerous to send Ambassadors into.

Ambassadors: At the start of the game your Ambassadors are only capable of undertaking the most basic of diplomatic actions, have a look at them by clicking on their names and viewing their portraits, they all comes from trusted and noble families and so should make good ambassadors. However as their experience grows (indicated by the stars next to their name) they become capable of much more. Additionally their aura of influence becomes greater and their powers of persuasion are enhanced. From time to time you will receive new Ambassadors who have been trained by your foreign ministry to replace losses or to increase your diplomatic corps.



Diplomatic Buildings: These are at the heart of your Foreign Policy, and it will serve you well to dedicate an adequate proportion of your budget to creating buildings for your Foreign Ministry. These start at a fairly basic level, which allows you to train and fund your diplomats in a whole range of new initiatives. There are a number of upgrades that you can make to these buildings and each will create new diplomatic opportunities and further enhance the worth of your Ambassadors.

Diplomatic Missions: There are many purposes and objectives to issuing Diplomatic orders and the scope and complexity of these ranges from minor influence to what amounts to all out acts of war. The benefits and ramifications of all of your actions in **GATES OF TROY** feed into an intricate web of relationships but this is no more so than the Diplomatic actions that you order. The mere act of sending, accepting or rejecting an Ambassador can be likened to a butterfly flapping its wings in Peru.

To send an Ambassador "overseas" to create a new Embassy, select one of the names from the list of Diplomats and his portrait will appear. Click on his chosen destination either on the Nations list or on the Relationship map. Next to his portrait you will see that his present location is shown, this will altar to show his knew location when he arrives there. When you are satisfied with your selection Click OK and a message box will pop up telling you the journey time to his destination, and asking you to confirm the order. Click OK again and you will see that in the panel next to his portrait he is now listed as en route and showing his journey time. When he arrives you will notice that the information that you had on this country has already been updated, the mere act of creating an embassy has at least enabled you to find out what your neighbor's attitude towards you is. You will also notice that the send button for your diplomat has grayed out and his orders button has come alive.

Diplomatic Tasks:

Click on the ORDERS button and you will see the selection of Diplomatic tasks that are currently available to your Diplomat, some of these may be grayed out at present or not even visible, as for the time being your Diplomat has only limited ability, and you don't have the resources to attempt much. Scroll through these and they will each in turn reveal an estimation of the risk of success of the mission and how much it will cost in bribes, payment of foreign duties or taxes and the like. Your available resources are also displayed in this window so that you can see if you have enough silver on hand or whether it's worth trading your resources on the '*stock market*' to raise funds to accomplish your chosen mission.

The orders that are available to you will vary throughout the game and clearly as the experience of your Diplomats grows and as your construction programs create more advanced diplomatic buildings you will be capable of more complex and high level assignments, but there are other factors at work here which simulate the natural and logical order of things. Some orders are linked to your political attitude and only become available to you at the appropriate time. For Example you may send a diplomat to a Nation that simply hates the sight of you, so whilst many covert actions may be possible in this country you will have only limited diplomatic options until something changes. Another example of this living world concept is that it is only when a country turns green on the Relationship Map, that the relationship between you is stable enough to agree a non aggression pact. So whether or not a particular order will be available at any given time is controlled by a complex interrelationship of a number of factors and the color showing on the Relationship Map will be a good indicator.



The following are Diplomatic Tasks that may be undertaken, providing conditions and requirements are right:

NO BUILDINGS REQUIRED

Seek 'Asyilia' for Merchants	Envoy to seek 'Mutual Protection from Seizure' of their goods for Traders. If successful there will be an improvement in Trade and Relations. Requires 'Tolerated' relationship or above.
Seek Movement Information	Agent to seek information on this state's troop movements from street gossip. If successful you will know their Movements for a while. No requirements.
Flattery	Envoy to Flatter host government & provide only small gifts. If successful Relations will improve. Only possible between a relationship of 'Antagonistic' & 'Get Along'
Gold Darics	Envoy to pacify the host government with gold darics. As these coins are Persian they cannot be put to state use. Success will improve Relations but the bribery's exposure could damage them. Requires a Level 2 diplomat and a relationship of 'Antagonistic' or worse.
Sabotage Granaries	Agent to introduce rats into the host's granaries. If successful, their Food supplies will be seriously depleted. Failure may see the Agent lynched by angry citizens. Requires a Level 4 diplomat.
Pressurize our 'Proxenos'	Envoy to pressurize our 'Consular Representative' to report on his state's troop movements for many months. However, this 'proxenos' may expose our scheme, damaging Relations. Requires a Level 3 Diplomat.
Gift Horses	Envoy to donate a large herd of horses to this state, which should much improve Relations. Requires a Level 2 diplomat and a relationship of 'Tolerated' or above.
Provoke Host	Envoy to goad host into war through a campaign of unreasonable demands and insults. If successful, Relations will worsen, but could be countered by Envoy meeting an unfortunate 'accident'. No requirements.
State Gift of Money	Envoy to give a large gift of silver coins to this state. Relations should much improve. Requires a relationship between 'Tolerated' and 'Very Friendly'.

FOREIGN MINISTRY

Poison Horses	Agent to poison the public horse-fodder. If successful they will lose hundreds of horses. Obviously there is some risk of our involvement becoming known. Requires a Foreign Ministry and a Level 2 Diplomat.
Frame Wheat Trader	Agent to plant seditious letter on host Wheat Trader. If successful, the 'accidental' letter-discovery in our capital 'justifies' confiscation of his cargo. If discovered, Relations will worsen. Requires a Foreign Ministry and a Level 2 diplomat.
Buy Iron	Envoy to purchase Iron direct from their stock. Should improve Relations and not affect Trade prices. Requires a Foreign Ministry, a Level 2 diplomat and a relationship of 'Tolerated' or better.
Plant Informer	Agent to plant slave in state's mapmakers and report military requests. If successful, their troop movements will be known for many months. However, exposure risks a worsening of Relations. Requires a Foreign Ministry and a Level 3 diplomat.
Subsidize Cultural Visit	Envoy to invite their Playwrights and Musicians on an expenses-paid tour of our capital. This should improve Relations, but some risk that hack-incited citizens will lynch our misunderstood Envoy. Requires a Foreign Ministry, a Level 3 diplomat and a relationship between 'Tolerated' and 'Amicable'.
Covert Piracy	Agent to covertly indulge in piracy, intercept a cargo of this state's horses and bring them back to our stables. Pirates, if caught, are usually summarily executed! Requires a Foreign Ministry and a Level 3 diplomat.
Poison Garrisons Water	Agent to introduce hellebore into host garrisons cisterns and wells. If successful garrisons will be rendered incapable of action. Requires a Foreign Ministry and a Level 4 diplomat.
Negotiate a Truce	Envoy to negotiate a Truce. If successful, this state will not attack us for a short period. Some risk of Envoy being killed by those opposed to peace. Requires a Foreign Ministry.
Redirect Egyptian Recruiters	Agent to bribe the King of Egypt's recruiters to recruit primarily from this state's field armies, weakening them for months. Failure worsens Relations. Requires a Foreign Ministry and a Level 4 diplomat.

EMBASSY

- Long-term Embassy** Envoy to allay suspicions about our intentions via a long-term stay in host's capital, assuring host of our good will. If successful, Relations and Trade are much improved. Requires an Embassy, a Level 2 Diplomat & a relationship between 'Antagonistic' & 'Amicable'.
- Negotiate 'Isopoliteia'** Envoy to negotiate 'Equal Citizenship' between our states. If successful Trade and Relations will be improved. Requires an Embassy, a Level 2 diplomat and you must have a relationship of 'Tolerated' or better.
- Rumors of Corruption** Agent to start rumors of much 'skimming' by their state treasurers. If believed, public Happiness would decline. However, there is some risk of our scheme becoming known and worsening Relations. Requires an Embassy, a Level 2 Diplomat and a relationship of 'Tolerated' or above.
- Buy Horses** Envoy to purchase horses direct from their stock. Should improve Relations and not affect Trade prices. Requires an Embassy, a Level 2 diplomat and a relationship of 'Tolerated' or better.
- Buy Marble** Envoy to purchase Marble direct from their stock. Should improve Relations and not affect Trade prices. Requires an Embassy, a Level 2 diplomat and a relationship of 'Tolerated' or better.
- Buy Copper** Envoy to purchase Copper direct from their stock. Should improve Relations and not affect Trade prices. Requires an Embassy, a Level 2 diplomat and a relationship of 'Tolerated' or better.
- Favor: Horses** Envoy to allow cheap sale of Horses to the Waggoner's of this state. Should improve Relations and the horses are not really suitable for military use. Requires an Embassy, a Level 3 diplomat and a relationship of 'Tolerated' or better.
- Favor: Gold** Envoy to allow cheap sale of Gold, for making into offerings for patron god(dess)'s temple. Should improve Relations and such offerings cannot be used militarily. Requires an Embassy, a Level 3 diplomat and a relationship of 'Tolerated' or better.
- Favor: Iron** Envoy to allow cheap sale of Iron, in the form of nails. Should improve Relations and it will be difficult to use the iron militarily. Requires an Embassy, a Level 3 diplomat and a relationship of 'Tolerated' or better.
- Favor: Copper** Envoy to allow cheap sale of Copper, for making into bronze statues for patron god(dess)'s temple. Should improve Relations and such statues cannot be used militarily. Requires an Embassy, a Level 3 diplomat and a relationship of 'Tolerated' or better.
- Favor: Food** Envoy to allow cheap sale of Food, to be eaten at the host's major annual Festival. Should improve relations and not enhance their military capability. Requires an Embassy, a Level 3 diplomat and a relationship of 'Tolerated' or better.
- Negotiate a Peace** Envoy to negotiate a Peace. Success means no attacks for a substantial time and slightly improved Relations. Some risk of Envoy being killed by those opposed to peace. Requires an Embassy, a Level 2 diplomat and a relationship of 'Tolerated' or better.
- Accusation of Piracy** Envoy to accuse host of Piracy. If widely believed, this will much damage their International Reputation & Trade, but our Relations & Trade with them will suffer. Failure worsens Relations. Requires an Embassy and a Level 2 diplomat.

DIPLOMATIC SCHOOL

Rumor of Tyranny	Agent to start rumor their leading politician aims to become Tyrant. If believed, local Happiness will reduce and international standing decline. If exposed, Relations will suffer. Requires a Diplomatic School and a Level 3 diplomat.
Donate Statue	Envoy to donate a large statue of the state's patron god(dess). This should much improve Relations. Requires a Diplomatic School, a Level 3 diplomat and a relationship of 'Tolerated' or better.
Loans for Traders	Envoy to negotiate a system of Loans for Traders between our states. This should much improve Trade & Relations. Requires a Diplomatic School, a Level 3 diplomat and a relationship of 'Tolerated' or better.
Pay for Temple	Envoy to offer to build a temple in host's capital, if the Government supply the statues. If successful, casting the bronze statues will use much copper, which could otherwise go to military use. Requires a Diplomatic School, a Level 3 diplomat and a relationship of 'Tolerated' or better.
Aid Fugitive Slaves	Agent to supply aid to bands of fugitive slaves in this state. If successful, citizens will become very unhappy at their depredations. Exposure will worsen Relations. Requires a Diplomatic School and a Level 3 diplomat.
Poach a Philosopher	Agent to offer a post (salaried in gold) to a popular philosopher from the host's capital. Discontent in host's cities would increase if he left. Some risk of Agent being lynched by angry citizens. Requires a Diplomatic School, a Level 4 diplomat and a relationship of 'Tolerated' or better.
Marriage Alliances	Envoy to try arranging marriages linking our and host's prominent families. Success will improve Relations & provide knowledge of troop movements for a while. Requires a Diplomatic School, a Level 5 diplomat and a relationship of 'Neutral' or better.
Camp Followers	Agent to help Camp Followers gather around Field Armies. Desertions would increase & efficiency suffers for months till discipline is restored. Detection prevents this & worsens Relations. Requires a Diplomatic School and a Level 3 diplomat.

LEAGUE HEADQUARTERS

Seek 'Asyilia & Isopoliteia'	Envoy to negotiate 'Mutual Immunity & Equal Citizenship' between our states. This should much improve Trade & Relations for a substantial period. Requires a League Headquarters, a Level 4 diplomat and a relationship of 'Tolerated' or better.
Encourage Exploration	Envoy to offer this state participation in a long voyage to distant lands. If successful Trade, Relations & this state's international standing will much improve. Failure would worsen all 3. Requires a League Headquarters, a Level 4 diplomat and a relationship of 'Tolerated' or better.
Introduce Festival	Get Envoy to offer to introduce a new Festival in the host's capital. Success will deter attacks on you for a while & Relations will improve. Requires a League Headquarters, a Level 4 diplomat and a relationship of 'Tolerated' or better.
Negotiate 'Symmacheia'	Envoy to negotiate a deal to share information. They will not attack us, we will know their troop movements, Trade & Relations will much improve. Opponents to the deal may kill Envoy. Requires a League Headquarters, a Level 5 diplomat and a relationship of 'Very Friendly' or better.
Rumor of Betrayal	Agent to start a rumor that the rulers plan betraying the state to barbarians. This increases dissent, reduces international standing & prevents attacks on us for a while. Failure worsens Relations. Requires a League Headquarters and a Level 5 diplomat.
Organize Sympathizers	Agent to contact & support your sympathizers in host's cities, arranging for them to open city gates and distract the garrison when you attack. Detection prevents this & worsens Relations. Requires a League Headquarters and a Level 5 diplomat.

CRYPTOGRAPHY CENTRE

- Exploit Stasis-Rebels** Agent to exploit the Oligarch-Democrat tension by encouraging sedition. If successful, rebel bands (units) will appear and citizens become unhappy. Requires a Cryptography Centre.
- Sabotage Building Materials** Agent to sabotage their building materials. If successful they will lose much building material. If this fails, our Agent could be caught and executed. Requires a Cryptography Centre.
- Lumber Yard Fires** Agent to start fires in the state lumberyards. If successful their timber stocks will be much reduced. Obviously there is some risk of our involvement becoming known. Requires a Cryptography Centre and a Level 2 Diplomat.
- Demoralize Garrisons** Agent to inform host's garrison troops about better rates of pay & conditions offered by some eastern states. If successful, garrison efficiency declines. Slight risk of Agent detection & death. Requires a Cartography Centre and a Level 2 diplomat.

ASSASSINS GUILD

- Exploit Stasis in a city** Agent to exploit the Oligarch-Democrat tension by helping exiles to seize one of their cities. His involvement will be known so Relations will worsen. Requires an Assassins Guild and a Level 2 diplomat.
- Assassination** Agent to attempt assassination of leading general. Success will delay any planned attacks for a while, but his capture will worsen Relations and enraged troops will probably stone him to death. Requires an Assassins Guild and a Level 3 diplomat.
- Exploit Stasis-Rioters** Agent to exploit the Oligarch-Democrat tension by inciting violence between them. Rioters (units) appear, army efficiency & public happiness fall. Our exposure would prevent this & worsen Relations. Requires an Assassins Guild and a Level 3.
- Inform Pirates** Agent to inform pirates of the most vulnerable times for the host's Iron cargoes. If successful they will lose much Iron. However, exposure would greatly damage Trade & Relations. Requires an Assassins Guild and a Level 3 diplomat.
- Temple Defacement** Agent to arrange secret night time defacement of marble statues in host's capital. If successful, much Marble will be needed for replacement. Exposure would much damage Relations. Requires an Assassins Guild and a Level 3 diplomat.
- Exploit Stasis-Army** Agent to exploit Oligarch-Democrat tension by outfitting a rebel army, which could do great damage & will anyway cause Happiness to fall. Our known involvement will worsen Relations if attempt fails. Requires an Assassins Guild and a Level 3 diplomat.
- Exploit Stasis-Rebellion** Agent to exploit Oligarch-Democrat tension by bribing guards to betray Iron stockpiles to the Exiled party. Enabled to arm themselves, a rebel army will arise. A risk to Relations if betrayal fails. Requires an Assassins Guild and a Level 4 diplomat.
- Starve Field Armies** Agent to buy up all surplus food near Field Armies' camps. Their Field Armies would suffer for months while food has to be brought in from elsewhere. Detection prevents this & worsens Relations. Requires an Assassins Guild and a Level 3 diplomat.

CENTRAL INTELLIGENCE CENTER

Subvert a General

Agent to subvert a prominent general. If successful, for a while, you will know their troop Movements & their army-efficiency will worsen. Exposure will worsen Relations. Requires a Central Intelligence Centre and a Level 4 diplomat.

Exploit Stasis-Mercenaries

Agent to exploit Oligarch-Democrat strife by giving one side Mercenaries, who will maraud, much reducing Happiness. Their Troop Movements will be known for a while. Failure worsens Relations. Requires a Central Intelligence Centre and a Level 5 diplomat.

Foreign Ambassadors: These behave and act in a similar fashion to your own diplomatic staff. There is of course a risk to allowing them to set up shop, and you will have to decide if the benefits outweigh that risk. On the plus side they boost your economy by 50 Silver each per month and when the relationship is good or being established there is most definitely a lot to be gained.



However if the relationship turns sour or you suspect them of some act of treachery, you are the judge and jury, and they are in your hands. Just remember that to expel them will cause a ripple in the diplomatic community and whether it be for good or ill will depend on other relationships and circumstances. Of course you can do much more than simply expel them. The manner of the expulsion will send a powerful message to the country concerned and to the wider community. After all torture is just an extreme means of diplomacy, but remember that it might be wise to recall your own diplomat (if you have one in that country) before you act, as retribution will likely be swift.



When you have decided it is time to act, decide his fate and select the method of his ejection, then await the consequences.

To return to the Campaign map click **OK** or press **F2**.

12.0 EMPIRE OVERVIEW



Click on the **Empire Overview** button or hit the Shortcut key F3 (also toggles back to the campaign map) to visit your Ministers of State. These are your bean counters and pretty well everything that happens in your country is recorded here. As with other windows you will see your countries name at the top of the screen and directly below this a list of your towns, cities and settlements. You will immediately see that all of the information

from each of your settlements, large or small are set out in a table indicating current surpluses and deficits. Note that the text colors correspond to the colors of the city labels in the campaign screen and their meaning is the same. You are also informed about other factors such as the current population, the present level of contentment and which building projects are in progress. All of this is vital information to assist you and your ministers to administer your fledgling Nation. You can also Double Click on any settlements listing or Click the View button on the bottom right of this screen to jump to the relevant City Window, this function is particularly helpful when reviewing your earlier decisions especially when you want to alter things and if you entered the city from the Empire Overview when you exit you will return there. Also note that on the Mini Map a box will appear around the city to show just where in your Empire its located.

Lacedaemon

City	Gold	Food	Iron	Bricks	Horses	Marble	Copper	Wood	Silver	Population	Effects	Building
Cythereion	0	0	0	19	0	0	0	0	0	497	Happy	Nothing
Kythera	0	0	0	9	0	0	0	0	0	476	Happy	Nothing
Limera	0	0	0	19	0	0	0	0	0	1538	Happy	Nothing
Prasiei	0	0	0	19	0	0	0	0	0	3677	Happy	Nothing
Sparta	0	0	0	0	0	0	0	19	0	3613	Happy	Nothing
Tainaron	0	0	0	0	0	8	0	0	0	3682	Happy	Nothing

Nation Bon.	0	10	0	20	0	0	30	0	150			
Tax Income	0	0	0	0	0	0	0	0	221			
Trade	0	0	0	0	0	0	0	0	0			
Food Eaten	0	17	0	0	0	0	0	0	0			
Army Costs	0	21	0	0	0	0	0	0	138			
Balance	0	-28	0	86	0	8	30	19	233			
Stockpile	224	2272	476	2246	718	454	1127	727	11095			

Taxation level 13.00 Silver per worker [221]

Food Required 1.00 Food per worker [17]

Work Rate 100.00 Efficiency

Below the City Stats you will see your National Balance Sheet, no need to get your abacus out as its all done for you. This is the engine room of your State and it's where your mathematicians and accountants compile the information that is vital to your government. It's split into three parts, at the top income, below that expenditure and finally your current balances are shown at the bottom.

Almost every decision that you take is eventually reflected here. The following is an explanation of the information it contains:

1. **NATIONAL BONUS:** This is a reflection of the net effect of many relatively minor and often imperceptible events that occur throughout the world, there is little that you can do to effect this, except perhaps to build temples to the Gods, make sacrifices and prey to Zeus soliciting his continuing bounty.
2. **TAX INCOME:** Taxation laws in **GATES OF TROY** demand that every citizen who works or owns Helots (slaves) pays a tax levy. The worker icons in the CITY VIEW represent those workers or slaves. In the main your population expects to pay a reasonable amount towards the welfare of the nation but raise taxation to high, and they, like the rest of us they will become pretty unhappy. The taxation level is controlled by the TAXATION LEVEL slider bar
3. **TRADE INCOME:** This records the Income from your trade surpluses or deficits and is fed here from the TRADE SCREEN. To see how this works in practice Click the OK button at the bottom of the screen to return to the Campaign Map and then Click the TRADE Button to enter the TRADE SCREEN. Sell off 50 Copper; note how much you have earned. Now return to the EMPIRE OVERVIEW Screen and look along the Trade Income line and see that your sale of the 50 Copper has been noted and the income added to your treasury. **The Stockpile balance for that resource has not yet changed, that will not be updated till you End Turn.** In addition revenue from visiting Embassy's is also added to your income here.
4. **FOOD EATEN:** This is the actual amount of food consumed by your population and Helot workers. It is directly controlled from the FOOD REQUIRED slider bar. It is important to get this balance right, obviously in times of hardship your population may be content to accept less, but it would be advisable to make sure that this situation does not last for long.
5. **ARMY COSTS:** Note that there are two entries here, indicating the food consumed by your military units and the money taken from your treasury to pay them. This is controlled by the army Commissariat and their quartermasters ensure that everything needed by the army is available. Note that allocations are cut by 50% whilst on garrison duty so it pays to keep your troops in your settlements unless there is good reason not too. Another point to note is that sending an army to sea will deplete your timber stocks as they are used to build or maintain your fleets and this will also be deducted from your stockpile. In general requirements to supply an army vary depending on the type of unit concerned and the amounts needed are shown on the ARMY PANEL in the CAMPAIGN WINDOW. Your quartermasters will ensure that all of this handled with military precision, however you must make sure that they have sufficient resources to do their job. The consequences of failing them will be disastrous, troops will fall ill through lack of food or medical care, they might desert and weapons and armour will not be properly repaired or maintained. If this happens you must avoid battle at all costs until you can rectify the situation.
6. **NET BALANCE:** This shows the monthly balance of the various commodities after taking into account all transactions for the months expenditure
7. **STOCKPILE:** This shows the current levels of your various resources and commodities held in your warehouses and treasury. Various actions will effect the levels shown and these are listed below:
8. **Recruiting/Training Troops or disbanding units:** For the costs to recruit units see the TRAINING PANEL in the CITY WINDOW. Disbanding units will put some of the resources needed to build the unit back into your stockpile and importantly peasants will return to the nearest settlement as workers.

9. **Constructing/Demolishing Buildings:** For the Costs to build; see the information in the BUILDING PANEL in the CITY WINDOW. The reclaimed resources when you demolish are shown on the Tool Tip when you Click on the SELL button and note that this credit will not appear in your stockpile till the end of the turn
10. **Diplomatic Actions:** For these costs see the ORDERS pop up window in the DIPLOMACY WINDOW
11. **Random events:** You will receive a message giving you the good or bad news and the results will be reflected in your Stockpiles
12. **Heal Units:** Army's in the field will sometimes need to be restocked, receive medical supplies and replacements. If resources are available a proportion can be replenished each month, but beware this is expensive.

Finally keep a careful watch here, as this is your instant ready reckoner about the State of your Nation, and remember that some of your actions will not be updated till you end the turn.

The next items to examine are the slider bars at the bottom of the screen, there are 3 of these and each has global and far-reaching effects on your nation. They are relatively self-explanatory, however a brief explanation will help. They can each be adjusted by dragging the bar to the left or right. Just be careful though as extreme levels are seldom sustainable and serious unrest could result.

13. **TAXATION LEVEL:** To increase taxation move the slider bar to the right and watch the value to the right of the slider bar leap. This is potentially how much revenue you could bring in per Helot. You will also see that if you look at the last column to the right in the nations balance sheet that this revenue has been taken into account. Now quickly move it back to a sensible level before you forget!
14. **FOOD REQUIRED:** This reflects the 'food tally' that your government will set by National Decree, it controls the amount of food that is allocated to your citizenry and their Helots. In recognition that Helots are a valuable commodity and like any other valuable resource they must be looked after, so in ages past a law was approved that included them in the 'food tally'. Of course in times of famine the workers, the poor and the Helots are usually the first to suffer, but you should be aware that if you don't provide them with enough food, their output will fall, pilfering will increase, and the general well-being and happiness of the Nation will suffer. The Sages did not bring these laws to pass for nothing. Check this by moving the slider and watch to see the effect on the National Balance Sheet.
15. **WORK RATE:** This slider bar controls the efficiency of the workers, in practice you achieve this by a carrot and stick method, more overseers, brutal punishments, tempered by rewards and bonuses, the combined effect of all of this is controlled from this slider. Move it to the right and observe the increase in worker efficiency. Also watch the National Balance sheet change and note that obviously only those resources that have workers allocated to them will alter. Your conscience might well prick you as you think about what your overseer must be doing to your Helots and the poor retches that work for you! Just be careful though as these high work rates are not sustainable and serious unrest could result.

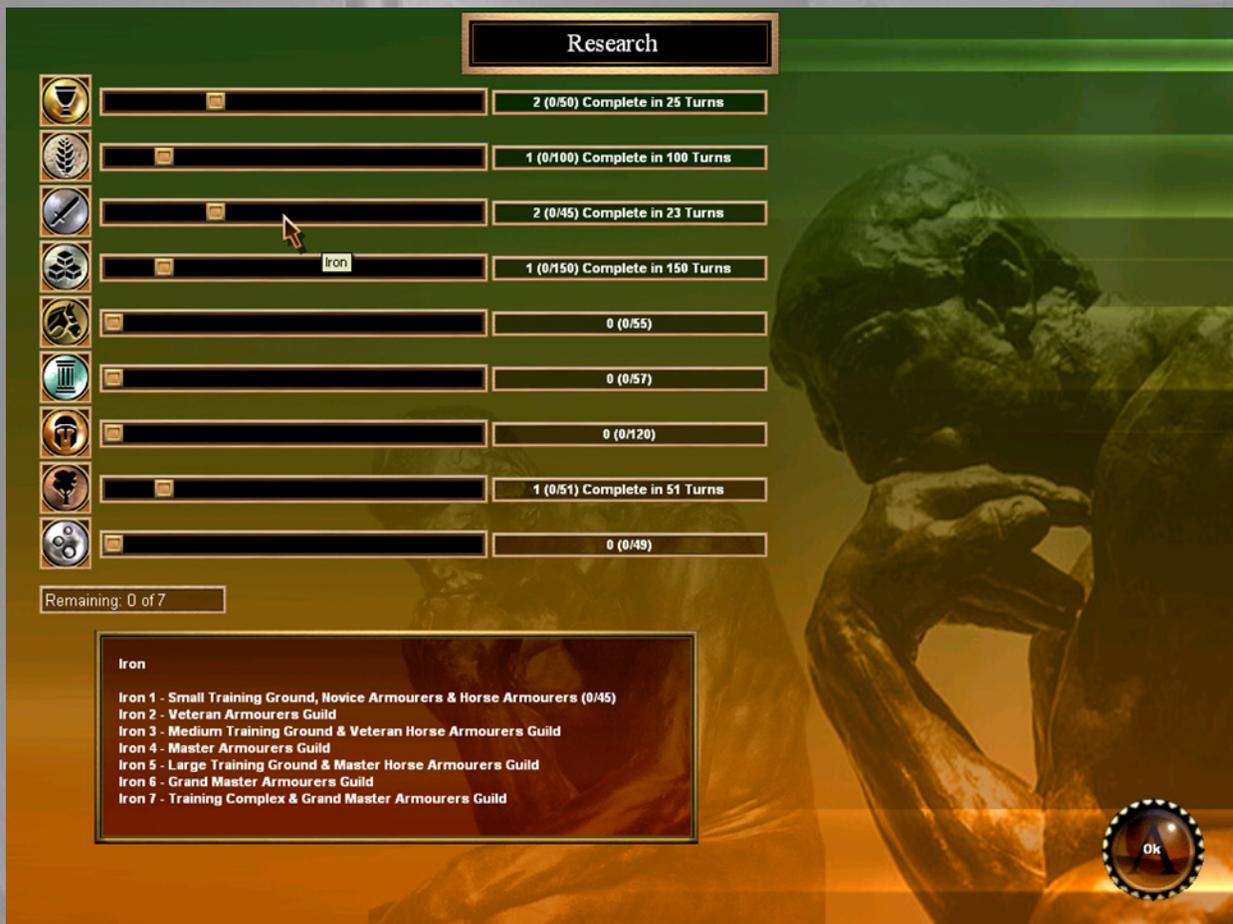
To return to the Campaign map click **OK** or press **F3**.

13.0 RESEARCH



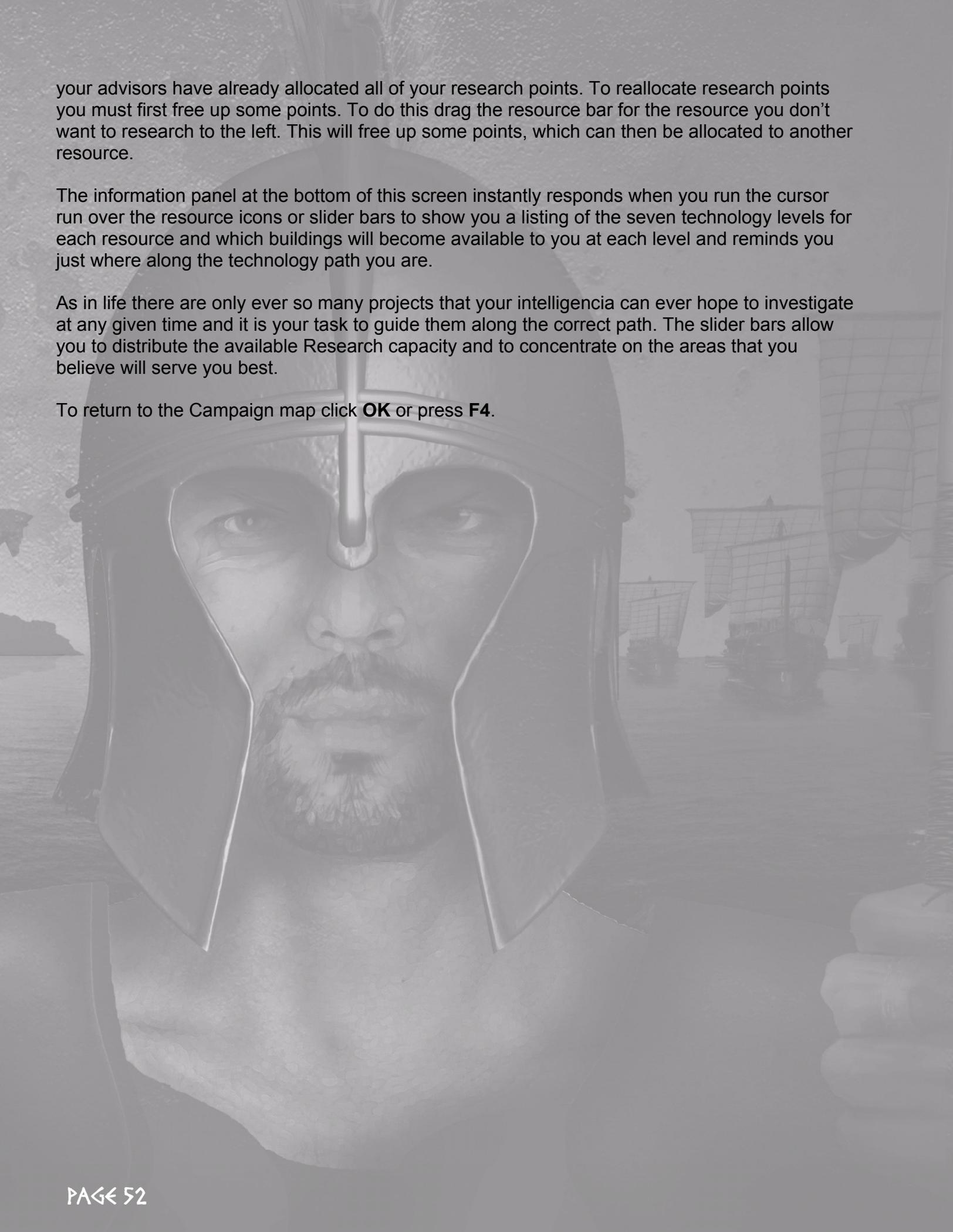
Click **Research** or hit the Shortcut key **F4** (also toggles back to the Campaign Map). This link takes you directly to your Universities and your Seats of Learning. Many benefits can be derived from carrying out research on the various resources, for example better armor and weaponry will clearly be the result of advances in Iron and Copper technology. On the Left Hand side of the screen you will see

icons representing the major resources in **GATES OF TROY**, run your cursor over each and a Tool Tip will remind you of which is which.



You can increase or decrease the effort that you are putting into each resource by adjusting the slider bars. As you do so you will see that the data on the right hand side firstly tells you how many of the currently available research points you have allocated to each resource and also just how far along the Technology path that you are. It also shows you long before your new found knowledge leaps to the next Tech Level at the current rate of expenditure. There are SEVEN Technology levels and you can concentrate research on developing a single resource or spread your effort around, try sliding the bars on various commodities to see how this works.

Beneath the resource icons you will notice a box showing you the REMAINING research units that you can currently allocate towards new research. You can increase this by building universities (and its upgrades) and by allocating staff to work in them. At the start of the game



your advisors have already allocated all of your research points. To reallocate research points you must first free up some points. To do this drag the resource bar for the resource you don't want to research to the left. This will free up some points, which can then be allocated to another resource.

The information panel at the bottom of this screen instantly responds when you run the cursor over the resource icons or slider bars to show you a listing of the seven technology levels for each resource and which buildings will become available to you at each level and reminds you just where along the technology path you are.

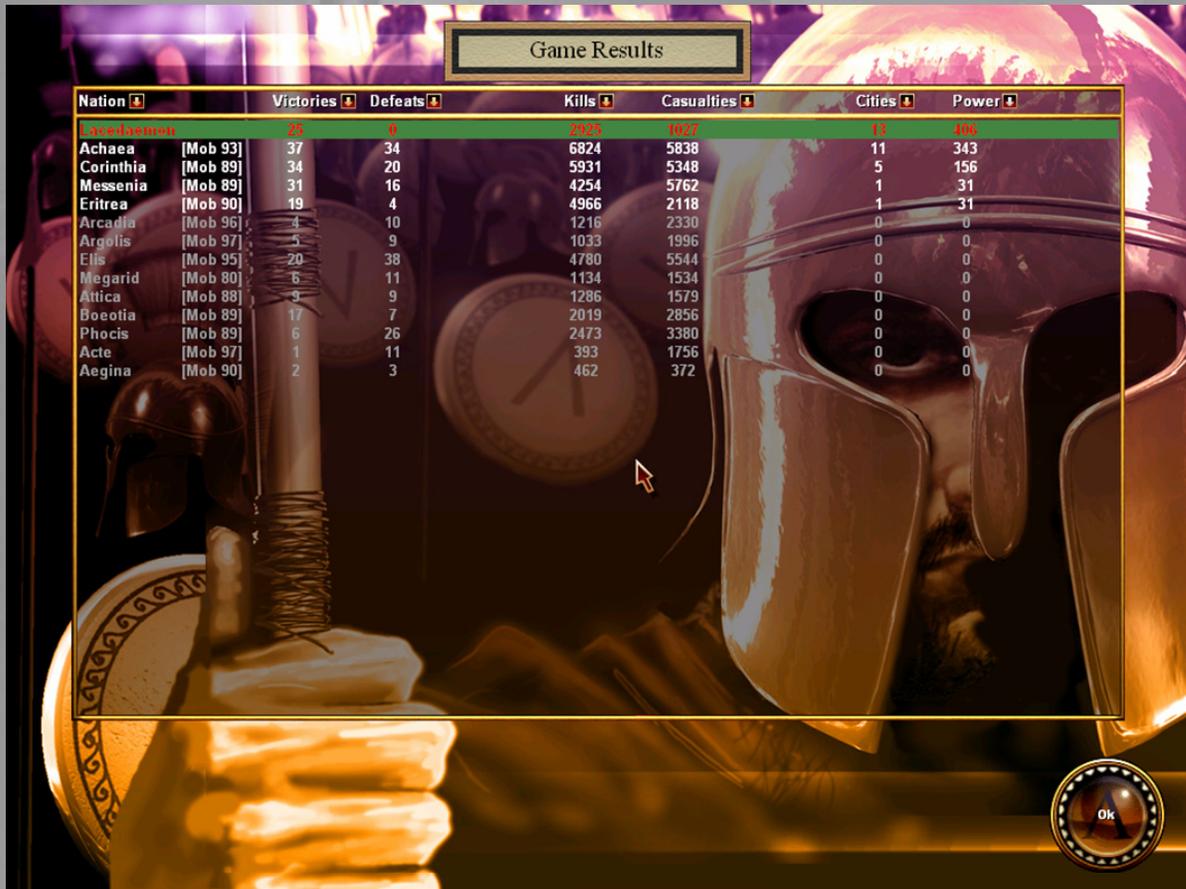
As in life there are only ever so many projects that your intelligencia can ever hope to investigate at any given time and it is your task to guide them along the correct path. The slider bars allow you to distribute the available Research capacity and to concentrate on the areas that you believe will serve you best.

To return to the Campaign map click **OK** or press **F4**.

14.0 GAME RESULTS



Click on the Research button or hit the Shortcut key F5 (also toggles back to the campaign map). This link takes you directly to your Statisticians and mathematicians who will provide you with information on many topics. The data they provide can be sifted and sorted in a number of ways. This is the method that your minions have devised to keep you advised of the Nations standing and military record.

A screenshot of the 'Game Results' window from a game. The window has a title bar 'Game Results' and a table with columns: Nation, Victories, Defeats, Kills, Casualties, Cities, and Power. The table lists various nations and their performance metrics. A mouse cursor is visible over the table, and an 'Ok' button is in the bottom right corner.

Nation	Victories	Defeats	Kills	Casualties	Cities	Power
Academon	25	8	2825	1827	13	498
Achaea [Mob 93]	37	34	6824	5838	11	343
Corinthia [Mob 89]	34	20	5931	5348	5	156
Messenia [Mob 89]	31	16	4254	5762	1	31
Eritrea [Mob 90]	19	4	4966	2118	1	31
Arcadia [Mob 96]	4	10	1216	2330	0	0
Argolis [Mob 97]	5	9	1033	1996	0	0
Ellis [Mob 95]	20	38	4780	5544	0	0
Megarid [Mob 80]	6	11	1134	1534	0	0
Attica [Mob 88]	3	9	1286	1579	0	0
Boeotia [Mob 89]	17	7	2019	2856	0	0
Phocis [Mob 89]	6	26	2473	3380	0	0
Acte [Mob 97]	1	11	393	1756	0	0
Aegina [Mob 90]	2	3	462	372	0	0

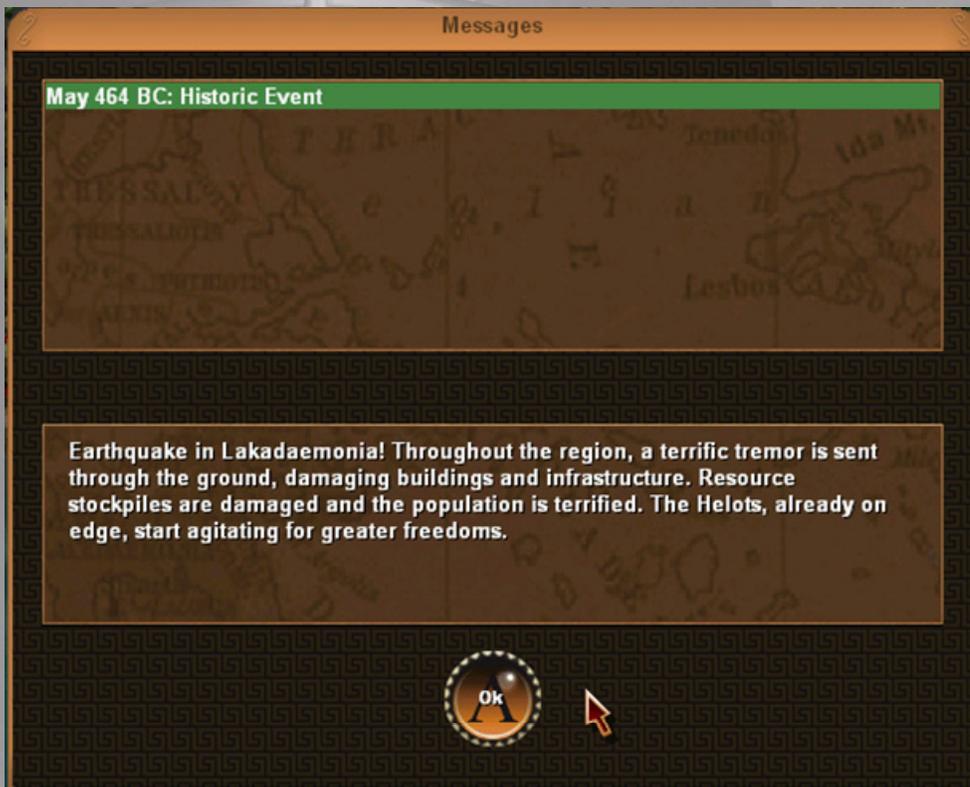
It instantly allows you to compare your performance with that of other States and shows you how successful or otherwise you have been in the battles that you have fought. In addition it also keeps track of the number of cities that you control and finally where you sit in the in the grand scheme of things.

To return to the Campaign map click **OK** or press **F5**.

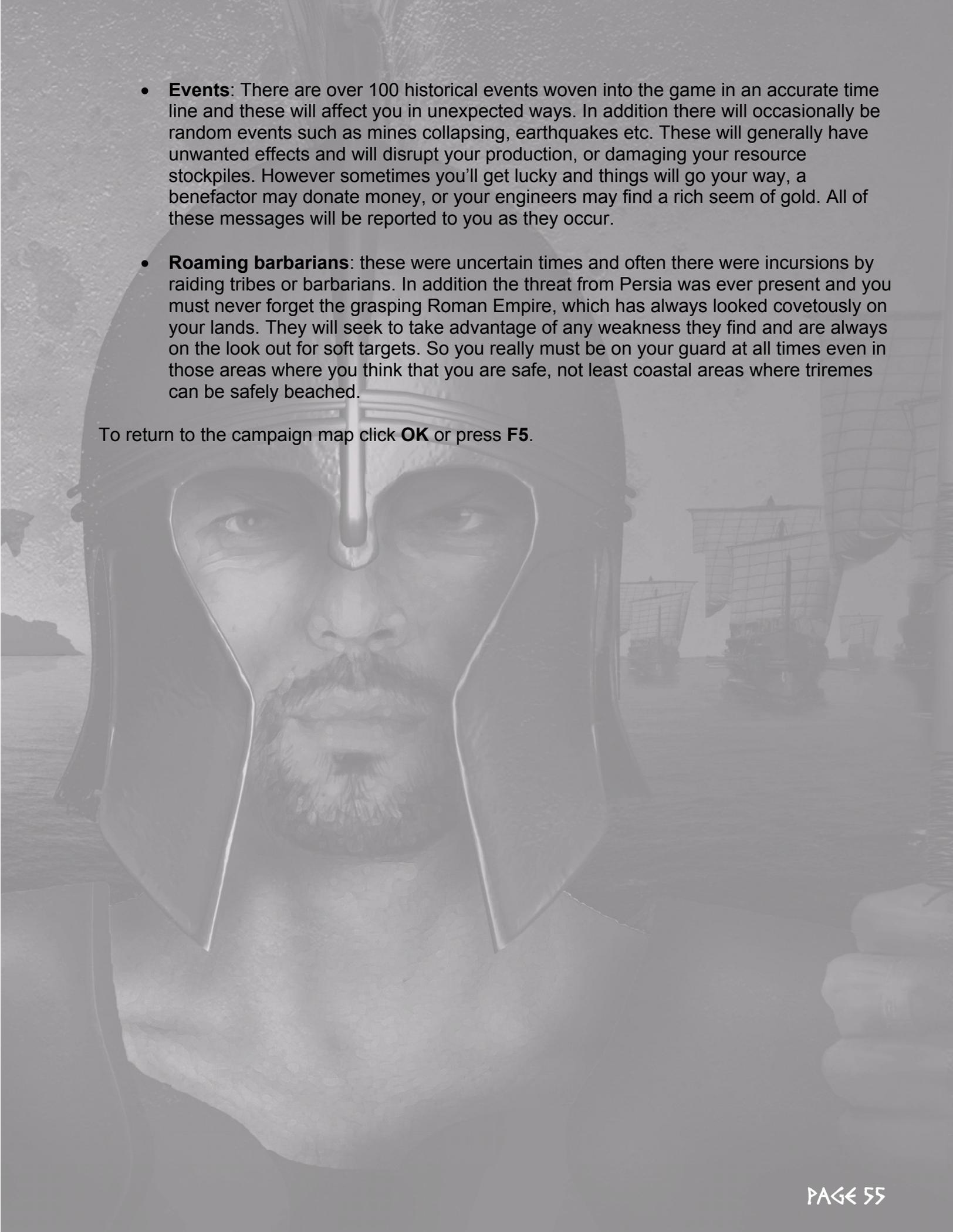
15.0 MESSAGES



Click on the Messages button or hit the Shortcut key F6 (also toggles back to the campaign map). This link takes you directly to your Librarians who administer your archives and records. They record all communications and are a source of information past and present. The number currently showing on the button tells you that you have that number of messages waiting for your attention. Click on the Icon and a list of your current and old messages appears. Those that are from previous months are grayed out, and you can scroll through any of these to review and read past or present messages. Old messages will disappear after some time. Click on any that you wish to reread and the detail will appear in the message panel beneath. To return to the Campaign Screen Click OK.



- **The harvest:** The lifeblood of the empire is its supply of food and every year your farmers strive to do their best, but the amount of food they finally produce depends on a number of factors. Was there enough rain, too much rain, drought, you name it. Your ministry of agriculture reports this to you annually and the effects of the harvest are with you for the entire year. If the harvest is really bad you may be forced to buy food on the open market, but beware that if this is the case then it's likely that it was the same for your neighbors, causing regional shortages, driving up demand and sending prices soaring!

- 
- **Events:** There are over 100 historical events woven into the game in an accurate time line and these will affect you in unexpected ways. In addition there will occasionally be random events such as mines collapsing, earthquakes etc. These will generally have unwanted effects and will disrupt your production, or damaging your resource stockpiles. However sometimes you'll get lucky and things will go your way, a benefactor may donate money, or your engineers may find a rich seam of gold. All of these messages will be reported to you as they occur.
 - **Roaming barbarians:** these were uncertain times and often there were incursions by raiding tribes or barbarians. In addition the threat from Persia was ever present and you must never forget the grasping Roman Empire, which has always looked covetously on your lands. They will seek to take advantage of any weakness they find and are always on the look out for soft targets. So you really must be on your guard at all times even in those areas where you think that you are safe, not least coastal areas where triremes can be safely beached.

To return to the campaign map click **OK** or press **F5**.

16.0 CITY WINDOW



Click on the Jump to City icon. Each time you Click you will be taken to the next settlement in line. The Campaign Screen will centre on the selected settlement. Move the cursor over it and a tool tip will appear that provides you with basic information on the City. You can also view this outline information for any foreign cities in exactly the same way. When you put the mouse over one of your cities it will change to the Enter City cursor. If you

decide that you want to enter the town and take a closer look at things Click on the selected settlement and you will jump straight there. You may only enter towns you control. As already detailed, you can also jump to any of your settlements from the listing in the EMPIRE SCREEN and it's worth remembering that when you click on the OK button to exit you will be returned to either the CAMPAIGN SCREEN or the EMPIRE OVERVIEW depending on where you were before visiting the City.



The first thing you notice in the panel at the top of the screen is the city name and also that it's the first of four (in the example shown) that you own, its current population, and an indication of how many months it will be before there is an increase in your available workforce. There is also a left and right arrow that lets you to scroll through your cities.

Pictorial View: There's a lot of information contained here so the first thing to look at is the picture view of your city, it shows you just how your settlement looks at the present time. If you look carefully you will see the towns people going about their daily business. Run the cursor across the landscape and you will see that Tool Tips appear giving you information on the major

buildings in your settlement. It's hardly a city at present that will only come as you develop and expand the infrastructure. An issue here is that as your Settlement grows into a small town the demand for building sites will grow, and without developing more locations to build on it cannot possibly rise to become a great City. Soon all of the available sites will be used and when this happens you will find that you can't build any new structures. As ever there are steps that you can take and by upgrading your City Hall you will have more city planners available to establish and allocate new building plots for future expansion. Obviously this costs a lot of resources, and not surprisingly you will be faced with complex choices, as demand for your hard earned resources will come from many quarters. In some towns you will notice that builder's pegs have been laid out by the town planners on any available plots marking out the site of future building projects.

Tip: The Brick resource level of the city determines how far you may upgrade that city. The Brick resource level can be seen on top of the Brick icon at the bottom of the screen. In the above example it is 8.

Workers: At the bottom left of the city picture you'll see a line of tiny white man icons, and some that are greyed out. This depicts the available labour pool in your city. A white icon indicates that you have workers available for work allocation, whilst the greyed out icons are an indication of the present workforce. The number of jobs currently available in the city is shown by the greyed out slots in the various buildings around town.

You will notice that the Ministry for Works has already allocated Helots (workers) to work in the buildings that have already been built, but you may wish to reallocate these. To allocate a worker to a job place your cursor over a building that has a vacancy and Click; a Helot unit will immediately go to work, if one was available. To reallocate a worker simply RClick on the building and a worker will move from the building back to the worker pool, and is now ready to be reassigned.

The final thing to look at here is that if you run your cursor over any of your completed buildings a Tool Tip will appear providing you with vital information about the building and its features. Unallocated workers are not completely idle as they are your poet's musician and performers creating a general feeling of well being in the town and increasing the happiness of the citizenry. This can be a useful way to bring an *'unhappy'* city back into line.

You can shift Helots (workers) from town to town by creating *'worker armies'*. Recruit peasants as you would any military unit, and then move them to the town where they are required in the same way as you would move any other army. Disband them at the settlement where they are needed and they will be available to put to work.

Construct Buildings: The next important task is to get your building programme underway, this is a gradual process and you will need to start with smaller less significant buildings which you can gradually improve on as time goes by. In the early years your architects and artisans do not have the skills to embark on grand construction projects.

The information relating to this is shown in the two panels on the right hand side of the screen. The lower panel shows the list of buildings that are currently available to you, however this will change constantly throughout the game depending on a myriad of factors and the choices that you make. Scroll down the list and Click on your choice, you will notice that the picture above changes to show a representation of the building that you have just chosen, it will also tell you

what resources you need to undertake this project, the time to completion and lastly what benefits your fledgling state will derive from this structure. Click on the BUY button. The Outline of the new building is immediately placed in its location, taking up an available building plot and a notice "BUILDING" is displayed. In the bar above this you will also be told the time left to completion. The buildings list greys out indication that no further projects can be started at this time. The BUY button also changes to CANCEL allowing you to change your decision any time up till you end your turn.

There are however issues that your local government officials need to deal with in the day-to-day running of their burgeoning settlement. In planning the towns growth you need to ensure that the available land for development is put to best use as some buildings will enhance the cities growth or provide various advantages and nearly all of the buildings will require regular maintenance and this comes at a price.

Tip: You may also Double Click on a building on the list to buy it or cancel it.

Demolish Building: There may be a number of reasons why you might want to demolish an existing building. You may need to create space for future development or you might simply be desperate for cash or the resource this would free up. In any event if you want to sell a building Click on the SELL button, you can find it next to the BUY button and your cursor will change to show that you are about to demolish a building. Run the cursor over the pictorial view to select your choice and note that a Tool Tip tells you what you will get back if you go ahead and demolish it. Once you are satisfied Click on the building and a large red cross will appear and you will here the demolition teams go into action. To cancel this action simply Click on the building again before you end your turn and the demolition will not proceed. To remove the demolition curser Click on the sell button again. Buildings may also be lost or destroyed when cities are captured as in this age looting and pillage where generally regarded as legitimate spoils of war. You will see that there are some ruined structures in newly conquered cities.

Tip: You may only sell one building per turn in a city.

Recruit Units: The Army Information panels relating to this are shown above the MINI MAP on the left of this screen. It would be wise policy to recruit some units to form an army in order to defend your fledgling Nation. The first thing to notice is the level of troop training; this is influenced by certain buildings and the amount of staff (workers) that you allocate to them. The current level is indicated. Additionally the type of units available to you at the start are pretty basic, but if you build a Military Camp your choices will soon improve, and as you further upgrade even better units will become available. You will also need to provide armour and weaponry for the army, but again you cannot do this until you have constructed the appropriate buildings and filled them with workers, so for the time being you must make do with what you have.

Take a look in the lower panel to see what's currently available; scroll down the list and Click on your selection. Look in the upper panel and you will see a picture of the unit together with its unit Icon, run your cursor over either of these and a Tool Tip will appear providing further detailed information. The panel also provides a description of the units' abilities, strengths and weaknesses, cost to recruit, and the size of the unit. Decide how many units of each type that you want to purchase, always remembering that this is dependant on how much of your precious resources you want to allocate. When you are ready Click the increase button repeating for each subsequent unit required. An indicator shows how many units you have raised and these will

arrive at the rate of 1 per month for each of the unit's types that you are recruiting until they have all arrived. The DECREASE button next to this will come alive allowing you to change your mind and reduce the number of units chosen.

Tip: To quickly increase the number of new units that you can recruit, make sure that you are recruiting different troop types as one of each will appear at the end of the turn.

You will notice that as your resources run out the INCREASE button and the unit name will grey out indicating that for the moment you cannot recruit any further units of this type. However it may still be possible to purchase a different unit type that uses different resources.

Tip: recruiting peasants costs one population unit as well as the normal resources. You will only be able to recruit peasants if you have available workers in the city.

The Mini Map: As you scroll through your cities the MINI MAP immediately places a white box around the city that you are currently viewing, useful when you want to distinguish which Cities are in the front line and where you need to concentrate on more militaristic developments, as compared to those that can afford to spend their resources on more peaceful pursuits, such as universities shrines or hospitals.

City Garrisons: The Garrison units currently available to you in each town are displayed. You can increase the number available by building forts in the town. There is always at least 1 Garrison unit but these increase to a maximum of 4 as you build and upgrade your forts, for example building a small fort will raise the garrison to 2 units. The number of units currently available is shown in the box below the Garrison Icon. Garrison Units will never fight on their own and will never leave the city; it's the town Militia made up of old men and boys. They are pretty well equipped so will generally give a good account of themselves in battle but remember that they always need to be stiffened by at least 1 unit from a visiting army, otherwise if the town is attacked they will simply stay at home with their families leaving the town undefended. If a garrison unit is involved in a battle and takes casualties it will gradually make up its losses from the city's population over a number of months.

Visiting Armies: The City Screen also indicates which visiting armies are currently billeted in the town. The number below the icon immediately informs you of the number of units in the army. To select it Click the SELECT button. This immediately alerts the army, and you are taken to the Campaign Map outside the city where the Army stands deployed awaiting your orders.

Happiness: Your popularity as a leader and the success of your various policy decisions are reflected in the attitude of your citizens, and this is shown in the City window. Many issues affect this but no leader could survive in these times without the broad support of its citizenry. You must ensure that all aspects of City life and the needs of your population are provided for. Some of the major factors influencing this 'feel good' factor are displayed in this window and this will enable you to respond to the wishes of your townsfolk. Additionally there are other more far-reaching and countrywide policies that affect the attitude and morale of your entire Nation. Never forget that a happy Population can be expected to produce more resources, provide strong sons for your armies and ensure that the morale of your Armies in the field is kept at its highest. Low moral can have devastating effects in battle. The attitude of your population will adjust gradually to new developments and so the effects of your actions will not be immediately apparent. For example if you raise the tax rate, their level of happiness will undoubtedly fall over a number of months. This means you must plan and anticipate the consequences of your actions, quick fixes

will seldom work. Keep a careful eye on the HAPPINESS DISC as it will change to match the mood of your people, and will warn you in time to take steps to correct the balance if you detect any prolonged discontent. If things get too bad you could find that civil unrest quickly turns to outright rebellion. The two areas of concern are as follows:

- **City Factors**

- **City size:** The larger the city the more crowded it gets and the worse living conditions are, making people unhappy.
- **Visiting Armies:** Law and order is upheld by the Military, and so the larger an army the more peaceful and secure it will be. This generally keeps the citizens happy.
- **City buildings:** Certain civic advancements and religious buildings provide a 'feel good' factor.

- **Empire Factors**

- **Empire size:** The larger your empire the more diverse the ethnic groups are likely to be, thus making it more difficult to satisfy them all.
- **Tax rate:** The higher the taxes the more disgruntled your population will become.
- **Work rate:** The harder they work the less content they are.
- **Food supply:** If supplies are plentiful, more luxury items will be available and the Nation will be content but if there are prolonged periods of shortage the opposite will be the case.
- **Stockpiles:** If through mismanagement of your empire you run out of a resource the people will become discontented. The effects of running out a necessary resource can be quite severe.
- **Events:** Sometimes events in the world can temporarily affect the happiness of a whole nation.

Population Growth: This screen also displays the **current status of your cities population growth**, and again many factors influence this, a contented and happy population who feel safe and secure in their environment will clearly be in the correct frame of mind to bring new life into the world, whereas war, pestilence and famine will clearly have the opposite effect. There are however many other less dramatic features that can affect the population growth, so again careful balance is required. The best way to influence this is by building herbalists, doctors and the like. In the event that an enemy ever captures the city, you will notice a sharp decrease in the population as in these times rape and pillage was the norm. The deeper the antipathy or the more diverse the protagonists are by ethnic grouping the more extreme the carnage is likely to be.

RESEARCH: The number of research points that this city is currently contributing to the research fund is indicated. Building educational establishments and allocation workers to them will increase this factor.

Resource Stockpiles: The last area that is monitored from this screen is the current levels of your resource stockpiles held in your vaults and warehouses, here your governments '*bean counters*', the civil servants that monitor your nation's wealth sit with their ledgers and scrolls and instantly inform you of your current position. The display shows the amount of gold and silver in your treasury, the grain in your barns and the resources held in your warehouses from all across the nation. Run your cursor over any of these and a Tool Tip will indicate the resource concerned and provide further information:

- **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 and consumption of the resource.
- **Production:** This indicates the production of that commodity in this city.
- **Bonus:** This is the bonus production value in this city based on improvements such as guilds, universities etc.
- **Maintenance:** This is the maintenance cost of all buildings in this city
- **Balance:** This is the net balance for this commodity after taking into account the production, bonus and maintenance costs.
- **Max Bld Lev:** This means the Maximum Building Level and is an indication of the number of improvement steps that you can make to buildings related to this resource (See the Pedia) in this city

Next look at the number you see displayed in the middle of the resource symbol. It indicates the resource level in this city for each of the 9 resources, rating them from 0-8, an 8 being the best. For example if you have a city that shows an 8 for food you will know that this is an excellent site for food production, the surrounding fields are fertile and there is clearly an ample water supply, fishing grounds (if near a coast or water feature) are plentiful and there are good hunting areas near at hand. All you have to do is develop the potential.

The number just below the resource Icon indicates your nations stockpile of that resource and this will rise or fall as it is used up and hopefully replenished by your industries, farmers and merchants, this is the stuff of life and although these various resources can be found all over the known World, their distribution is neither fair nor balanced.

Below the stockpile you will see another number. This will be either plus or minus and informs you of the income/expenditure per month over your entire nation, it's an accumulation of information from all of your settlements so it's bound to indicate a pretty fluid situation and the stockpiles will be adjusted accordingly at the end of the turn.

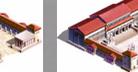
Lastly at the bottom there is another number (in a different colour). This shows the income/expenditure of this resource but only in this specific city, not across your whole empire. If positive it shows that this city is producing more than it is consuming and if negative that it is draining resources away from your national stockpile. You can greatly affect these figures by redistributing your workers and by constructing buildings that will take advantage of the natural resources.

17.0 BUILDING LIST

17.1 SETTLEMENT CENTRES

These are available to all ethnic groups, though Tribal, Illyrians & Pirates may not upgrade to cities as their social organization is not advanced enough to cope with it.

They have no pre-requisite technologies or buildings and no maintenance cost, but they do require a Brick Level. The Brick Level is the ability of that settlement to produce the Brick resource. Every settlement has this ability, though to varying degrees. High level upgrades require high levels of Bricks so you may find some settlements cannot be upgraded to towns or cities as they lack this Brick Level to do so. They upgrade from one to the next in sequence.

Name	Small Encampment	Large Encampment	Small Village	Large Village	Small Town	Large Town	Small City	Large City
Cost Gold	0	0	0	0	0	0	100	150
Cost Bricks	100	150	250	400	500	600	700	800
Cost Marble	0	0	0	50	100	150	200	250
Building Slots	1	2	3	4	5	6	7	8
Max Population	6	9	12	15	18	22	26	30
Build Time	4	6	8	10	12	14	16	18
								

18.0 RESOURCE PRODUCTION CENTRES

These are where you put your people to work collecting resources for your Empire. Each resource is collected in a different building. Lets look at them in turn. Not all resources can be produced at every city and the resource level of a city determines how far you may upgrade the industry and ultimately how productive that city will be. There is no maintenance cost for resource collecting buildings.

To build advanced resource buildings you must first build the basic ones and then upgrade them.

18.1 GOLD MINES

Name	Gold Prospector's	Gold Ore Gatherers'	Simple Shaft Gold Mine	Multi Shaft Gold Mine	Deep Shaft Gold Mine	Ext. Deep Shaft Gold Mine	Gold Mine and Vault	Adv. Gold Mine and Vault
Required Technology	None	Gold Tech 1	Gold Tech 2	Gold Tech 3	Gold Tech 4	Gold Tech 5	Gold Tech 6	Gold Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Gold Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Gold per Worker produced	3	4	4	5	5	6	6	7



18.2 FARMS

Name	Homestead	Basic Smallholding	Small Wheat Farm	Wheat Farm	Irrigated Farm	Large Wheat Farm	Plantation	Large Plantation
Required Technology	None	Food Tech 1	Food Tech 2	Food Tech 3	Food Tech 4	Food Tech 5	Food Tech 6	Food Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Food Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Food per Worker produced	6	7	7	8	8	9	9	10



18.3 IRON MINES

Name	Iron Prospector's	Iron Ore Gatherers'	Simple Shaft Iron Mine	Multi Shaft Iron Mine	Deep Shaft Iron Mine	Ext. Deep Shaft Iron Mine	Deep Core Iron Mine	Ext. Deep Core Iron Mine
Required Technology	None	Iron Tech 1	Iron Tech 2	Iron Tech 3	Iron Tech 4	Iron Tech 5	Iron Tech 6	Iron Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Iron Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Iron per Worker produced	3	4	4	5	5	6	6	7



18.4 BRICK MAKERS

Name	Brick Maker	Large Brick Maker	Small Stone Masons	Stone Masons	Large Stone Masons	Small Brick Factory	Brick Factory	Large Brick Factory
Required Technology	None	Brick Tech 1	Brick Tech 2	Brick Tech 3	Brick Tech 4	Brick Tech 5	Brick Tech 6	Brick Tech 7
Cost Silver	100	200	350	550	800	1200	150	2000
Cost Marble	0	0	0	0	50	100	150	200
Need Brick Resource Level	3	3	3	4	5	6	7	8
Build Time	4	5	6	7	8	9	10	11
Max Workers	3	3	4	4	5	5	6	6
Brick per Worker produced	3	4	4	5	5	6	6	7



18.5 HORSE PADDOCKS

Name	Bas. Horse Paddock	Horse Paddock	Large Horse Paddock	Small Horse Holding	Horse Holding	Large Horse Holding	Horse Farm	Adv. Horse Farm
Required Technology	None	Horse Tech 1	Horse Tech 2	Horse Tech 3	Horse Tech 4	Horse Tech 5	Horse Tech 6	Horse Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Horse Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Horse per Worker produced	3	4	4	5	5	6	6	7



18.6 MARBLE MINES

Name	Marble Deposit	Marble Gatherers' Ore	Marble Pit	Large Marble Pit	Single Shaft Marble Mine	Multi Shaft Marble Mine	Deep Shaft Marble Mine	Deep Core Marble Mine
Required Technology	None	Marble Tech 1	Marble Tech 2	Marble Tech 3	Marble Tech 4	Marble Tech 5	Marble Tech 6	Marble Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Silver	0	0	0	0	800	1200	1500	2000
Need Marble Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Marble per Worker produced	3	4	4	5	5	6	6	7



18.7 COPPER MINES

Name	Copper Deposit	Copper Ore Gatherers' Ore	Simple Shaft Copper Mine	Multi Shaft Copper Mine	Deep Shaft Copper Mine	Ext. Deep Shaft Copper Mine	Deep Core Copper Mine	Ext. Deep Core Copper Mine
Required Technology	None	Copper Tech 1	Copper Tech 2	Copper Tech 3	Copper Tech 4	Copper Tech 5	Copper Tech 6	Copper Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Copper Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Copper per Worker produced	4	5	5	6	6	7	7	8



18.8 FORESTRY

Name	Woodsman's Hut	Large Woodsman's Hut	Simple Wood Mill	Wood Mill	Large Wood Mill	Adv. Wood Mill	Lumber Yard	Adv. Lumber Yard
Required Technology	None	Wood Tech 1	Wood Tech 2	Wood Tech 3	Wood Tech 4	Wood Tech 5	Wood Tech 6	Wood Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Wood Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Wood per Worker produced	4	5	5	6	6	7	7	8
								

18.9 SILVER MINES

Name	Silver Collector	Silver Ore Gatherers'	Simple Shaft Silver Mine	Multi Shaft Silver Mine	Deep Shaft Silver Mine	Ext. Deep Shaft Silver Mine	Deep Core Silver Mine	Ext. Deep Core Silver Mine
Required Technology	None	Silver Tech 1	Silver Tech 2	Silver Tech 3	Silver Tech 4	Silver Tech 5	Silver Tech 6	Silver Tech 7
Cost Bricks	50	100	175	275	250	300	350	400
Cost Marble	0	0	0	0	50	100	150	200
Need Silver Resource Level	3	3	3	4	5	6	7	8
Build Time	2	3	4	5	6	7	8	9
Max Workers	3	3	4	4	5	5	6	6
Silver per Worker produced	40	50	50	60	60	70	70	80
								

19.0 RELIGIOUS STRUCTURES

Shrines and temples help your people to find solace with their god and improve the happiness of your cities. Upgrading your temples increases their effect, as does allocating workers to be priests and priestesses.

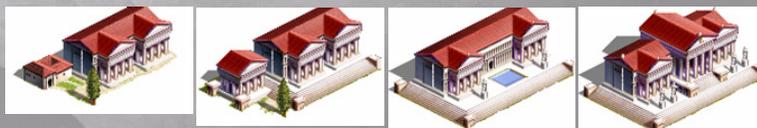
Name	Shrine	Temple	Large Temple	Temple Complex	Large Temple Complex
Required Technology	Gold Tech 3	Gold Tech 4	Gold Tech 5	Gold Tech 6	Gold Tech 7
Cost Gold	25	50	75	150	200
Cost Bricks	50	200	350	400	500
Cost Marble	0	0	50	100	150
Maintenance Bricks	5	7	10	15	20
Build Time	2	4	6	8	10
Max Workers	1	2	3	4	5



20.0 EDUCATION & RESEARCH

The University and its upgrades produce research points for your empire. The higher the upgrade and the more researchers allocated to it the more productive the building will be. These building are where your population is educated and consequently this skilled work force is more efficient and happier. Tribal nations may only build Universities and Illyrians/Pirates may only upgrade as far as the Guild.

Name	University	Library	Guilds	School
Required Technology	None	Gold Tech 1	Gold Tech 2	Gold Tech 3
Cost Gold	0	0	0	100
Cost Bricks	50	200	350	500
Cost Marble	0	25	50	100
Maintenance Bricks	10	15	20	25
Build Time	4	5	6	7
Max Workers	3	4	5	6



21.0 HEALTHCARE

The Herbalist and its upgrades primarily increase the life expectancy of your population, leading to higher population growth rates. The higher the upgrade and the more workers you have allocated as doctors the greater the effect. They also give small benefits to the happiness of the population. Clinics and Hospitals cannot be built by Tribal and Illyrian/Pirate nations.

Name	Herbalist	Doctor	Hospital	Clinic
Required Technology	Food Tech 1	Food Tech 3	Food Tech 5	Food Tech 7
Cost Gold	0	0	0	100
Cost Bricks	50	150	250	400
Cost Marble	0	0	25	50
Maintenance Bricks	3	5	7	10
Build Time	3	4	5	6
Max Workers	2	3	4	5



22.0 MARKETS

The main purpose of markets is to increase your empire's Trade Limit, which allows you to buy and sell more resources. Markets also slightly increase the happiness of the population and traders from foreign parts encourage the spread of ideas, giving a small research bonus. The Harbor Market can only be built in a coastal city, and cannot be upgraded. The Slave Market's primary purpose is to improve the productivity of your industries in that city by supplying cheap labor, and has limited effect on the Trade Limit. Slave Markets may not be upgraded and may not be built by Persian nations. Only one market may be built in each city. As opposed to having a maintenance cost, markets generate a small amount of the basic resources each turn.

Name	Street Traders	Bazaar	Marketplace	Slave Market	Harbour Market
Required Technology	Silver Tech 1	Silver Tech 3	Silver Tech 5	Silver Tech 4	Silver Tech 2
Cost Bricks	50	100	200	400	125
Build Time	4	6	8	5	6
Max Workers	2	3	4	0	3



23.0 MILITARY BUILDINGS

A military building is one where you can recruit troops. The type of troops that the building produces depends on your nation's ethnic group. For example, if you build a Military Camp as a Dorian Greek nation, you will get the option to recruit Astynomia Light Infantry, but if you are playing as an Eastern nation, you will get the option to recruit Hillmen Light Infantry. Workers can be allocated to barracks buildings as drill instructors to give you new recruits with a basic level of training, but they are not as effective as the more comprehensive training grounds. To build a barracks, you must first build a Military Camp, which you can then upgrade when you have the appropriate technology. You may build more than one Military Camp in a city, though you must upgrade one before you build another. Once upgraded, you cannot alter the path you have chosen. E.g. if you upgrade your Camp to a Light Infantry Barracks, it can only ever be upgraded along the Light Infantry upgrade path and not switched to Heavy Infantry or other unit types.

23.1 MISCELLANEOUS BARRACKS

The Generals Quarters requires a military building to be built first, as you cannot have a General without an army!

Name	Military Camp	Generals Quarters
Required Technology	None	Marble Tech 2
Cost Gold	0	100
Cost Bricks	50	300
Cost Marble	0	50
Maintenance Bricks	5	10
Build Time	4	12
Max Workers	2	0
Allows	Psiloi Javelinmen Milyan Javelinmen Astynomia Hillmen Prodromoi Colonists	Generals Satraps



23.2 LIGHT INFANTRY

Pirates & Illyrian, Tribal, Eastern and Persian nations cannot build the Elite Infantry barracks.

Name	Light Infantry Barracks	Upgraded Light Infantry Barracks	Elite Light Infantry Barracks
Required Technology	Copper Tech 1	Copper Tech 2	Copper Tech 3
Cost Bricks	100	250	500
Cost Marble	0	0	50
Maintenance Bricks	7	10	15
Build Time	5	6	7
Max Workers	2	2	2
Allows	Thracians Takabara	Peltastes Drepanon Warriors	Thureophoroi



23.3 HEAVY INFANTRY

Eastern and Persian nations cannot build Heavy Infantry Barracks and the Tribal and Pirates & Illyrian groups are limited in how far they can upgrade.

Name	Heavy Infantry Barracks	Upgraded Heavy Infantry Barracks	Elite Heavy Infantry Barracks
Required Technology	Copper Tech 1	Copper Tech 2	Copper Tech 3
Cost Bricks	100	250	500
Cost Marble	0	0	50
Maintenance Bricks	7	10	15
Build Time	6	8	10
Max Workers	2	2	2
Allows	Proto-Hoplites	Hoplites Phalangites Veterans Hastati	Elite Hoplites Spartiates Argyraspides Triarii



23.4 SKIRMISHERS

All ethnic groups can build skirmishers.

Name	Skirmisher Barracks	Upgraded Skirmisher Barracks	Elite Skirmisher Barracks
Required Technology	Wood Tech 1	Wood Tech 2	Wood Tech 3
Cost Bricks	100	250	500
Cost Marble	0	0	50
Maintenance Bricks	7	10	15
Build Time	5	6	7
Max Workers	2	2	2
Allows	Agrianian Javelinmen Pisidian Javelinmen	Psiloi Milyans	Cretans Chaldaeans



23.5 COMBAT ARCHERS

Only the Eastern and Persian nations can build Archer Barracks and only the Persians can fully upgrade them to get the Immortals.

Name	Archer Barracks	Upgraded Archer Barracks	Elite Archer Barracks
Required Technology	Wood Tech 1	Wood Tech 2	Wood Tech 3
Cost Bricks	100	250	500
Cost Marble	0	0	50
Maintenance Bricks	7	10	15
Build Time	6	8	10
Max Workers	2	2	2
Allows	Parthians	Sparabara	Immortals



23.6 LIGHT CAVALRY

Only Eastern and Persian nations can progress above the first level of Light Cavalry Barracks.

Name	Light Cavalry Barracks	Upgraded Light Cavalry Barracks	Elite Light Cavalry Barracks
Required Technology	Horse Tech 1	Horse Tech 2	Horse Tech 3
Cost Bricks	100	250	500
Cost Marble	0	0	50
Maintenance Bricks	7	10	15
Build Time	5	6	7
Max Workers	2	2	2
Allows	Tarantines Paphlagonians Tribal Scouts	Skythians	Bactrians



23.7 HEAVY CAVALRY

Pirate & Illyrian, Ionian and Spartan nations cannot build any Heavy Cavalry Barracks. Dorian, Roman and Tribal nations may build the first barracks only. Aeolian nations may upgrade to the 2nd barracks, and Macedonians to the 3rd. Only Eastern and Persian nations may fully upgrade their Heavy Cavalry.

Name	Heavy Cavalry Barracks	Upgraded Heavy Cavalry Barracks	Elite Heavy Cavalry Barracks	Armoured Cavalry Barracks
Required Technology	Horse Tech 1	Horse Tech 2	Horse Tech 3	Horse Tech 4
Cost Bricks	100	250	500	750
Cost Marble	0	0	50	100
Maintenance Bricks	7	10	15	20
Build Time	6	8	10	12
Max Workers	2	2	2	2
Allows	Citizens Medes Nobles	Thebans Xystophoroi	Companions Kinsmen	Cataphracts



23.8 TRAINING GROUNDS

Troops recruited at cities with a training ground or its upgrades will be more experienced and better prepared for battle. If you allocate workers as masters-at-arms, this experience is further increased. Experienced troops are tougher in combat and much less likely to run away than raw recruits. You must have a military building in a city before you can build a training ground.

Name	Sml Training Ground	Med Training Ground	Lrg Training Ground	Training Complex
Required Technology	Iron Tech 1	Iron Tech 2	Iron Tech 3	Iron Tech 4
Cost Gold	0	0	0	100
Cost Bricks	200	400	600	800
Cost Marble	0	0	50	100
Maintenance Bricks	5	7	10	15
Build Time	3	4	5	6
Max Workers	6	6	6	6



24.0 CITY DEFENCES

These come in two forms - garrison forts and city walls. Garrison forts contribute bonus squads to any defending army that is stationed in the city. Don't place too much faith in these troops though as they are made up of the old, young or those too inform to serve in the field. Garrisons will only fight if there is a field army there to assist them, so never leave your cities unoccupied. Walls don't contribute troops to defend the city, but instead provide powerful catapults that fire in support of your defending army. People behind a city wall feel more confident, so walls raise the happiness of the population. Forts and walls also equip the defending garrison with better weapons than they would normally have. Tribal nations may only build basic city walls, and Spartans may not build them at all as they find the whole idea extremely cowardly.

Name	Small Fort	Medium Fort	Large Fort	City Walls	Improved City Walls	Reinforced City Walls
Required Technology	Brick	Brick Tech	Brick Tech	Brick Tech	Brick Tech	Brick Tech
Cost Iron	2	3	4	5	6	7
Cost Bricks	0	0	100	50	100	150
Cost Copper	150	300	700	300	500	700
Maintenance Bricks	0	0	0	100	150	200
Build Time	5	10	15	5	10	15
Max Workers	4	8	12	16	20	24
Bonus Squads	0	0	0	0	0	0
Catapults	1	2	3	0	0	0
	0	0	0	1	3	5
						

25.0 SUPPLY DEPOTS

The Supply Depot and its upgrades improve the infrastructure of your military in that city and allow larger squads to be recruited. They require a military building in the city. A further benefit of having a supply depot in your city is that it generates a small increase in production of all resources, probably as a result of the black market.

Name	Small Depot	Medium Depot	Large Depot	Supply Centre	Supply Complex
Required Technology	Silver Tech	Silver Tech	Silver Tech	Silver Tech	Silver Tech
	3	4	5	6	7
Cost Marble	50	150	250	350	500
Maintenance Bricks	5	10	15	20	25
Build Time	6	9	12	15	18
Squad Size	2	3	4	5	6



26.0 EPIC STRUCTURES

There are a number of types of epic structures. You are only permitted to have one of each type in your empire.

The Foreign Ministry can only be built in the capital and when built it offers your diplomats new order options. It can be upgraded to specialize in either Diplomatic or Covert Operations but as you can have only one Foreign Ministry you must choose which area to specialize in. It is not possible to follow both paths. Diplomatic structures offer advanced diplomatic options and Covert Operations buildings offer further spying and covert operations.

The guilds train your weapon smiths, armorers and officers to new levels of expertise, which improves the quality of equipment that can be produced and their leadership qualities of your officer corps. They all require a military building in the city before they can be built.

26.1 FOREIGN MINISTRY, DIPLOMACY & COVERT OPERATIONS

All of these structure contribute towards your Trade Limit and workers allocated to them as Clerks, further increase this bonus.

Name	Foreign Ministry	Embassy	Diplomatic School	League Headquarters	Cryptography Centre	Assassins Guild	Central Intelligence Centre
Required Technology	Gold Tech 1	Gold Tech 2	Gold Tech 4	Gold Tech 6	Gold Tech 3	Gold Tech 5	Gold Tech 7
Cost Gold	25	50	75	100	50	75	100
Maintenance Bricks	5	10	15	20	10	15	20
Build Time	12	12	12	12	12	12	12
Max Workers	6	6	6	6	6	6	6
Specialization	None	Diplomacy	Diplomacy	Diplomacy	Covert	Covert	Covert
							

26.2 MISCELLANEOUS

These buildings are special one off structures that you may only build once in your empire. Usually you will with a Capital unless your nation is too small or you are playing a smaller campaign as a nation that is partially off map. Naval structures can only be built in coastal towns. The Capital provides many benefits to a growing township and will always have a strong garrison of elite troops to defend it. Naval structures improve the quality of all ships in your fleets making them move faster and fight harder. Other epic structures improve the morale and productivity of a city, making it the envy of the world!

Name	Colossus	Oracle	Acropolis	Capital	Naval Architect	Ship Yard
Required Technology	Brick Tech 7	Brick Tech 7	Brick Tech 7	None	Wood Tech 4	Wood Tech 6
Cost Bricks	0	0	2000	1000	1500	2500
Cost Marble	0	1500	1000	0	500	800
Cost Copper	2000	0	0	0	0	0
Cost Wood	0	0	0	0	400	700
Maintenance Bricks	0	0	0	0	15	20
Build Time	24	24	24	12	24	36
Max Workers	0	0	0	3	0	0



27.0 THE GUILDS

27.1 ARMOURERS GUILD

Armories increase the armor of all infantry and archers in your armies across your empire. This makes them tougher in hand-to-hand combat.

Name	Novice Armors Guild	Veteran Armors Guild	Master Armors Guild	Grand Master Armors Guild
Required Technology	Iron Tech 1	Iron Tech 2	Iron Tech 4	Iron Tech 6
Cost Iron	500	1500	3000	5000
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

27.2 SHIELDMAKERS GUILD

Shield makers increase the missile defense of all infantry and archers in your armies across your empire. This makes them harder to kill with missile weapons.

Name	Novice Shieldmakers Guild	Veteran Shieldmakers Guild	Master Shieldmakers Guild	Grand Master Shieldmakers Guild
Required Technology	Wood Tech 4	Wood Tech 5	Wood Tech 6	Wood Tech 7
Cost Iron	500	1500	3000	5000
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

27.3 WEAPONSMITHS GUILD

Weaponsmiths improve the quality and strength of your infantry and archers hand-to-hand weapons. They will do more damage in hand to hand, killing their enemies faster.

Name	Novice Weaponsmiths Guild	Veteran Weaponsmiths Guild	Master Weaponsmiths Guild	Grand Master Weaponsmiths Guild
Required Technology	Copper Tech 4	Copper Tech 5	Copper Tech 6	Copper Tech 7
Cost Iron	500	1500	3000	5000
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

27.4 OFFICERS GUILD

Officers Guilds improves the training of your officers, allowing them to lead their men with greater skill, and enhancing the morale of all your infantry and archer units making them less likely to rout in battle.

Name	Novice Officers Guild	Veteran Officers Guild	Master Officers Guild	Grand Master Officers Guild
Required Technology	Marble Tech 4	Marble Tech 5	Marble Tech 6	Marble Tech 7
Cost Gold	250	750	1500	2500
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

27.5 HORSE ARMOURERS GUILD

Horse Armories increase the armor and improve the shields of all cavalry units in your armies across your empire. This makes them tougher to kill in hand-to-hand combat and harder to shoot with missiles. Spartan, Ionian and Illyrian/Pirate nations cannot build the Horse Armourers Guild.

Name	Novice Horse Armourers Guild	Veteran Horse Armourers Guild	Master Horse Armourers Guild	Grand Master Horse Armourers Guild
Required Technology	Iron Tech 1	Iron Tech 3	Iron Tech 5	Iron Tech 7
Cost Iron	500	1500	3000	5000
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

27.6 HORSE ACADEMIES

Horse Academies improve the training of your cavalry officers and provides weapon training to your cavalry troopers. This makes all of your cavalry units across your empire more likely to inflict damage on the enemy in hand to hand and less likely to rout. Spartan, Ionian, and Illyrian/Pirate nations cannot build the Horse Armourers Guild.

Name	Novice Horse Academy	Veteran Horse Academy	Master Horse Academy	Grand Master Horse Academy
Required Technology	Horse Tech 4	Horse Tech 5	Horse Tech 6	Horse Tech 7
Cost Gold	125	375	750	1250
Cost Iron	250	750	1500	2500
Maintenance Bricks	25	40	60	80
Build Time	8	12	16	20
				

28.0 BATTLE DEPLOYMENT SCREEN

Eventually it will come to war, it is unavoidable, and even necessary. Firstly you do not want to fight at a disadvantage so assemble a reasonable force before you embark on any attempts at expansion. Of course you may be forced into conflict sooner if you are attacked, but the principles of waging war remain the same. As discussed earlier you are given an opportunity to AUTO RESOLVE any combats that occur. However if you elect to fight the battles you will arrive at the BATTLE DEPLOYMENT SCREEN. It is here that you will learn the craft of warfare and perhaps become a latter day Alexander the Great. As already described to attack an enemy army or city Click on the enemy. A pop up box appears and when you elect to FIGHT BATTLE. You are taken immediately to the Battle Deployment Screen.



Scouting: Your army has arrived at the Battlefield in columns of march and must now deploy into battle order. It is now mid morning and your scouts are reporting back to you with as much information as they can about the enemy army and its deployment. It's a key feature of **GATES OF TROY** that each army benefits from a historically accurate proportion of Light Troops and these should be included in your plans. There are several factors that affect your ability to gain accurate intelligence about an enemy army's dispositions, not least knowledge of the area and therefore if a battle occurs within your own borders you will receive a scouting bonus based on your knowledge of the lie of the land. In addition as a defending army will already be established on the field of battle they also receive a bonus, as they will have had more time to reconnoiter the area. However in the main, the accuracy and the number of enemy units that you can see on the deployment map is directly related to the scouting ability of your Light troops.

Take a moment to view the Deployment Screen, note the Scouting information displayed on the red border at the top of the screen. In addition you will see a message box along the bottom of the screen that provides you with the final report from your scouts. Just before the main battle gets underway your scouts will have clashed with theirs. Both sides will be doing as much as they can to prevent the enemy from learning too much, as well as simultaneously trying to glean as much information as possible to report back. The accuracy of the resulting report depends on how successful they were, and remember that if the scouting report is poor there may well be other enemy units that you cannot yet see, so you would be wise to deploy to meet the unexpected.

In **GATES OF TROY** every unit has a scouting rating. This is a combination of how good it is at finding out information as well as preventing the enemy from finding out about you. 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 that you are forced to deploy and issue orders blindly, so never underestimate the importance of good scouts, but clearly you must strike a balance between scouting and combat abilities. Some troops are harder to hide than others. Light infantry and skirmishers are obviously the easiest to conceal making them harder for your scouts to observe them at the deployment stage, however heavy infantry and cavalry are much more difficult to conceal, so it's less likely that you will be surprised by these when the battle starts. In **MULTIPLAYER** the scouting advantage is even more pronounced and whichever side wins the pre-battle scouting dual gains sufficient intelligence to enable his side to deploy last, thereby allowing them to position their troops in the battle line, directly opposite to weaker enemy units, thus gaining advantageous match ups. It does not pay to be out scouted especially in **MULTIPLAYER**.

Battlefield Terrain: Next study the map to get the lay of the land run your cursor across the battlefield and watch as a Tool Tip informs you of the type of ground beneath. Troops of this era were trained to fight in different ways and in different formations and the terrain was of vital importance to them. For example heavily armoured Spearmen or Mounted Troops fought best in open level ground where they could maintain their formation and cohesion, but lure them into rough or broken ground or wooded areas where lightly armoured foot Skirmishers could take advantage of their mobility and speed and the result could be quite different. The terrain on the battlefield is largely determined by the surrounding countryside, but remember that the **CAMPAIGN MAP** can only ever provide you with a general overview of the terrain in that region. What at first glance appeared to be open grassland might in fact turn out to be quite hilly or contain patches of woodland or scrub. All of this is of fundamental importance to any General, as the terrain will undoubtedly influence his deployment and therefore the outcome of the battle. For our purposes we classify the terrain as open (easy going), scrub (rough/medium going) or forest (difficult/hard going), so its important to balance your armies to get the best advantage of whatever terrain you are faced with, as this can often turn the tide of battle and assist you to defeat a superior opponent.

Terrain Types:

- Open Ground: Good for Cavalry and Heavy Infantry (Spearmen & Swordsmen)
- Forest: Excellent for Light Infantry and Skirmishers
- Hill: Good for Combat Archers, increases range
- Scrub: Good for Light Infantry and Skirmishers

Troop Types: Take some time now to study the types of troops that you have in your army, and also to examine the enemy units that you can see (as a result of your scouting abilities). Run the cursor over the units both friend and foe and you will see that a Tool Tip reveals some basic information.

Tip: Study the enemy deployment and try to position your best troops opposite his poorest. This will allow you to quickly puncture his line and turn onto his flanks. Remember the significance of terrain

You can also obtain more detailed information about your own units by Clicking on any of the units in the map area. A description of their capabilities and functions will appear in the information panel below the unit icon, study this and also note the numbers in the circles. The figure in the blue circle donates the unit size which ranges from 1(smallest) to 6 (largest) and the figure in the red circle indicates the unit's current level of experience and ranges from 1(raw recruit) to 12 (Elite). These factors will change as the game progresses and if the unit survives. Units generally start as raw recruits with no experience and are of limited use in battle, but over time they will gain experience through training, however this is not enough and there is only so far that they can progress without combat experience, it is only through battle experience that they can rise to the higher levels. Each new level increases their morale and improves their ability stats such as agility and hit chance. Also remember that there are various buildings including TRAINING GROUNDS or BARRACKS that can be constructed in your cities to provide initial training to new recruits and this will start them of with a higher level of experience.

Tip: Remember to allocate trainers (workers) to your military buildings to enhance the benefits they bring.

Next examine each of your units so that you will have a firm idea of where to make best use of them in your line of battle. Each is categorised by its troop type and it will be to your advantage to remember and make use of the following information, which sets out the strengths, and weaknesses of each.

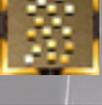
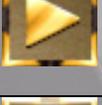
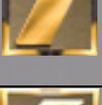
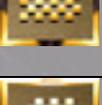
- **Skirmishers:** These are lightly armed infantry that are equipped with missile weapons such as bows and javelins that are generally weak in hand-to-hand combat. They prefer forests and scrub that disrupt the formations of their opponents. They are particularly vulnerable to Cavalry in the open.
- **Light Infantry:** These are lightly armoured infantry with a variety of weapons who fight in looser formation. They prefer to fight in scrubland or forests that disrupt the formations of their opponents. They are easily defeated in the open by heavy infantry and cavalry.
- **Spearmen:** These are heavy infantry equipped with long spears or pikes. They prefer fighting in the open and can become badly disrupted if fighting in woods because of the clumsiness of their long weapons. They are good all round troops and their spears make them very effective against cavalry as long as they can maintain their formation.
- **Swordsmen:** These are heavier infantry equipped with swords or cutting weapons. They prefer open ground, but do not suffer as badly in forests as Spearmen. They are specialists at fighting other infantry and as a result are slightly vulnerable to enemy cavalry, as their weapons do not have the reach to keep the enemy cavalry at bay.
- **Combat Archers:** These are close formation missile units. They have longer range and more firepower than Skirmishers. Although they specialise in ranged combat they are not completely useless in hand to hand. They do not like fighting in woods, but are happy in the open or scrub.

- **Light Cavalry:** These are specialist scouting units but not as powerful on the battlefield as other units. They can ride down Skirmishers in the open and are not too badly off against Light Infantry but struggle against heavier troops.
- **Heavy Cavalry:** These need open ground to be effective. They can ride down lighter infantry easily and can even put up a good fight against Heavy Infantry, but will have great difficulty against a well-formed spear line.
- **Leaders:** These have special abilities. They come in very small units and represent Generals and their Bodyguards. They are hand picked and although they are individually very powerful and the best equipped troops in your army, there are not enough of them to be treated like a real combat unit. The advantage of the leaders presence on the battlefield is that he raises the morale of all the troops on his side, making them harder to rout. He also gives a combat advantage to any men nearby that can see him fighting but be careful as if he is lost it is likely that it will cause panic in your army.

Unit Formations: The next step is to organise your units into their fighting formations, these are of crucial importance, however in the early years your untrained units are only capable of rudimentary formations and it will be some time yet before your training levels have risen sufficiently to allow more sophisticated formations. A good starting point is dense blocks of troops capable of mixing it in hand to hand fighting, with your missile troops strung out in line behind so that they can release maximum firepower into the enemy. Click on your units one by one or drag the cursor around a group of units to highlight them, and then Click on the battle formation that you think is best. There are several options displayed in the FORMATIONS Panel depending on the type of troops concerned, and more will become available as your experience grows. In **GATES OF TROY** only those formations that were historically used are permitted.

When selecting your formations bear in mind that long thin lines can be easily penetrated and require good discipline to maintain order, but in some battles this may be a necessity to prevent your army from being flanked. With poorly trained troops it is often better to deploy them in a dense block and just let them bludgeon their way through, but your decisions here will be crucial and may represent the difference between glorious victory and ignominious defeat. Later in **GATES OF TROY** as your troops improve you will learn how to use Wedges, Inclined Lines and other more complex formations, but at the outset you must work within the capabilities of your army. Each type of unit has a certain number of formations that are available to it. Higher quality units with greater training have more options than the basic units that you start the game with. Successful Generals will design a battle plan that allows units to mutually support each other whilst making the most of the formations, which they are trained to use.

Run your cursor over the different orders displayed and a Tool Tip will remind you which is which.

	Column: Concentrated punch, but narrow, so can be easily outflanked.
	Block: Concentrated punch and good all round formation.
	Line: Wide but relatively weak, difficult to flank and can envelop the enemy but may be penetrated through the middle.
	Deep Mob: Little punch and not very effective.
	Shallow Mob: Hardly a formation at all and lacking in punch.
	Wedge: A powerful formation, often used to break through opposing lines. If not supported it can be quickly surrounded.
	Angled Line: Similar to Line but diagonal and harder to flank on the trailing edge
	Crescent: Effective for encircling the enemy, but suffers from similar problems to the line. Can be used to envelope the enemy and can be effective against cavalry.
	Checkerboard Column: Deep and compact formation, but narrow so can be easily outflanked.
	Checkerboard Block: Compact formation and can provide concentrated firepower and punch on a relatively narrower front.
	Checkerboard Line: Open formation for Skirmishers and Cavalry who need more space to operate effectively.
	Rhomboid: Concentrated punch and allows greater maneuverability, only Macedonian Companions were trained to use this formation

Deployment: You will see that the map is split into three sectors with your forces shown in Red on the left, within your deployment area and the enemy in blue on the right. There is an area of no mans land between the armies, and you will find that you can only position your troops in your own deployment area. It's now time to deploy your troops on the map, Click on your units one by one or drag the cursor around a group of units to highlight them then Click again on a unit to Drag them to their required starting position on the battle field. You can also deselect the group and position them individually by Clicking again on any of the units in the group. Finally make sure that that none of your units are overlapping as this confusion in the ranks will lead to losses before you even start fighting, a warning will be displayed if this occurs.

Tip: Remember that you don't have to place your units too far forward, find an area of terrain that suits the mix and capabilities of your army. Arrange your heaviest foot troops in the centre, in terrain that suits them with your missile armed skirmisher to their flank or rear where they can shoot into the main body of the enemy without being directly attacked.

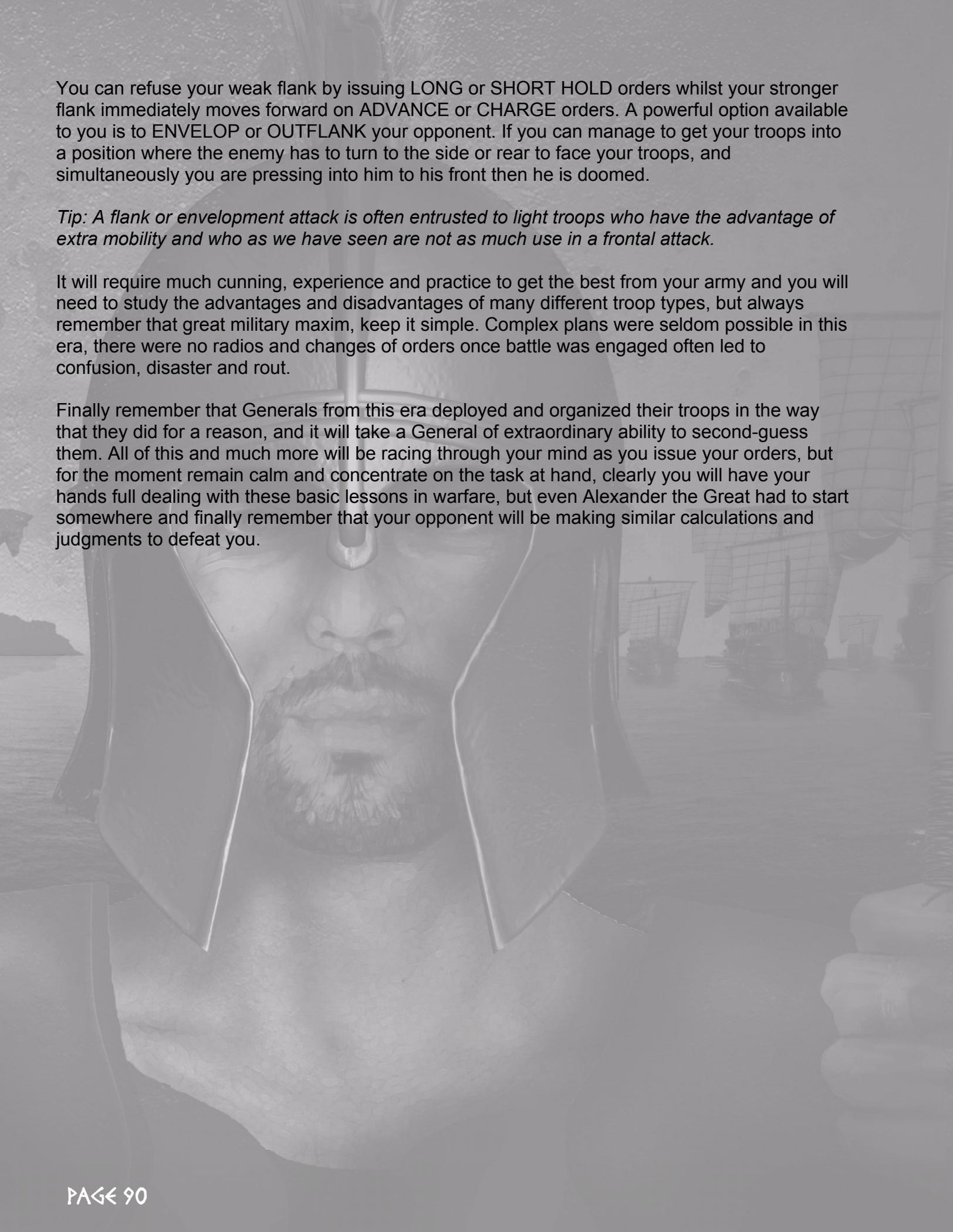
Orders: Its now time to issue orders to your men. Have a look in the ORDERS panel, on the bottom left hand side of the screen, there are several different orders that are available to you, take a moment to study these, run the cursor over each in turn and a Tool Tip will appear giving you the name of the order and an outline of what will happen when this order is issued. It is often necessary to issue different orders to your various units, as you will likely have a different task in mind for each. Analyse your strength's and weaknesses and the terrain that you will be fighting over, consider the enemy troops and their dispositions, (at least those that you are aware of) and have regard to the fact that there may be more of them lurking around that your scouts have failed to detect.

Tip: Skirmishers really cannot afford to fight hand to hand with heavily armoured troops, in fact they will only do this in desperation as a last resort or when their missiles have ran out.

Each order has a specific purpose in mind and these are described below:

	<p>Advance: The unit will immediately advance directly ahead at walking speed. Units with missile weapons will halt when within range and shoot. Others will continue the advance until their officers decide that they have reached the optimum point when they will charge to contact.</p>
	<p>Charge: The unit will immediately run directly ahead. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.</p>
	<p>Short Hold: The unit will hold its starting position for a short time before advancing at walking speed directly ahead. Units with missile weapons will halt when within range and shoot. Others will continue the advance until their officers decide that they have reached the optimum point when they will charge to contact. This order may be superseded by enemy action if they get too close before the hold order has expired. Units with missile weapons will then commence firing, whilst others will charge to contact.</p>
	<p>Long Hold: The unit will hold its starting position for a longer period; thereafter it will behave in the same way as SHORT HOLD.</p>
	<p>Envelop: The unit will immediately advance directly ahead at walking speed until it is behind the flank of the enemy, it will then turn and charge in an attempt to contact the enemy flank. Units with missile weapons will halt when within range and shoot. Others will continue to charge to contact.</p>
	<p>Outflank: This order is similar to ENVELOP except that the unit will attempt to go much deeper or further behind the enemy flank before turning.</p>
	<p>Seek Enemy: The unit will immediately run directly towards the enemy. Care must be taken not to disorder friends. Units with missile weapons will halt when within range and shoot. Others will charge straight to contact.</p>
	<p>Hold Fire: The unit will immediately run directly ahead. Units with missile weapons will not halt to shoot when within range, but will charge straight to contact. Others will also charge straight to contact.</p>

In practice you can use these orders in a variety of ways and combinations, you may decide to hold a reserve unit or two back until the battle is well engaged by issuing a LONG HOLD command in order to delivering a telling blow late in the battle, it would not be the first time that a timely charge from a reserve formation has turned the day. You may decide to order one of your units to make a sacrificial charge using the SEEK ENEMY order well in advance of your battle line to tempt the enemy into a premature counter-charge. Hopefully this will disrupt their cohesion making them more vulnerable especially to cavalry.



You can refuse your weak flank by issuing LONG or SHORT HOLD orders whilst your stronger flank immediately moves forward on ADVANCE or CHARGE orders. A powerful option available to you is to ENVELOP or OUTFLANK your opponent. If you can manage to get your troops into a position where the enemy has to turn to the side or rear to face your troops, and simultaneously you are pressing into him to his front then he is doomed.

Tip: A flank or envelopment attack is often entrusted to light troops who have the advantage of extra mobility and who as we have seen are not as much use in a frontal attack.

It will require much cunning, experience and practice to get the best from your army and you will need to study the advantages and disadvantages of many different troop types, but always remember that great military maxim, keep it simple. Complex plans were seldom possible in this era, there were no radios and changes of orders once battle was engaged often led to confusion, disaster and rout.

Finally remember that Generals from this era deployed and organized their troops in the way that they did for a reason, and it will take a General of extraordinary ability to second-guess them. All of this and much more will be racing through your mind as you issue your orders, but for the moment remain calm and concentrate on the task at hand, clearly you will have your hands full dealing with these basic lessons in warfare, but even Alexander the Great had to start somewhere and finally remember that your opponent will be making similar calculations and judgments to defeat you.

29.0 THE UNITS

Units are the bodies of troops that the players maneuver around the map and bring together for battle. Some nationalities have troop types in common, while a few have unique units only available to them. Each unit type is defined by a number of attributes, including cost, armor, scouting ability, and the like. These attributes are defined below:

Required Building	The building that must be constructed in a city to allow this unit type to be recruited.
Cost	How much the regiment costs to recruit
Maintenance	How much it costs each turn to feed and pay this regiment.
Men	How many men there are in the regiment
Scouting	How good the unit is at discovering enemy troop positions and masking your own.
Armor	How well armored the regiment is against enemy melee attacks.
Missile Defense	How well armored the regiment is against enemy missile attacks.
Chance to Hit	How good the regiment is at hand to hand combat and the chance it will inflict a hit on the enemy.
Damage	How much damage each successful hit does (modified by the armor of the target).
Chance to be Trampled	How likely the regiment is to be trampled by enemy cavalry. The more organized they are & the tighter their formation the harder it is for cavalry to ride them down.
Chance to Trample	How good the unit is at trampling enemy infantry. Light Cavalry have smaller & faster horses which make them more mobile, but give them less punch and they find it harder to ride down enemy infantry.
Missile Range	How far their bow or javelin can fire.
Ammo	How many missile shots they have per battle.
Missile Kill Chance	How likely their missile is to inflict a kill (modified by the missile defense of the target)
Morale	The morale of the unit. The higher the morale, the more casualties they will take in battle before they become shaken and rout.

Note that GATES OF TROY introduces several **new** units from the new nationalities. These units have their unit name in **blue** instead of black.

29.1 LIGHT INFANTRY



LEVY

Required Building: None
Cost: 200 Food
Maintenance: 5 Food, 18 Silver
Men: 80
Scouting: None
Armor: None
Missile Defense: None

Damage: Low
Chance to be Trampled: Medium
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Low

Made By: Epirote, Pelegasian, Danaan, Dardanian, Argive, Illyrian, Thracian, Hittite

Formations: Shallow Mob, Dense Mob

Description: Levy are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are effective against skirmishers, if they can survive the missiles and reach contact.



WESTERN PEASANT

Required Building: None
Cost: 250 Food
Maintenance: 5 Food, 20 Silver
Men: 80
Scouting: None
Armor: None
Missile Defense: None

Damage: Very Low
Chance to be Trampled: High
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Very Low

Chance to Hit: Very Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Tribal, Illyrian/Pirate, Roman

Formations: Shallow Mob, Dense Mob

Description: Peasants are Light Infantry. Peasants cost one population unit to be built and can be disbanded in a city to add to the population. They are not much use in combat!



THORAKITAI

Required Building: Upgraded Light Infantry Barracks
Cost: 350 Copper
Maintenance: 5 Food, 105 Silver
Men: 80
Scouting: None
Armor: Low
Missile Defense: Medium

Damage: High
Chance to be Trampled: Low
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Very Low

Chance to Hit: Medium

Made By: Epirote, Pelegasian, Danaan, Dardanian, Argive, Illyrian, Thracian, Hittite

Formations: Block, Column, Line, Wedge, Angled Line

Description: Thorakitai are Light Infantry. They are weak against cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.



ASTYNOMIA

Required Building: Military Camp *
Cost: 200 Food
Maintenance: 5 Food, 18 Silver
Men: 80
Scouting: None
Armor: None
Missile Defense: None

Damage: Low
Chance to be Trampled: Medium
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Tribal, Illyrian/Pirate, Roman

Formations: Block, Column, Line

Description: Astynomia are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are effective against skirmishers, if they can survive the missiles and reach contact.

* Some ethnic groups are able to build **Astynomia** without a Military Camp.



THRACIANS

Required Building: Light Infantry Barracks
Cost: 200 Food
Maintenance: 5 Food, 60 Silver
Men: 80
Scouting: None
Armor: Very Low
Missile Defense: Very Low

Damage: Medium
Chance to be Trampled: Medium
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Medium

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Tribal, Illyrian/Pirate, Roman

Formations: Block, Column, Line, Angled Line

Description: Thracians are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.



PELTASTES

Required Building: Upgraded Light Infantry Barracks
Cost: 325 Copper
Maintenance: 5 Food, 121 Silver
Men: 80
Scouting: None
Armor: Low
Missile Defense: High

Damage: High
Chance to be Trampled: Low
Chance to Trample: None
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: High

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Block, Column, Line, Wedge, Angled Line

Description: Peltastes are Light Infantry. They are weak against cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.



THUREOPHOROI

Required Building: Elite Light Infantry Barracks

Cost: 500 Copper

Maintenance: 5 Food, 250 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Very High

Chance to be Trampled: Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Block, Column, Line, Wedge, Angled Line, Crescent

Description: Thureophoroi are Light Infantry. They are weaker against cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.



EASTERN PEASANT

Required Building: None

Cost: 250 Food

Maintenance: 5 Food, 20 Silver

Men: 80

Scouting: None

Armor: None

Missile Defense: None

Damage: Very Low

Chance to be Trampled: High

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Very Low

Chance to Hit: Very Low

Made By: Eastern, Persian

Formations: Shallow Mob, Dense Mob

Description: Peasants are Light Infantry. Peasants cost one population unit to be built and can be disbanded in a city to add to the population. They are not much use in combat!



HILLMEN

Required Building: Military Camp

Cost: 200 Food

Maintenance: 5 Food, 18 Silver

Men: 80

Scouting: None

Armor: None

Missile Defense: None

Damage: Low

Chance to be Trampled: Medium

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Block, Column, Line

Description: Hillmen are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are effective against skirmishers, if they can survive the missiles and reach contact.



TAKABARA

Required Building: Light Infantry Barracks

Cost: 200 Copper

Maintenance: 5 Food, 60 Silver

Men: 80

Scouting: None

Armor: Very Low

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: Medium

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Block, Column, Line, Angled Line

Description: Takabara are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.



WARRIORS

Required Building: Upgraded Light Infantry Barracks

Cost: 325 Copper

Maintenance: 5 Food, 97 Silver

Men: 80

Scouting: None

Armor: Low

Missile Defense: Low

Damage: High

Chance to be Trampled: Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Tribal, Illyrian/Pirate

Formations: Block, Column, Line, Wedge, Angled Line

Description: Warriors are Light Infantry. They are vulnerable to cavalry in the open and prefer rough terrain. They are good against skirmishers, but no match for heavier infantry in the open.

29.2 SKIRMISHERS



PSILOI JAVELINMEN

Required Building: Military Camp
Cost: 200 Wood
Maintenance: 5 Food, 54 Silver
Men: 64
Scouting: None
Armor: None
Missile Defense: None

Damage: Low
Chance to be Trampled: Very High
Chance to Trample: None
Missile Range: Low
Ammo: 8
Kill Chance: Very Low
Morale: Low

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block

Description: Psiloi Javelinmen are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have a short ranged missile weapon, but are very poor in hand-to-hand combat.



AGRIANIAN JAVELINMEN

Required Building: Skirmisher Barracks
Cost: 250 Wood
Maintenance: 5 Food, 75 Silver
Men: 64
Scouting: None
Armor: Very Low
Missile Defense: Very Low

Damage: Low
Chance to be Trampled: Very High
Chance to Trample: None
Missile Range: Low
Ammo: 12
Kill Chance: Low
Morale: Low

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Agrianian Javelinmen are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have a short ranged missile weapon, but are poor in hand-to-hand combat.



PSILOI SKIRMISHERS

Required Building: Upgraded Skirmisher Barracks
Cost: 325 Wood
Maintenance: 5 Food, 108 Silver
Men: 64
Scouting: None
Armor: None
Missile Defense: None

Damage: Very Low
Chance to be Trampled: Very High
Chance to Trample: None
Missile Range: Medium
Ammo: 20
Kill Chance: Very Low
Morale: Low

Chance to Hit: Very Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Psiloi are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have ranged missile weapons, but are useless in hand-to-hand combat.

CRETAN SKIRMISHERS



Required Building: Elite Skirmisher Barracks

Cost: 400 Wood

Maintenance: 5 Food, 150 Silver

Men: 64

Scouting: None

Armor: Very Low

Missile Defense: Very Low

Damage: Very Low

Chance to be Trampled: Very High

Chance to Trample: None

Missile Range: Medium

Ammo: 32

Kill Chance: Very Low

Morale: Low

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Cretans are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have ranged missile weapons, but are very poor in hand-to-hand combat.

MILYAN JAVELINMEN



Required Building: Military Camp

Cost: 200 Wood

Maintenance: 5 Food, 54 Silver

Men: 64

Scouting: None

Armor: None

Missile Defense: None

Damage: Low

Chance to be Trampled: Very High

Chance to Trample: None

Missile Range: Low

Ammo: 8

Kill Chance: Very Low

Morale: Low

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block

Description: Milyan Javelinmen are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have a short ranged missile weapon, but are very poor in hand-to-hand combat.

PISIDIAN JAVELINMEN



Required Building: Skirmisher Barracks

Cost: 250 Wood

Maintenance: 5 Food, 75 Silver

Men: 64

Scouting: None

Armor: Very Low

Missile Defense: Very Low

Damage: Low

Chance to be Trampled: Very High

Chance to Trample: None

Missile Range: Low

Ammo: 12

Kill Chance: Very Low

Morale: Low

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Pisidian Javelinmen are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have a short ranged missile weapon, but are poor in hand-to-hand combat.



MILYAN SKIRMISHERS

Required Building: Upgraded Skirmisher Barracks

Cost: 325 Wood

Maintenance: 5 Food, 108 Silver

Men: 64

Scouting: None

Armor: None

Missile Defense: None

Damage: Very Low

Chance to be Trampled: Very High

Chance to Trample: None

Missile Range: Medium

Ammo: 20

Kill Chance: Very Low

Morale: Low

Chance to Hit: Very Low

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Milyans are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have ranged missile weapons, but are useless in hand-to-hand combat.



CHALDAEAN SKIRMISHERS

Required Building: Elite Skirmisher Barracks

Cost: 400 Wood

Maintenance: 5 Food, 150 Silver

Men: 64

Scouting: None

Armor: Very Low

Missile Defense: Very Low

Damage: Very Low

Chance to be Trampled: Very High

Chance to Trample: None

Missile Range: Medium

Ammo: 32

Kill Chance: Very Low

Morale: Low

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Chaldaeans are Skirmishers. They are vulnerable to cavalry in the open and prefer rough terrain. They have ranged missile weapons, but are very poor in hand-to-hand combat.

29.3 COMBAT ARCHERS



PARTHIAN ARCHERS

Required Building: Archer Barracks
Cost: 450 Wood
Maintenance: 5 Food, 135 Silver
Men: 80
Scouting: None
Armor: None
Missile Defense: None

Damage: Very Low
Chance to be Trampled: Very High
Chance to Trample: None
Missile Range: Long
Ammo: 40
Kill Chance: Low
Morale: Low

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Block, Column, Line

Description: Parthians are Combat Archers. They are vulnerable in the open and prefer rough terrain. They have ranged missile weapons, but are poor in hand-to-hand combat.



MASSED ARCHERS

Required Building: Archer Barracks
Cost: 450 Wood
Maintenance: 5 Food, 135 Silver
Men: 80
Scouting: None
Armor: None
Missile Defense: None

Damage: Very Low
Chance to be Trampled: High
Chance to Trample: None
Missile Range: Long
Ammo: 40
Kill Chance: Low
Morale: Low

Chance to Hit: Low

Made By: Epirote

Formations: Block, Column, Line

Description: Massed Archers are Combat Archers. They are vulnerable in the open and prefer rough terrain. They have ranged missile weapons, but are poor in hand-to-hand combat.



SPARABARA

Required Building: Upgraded Archer Barracks
Cost: 550 Wood
Maintenance: 5 Food, 206 Silver
Men: 80
Scouting: None
Armor: Low
Missile Defense: Very High

Damage: Low
Chance to be Trampled: Very Low
Chance to Trample: None
Missile Range: Long
Ammo: 50
Kill Chance: Medium
Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Block, Column, Line, Wedge

Description: Sparabara are Combat Archers. They are vulnerable in the open and prefer rough terrain. They have ranged missile weapons, and can hold their own against most Light Infantry.



IMMORTALS

Required Building: Elite Archer Barracks

Cost: 700 Wood

Maintenance: 5 Food, 350 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Medium

Chance to be Trampled: Very Low

Chance to Trample: None

Missile Range: Long

Ammo: 50

Kill Chance: Medium

Morale: High

Chance to Hit: High

Made By: Persian

Formations: Block, Column, Line, Wedge, Angled Line, Crescent

Description: Immortals are Combat Archers. They prefer rough terrain. They have powerful ranged missile weapons, though cannot compete with some Heavy Infantry units in melee.

29.4 SPEARMEN



PROTO-HOPLITES

Required Building: Heavy Infantry Barracks

Cost: 350 Copper

Maintenance: 5 Food, 105 Silver

Men: 80

Scouting: None

Armor: Low

Missile Defense: Low

Damage: High

Chance to be Trampled: Very Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Block, Column, Line

Description: Proto-Hoplites are Spearmen. They are good all round troops, though suffer badly in rough terrain.



ACHAIAN SPEARMEN

Required Building: Heavy Infantry Barracks

Cost: 350 Copper

Maintenance: 5 Food, 105 Silver

Men: 80

Scouting: None

Armor: Low

Missile Defense: Low

Damage: High

Chance to be Trampled: Very Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Epirote, Danaan, Argive

Formations: Block, Column, Line

Description: Achaian Spearmen are Spearmen. They are good all round troops, though suffer badly in rough terrain.



DARDANIAN SPEARMEN

Required Building: Heavy Infantry Barracks

Cost: 350 Copper

Maintenance: 5 Food, 105 Silver

Men: 80

Scouting: None

Armor: Low

Missile Defense: Low

Damage: Medium

Chance to be Trampled: Very Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Low

Made By: Dardanian

Formations: Block, Column, Line

Description: Dardanian Spearmen are Spearmen. They are good all round troops, though suffer badly in rough terrain.



PELEGASIAN SPEARMEN

Required Building: Heavy Infantry Barracks

Cost: 350 Copper

Maintenance: 5 Food, 105 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: Low

Damage: Medium

Chance to be Trampled: Very Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Very Low

Made By: Pelegasian

Formations: Block, Column, Line

Description: Pelegasian Spearmen are Spearmen. They are good all round troops, though suffer badly in rough terrain.



ACHAIAN NOBLES

Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Danaan, Argive

Formations: Block, Column, Line, Angled Line

Description: Achaian Nobles are Spearmen. They are good all round troops, though suffer badly in rough terrain. They have improved armor and training over the Spearmen listed above.



PELEGASIAN NOBLES

Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 40

Scouting: None

Armor: High

Missile Defense: Very High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Pelegasian

Formations: Block, Column, Line, Angled Line

Description: Pelegasian Nobles are Spearmen. They are excellent troops, though suffer badly in rough terrain. They have better armor and training over Achaian Nobles.



HOPLITES

Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek

Formations: Block, Column, Line, Angled Line

Description: Hoplites are Spearmen. They are good all round troops, though suffer badly in rough terrain. They have improved armor and training over the Proto-Hoplites.



ELITE HOPLITES

Required Building: Elite Heavy Infantry Barracks

Cost: 650 Copper

Maintenance: 5 Food, 325 Silver

Men: 80

Scouting: None

Armor: High

Missile Defense: Very High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Spartan, Dorian Greek, Ionian Greek

Formations: Block, Column, Line, Wedge, Angled Line, Crescent

Description: Elite Hoplites are Spearmen. They are great all round troops, though suffer in rough terrain. They are better equipped than Hoplites.



SPARTIATES

Required Building: Elite Heavy Infantry Barracks

Cost: 800 Copper

Maintenance: 5 Food, 400 Silver

Men: 80

Scouting: None

Armor: High

Missile Defense: High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Very High

Chance to Hit: High

Made By: Spartan

Formations: Block, Column, Line, Wedge, Angled Line, Crescent

Description: Spartiates are Spearmen. They are great all round troops, though suffer in rough terrain. They are better equipped than Hoplites and have great morale.



PHALANGITES

Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 150 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: Low

Damage: Very High

Chance to be Trampled: None

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Macedonian

Formations: Block, Column, Line

Description: Phalangites are Spearmen. They are great all round troops, though suffer badly in rough terrain and when disordered.



ARGYRASPIDES

Required Building: Elite Heavy Infantry Barracks

Cost: 650 Copper

Maintenance: 5 Food, 243 Silver

Men: 80

Scouting: None

Armor: High

Missile Defense: High

Damage: Very High

Chance to be Trampled: None

Chance to Trample: Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Macedonian

Formations: Block, Column, Line

Description: Argyraspides are Spearmen. They are great all round troops, though suffer badly in rough terrain and when disordered. They are heavily armored.



TRIARI

Required Building: Elite Heavy Infantry Barracks

Cost: 650 Copper

Maintenance: 5 Food, 243 Silver

Men: 80

Scouting: None

Armor: High

Missile Defense: High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Roman

Formations: Block, Column, Line, Wedge, Angled Line, Crescent

Description: Triarii are Spearmen. They are great all round troops, though suffer in rough terrain.

29.5 SWORDSMEN

DREPANON SWORDSMEN



Required Building: Upgraded Light Infantry Barracks

Cost: 325 Copper

Maintenance: 5 Food, 121 Silver

Men: 80

Scouting: None

Armor: Low

Missile Defense: Very Low

Damage: High

Chance to be Trampled: Low

Chance to Trample: None

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Block, Column, Line, Angled Line

Description: Drepanon are Swordsmen. They are weak against cavalry though effective against enemy infantry.

VETERANS



Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: Low

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Tribal, Illyrian/Pirates

Formations: Block, Column, Line, Angled Line

Description: Veterans are Swordsmen. They are weak against cavalry though effective against enemy infantry.

DARDANIAN NOBLES



Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: Medium

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Dardanian

Formations: Block, Column, Line, Angled Line

Description: Dardanian Nobles are Swordsmen. They are weak against cavalry though effective against enemy infantry.



MYRMIDONS

Required Building: Elite Light Infantry Barracks

Cost: 500 Copper

Maintenance: 5 Food, 250 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Very High

Chance to be Trampled: Low

Chance to Trample: Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Dardanian

Formations: Block, Column, Line, Angled Line

Description: Myrmidons are Swordsmen. They are weak against cavalry though effective against enemy infantry, more so than their Dardanian Nobles counterparts.



HASTATI

Required Building: Upgraded Heavy Infantry Barracks

Cost: 450 Copper

Maintenance: 5 Food, 168 Silver

Men: 80

Scouting: None

Armor: Medium

Missile Defense: High

Damage: Very High

Chance to be Trampled: Very Low

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Roman

Formations: Block, Column, Line, Angled Line

Description: Hastati are Swordsmen. They are weak against cavalry though effective against enemy infantry. They carry a pilum, which are hurled at the enemy before the final charge.

29.6 LIGHT CAVALRY



PRODRROMOI

Required Building: Military Camp *
Cost: 200 Horses
Maintenance: 8 Food, 54 Silver
Men: 48
Scouting: Good
Armor: None
Missile Defense: None

Damage: Very Low
Chance to be Trampled: None
Chance to Trample: Very Low
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Low

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Tribal, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Prodrromoi are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers.

** Some ethnic groups are able to build Prodrromoi without a Military Camp.*



TARANTINES

Required Building: Light Cavalry Barracks
Cost: 300 Horses
Maintenance: 8 Food, 90 Silver
Men: 48
Scouting: Good
Armor: Very Low
Missile Defense: Very Low

Damage: Low
Chance to be Trampled: None
Chance to Trample: Very Low
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Medium

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Tarantines are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers, but better armored than Prodrromoi.



COLONISTS

Required Building: Military Camp *
Cost: 200 Horses
Maintenance: 8 Food, 54 Silver
Men: 48
Scouting: Good
Armor: None
Missile Defense: None

Damage: Low
Chance to be Trampled: None
Chance to Trample: Very Low
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Medium

Chance to Hit: Low

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Colonists are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers.

** Some ethnic groups are able to build Colonists without a Military Camp.*





PAPHLAGONIANS

Required Building: Light Cavalry Barracks

Cost: 300 Horses

Maintenance: 8 Food, 90 Silver

Men: 48

Scouting: Good

Armor: Very Low

Missile Defense: Very Low

Damage: Low

Chance to be Trampled: None

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Paphlagonians are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers, but better armored than Colonists.



SKYTHIANS

Required Building: Upgraded Light Cavalry Barracks

Cost: 400 Horses

Maintenance: 8 Food, 150 Silver

Men: 48

Scouting: Good

Armor: Very Low

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: None

Chance to Trample: Very Low

Missile Range: Medium

Ammo: 30

Kill Chance: Very Low

Morale: Low

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Skythians are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers; they are armed with medium ranged bows for ranged combat.



BACTRIANS

Required Building: Upgraded Light Cavalry Barracks

Cost: 500 Horses

Maintenance: 8 Food, 250 Silver

Men: 48

Scouting: Good

Armor: Low

Missile Defense: Very Low

Damage: High

Chance to be Trampled: None

Chance to Trample: Very Low

Missile Range: Medium

Ammo: 30

Kill Chance: Low

Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Bactrians are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers; they are armed with a bow and have some armor.



TRIBAL SCOUTS

Required Building: Upgraded Light Cavalry Barracks

Cost: 200 Horses

Maintenance: 8 Food, 60 Silver

Men: 48

Scouting: Good

Armor: Very Low

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: None

Chance to Trample: Very Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Tribal

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Tribal Scouts are Light Cavalry. They are great at scouting, though weak in combat against all but skirmishers, but better armored than Prodrmoi.

29.7 HEAVY CAVALRY



CITIZEN CAVALRY

Required Building: Heavy Cavalry Barracks

Cost: 300 Horses

Maintenance: 8 Food, 90 Silver

Men: 48

Scouting: None

Armor: Very Low

Missile Defense: None

Damage: Low

Chance to be Trampled: None

Chance to Trample: Low

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: Medium

Made By: Dorian Greek, Aeolian Greek, Macedonian, Roman

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Citizens are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They are vulnerable to missile fire.



THEBAN CAVALRY

Required Building: Upgraded Heavy Cavalry Barracks

Cost: 400 Horses

Maintenance: 8 Food, 150 Silver

Men: 48

Scouting: None

Armor: Medium

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: None

Chance to Trample: Medium

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Dorian Greek, Aeolian Greek, Macedonian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Thebans are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They have some armor giving limited protection.



COMPANIONS

Required Building: Elite Heavy Cavalry Barracks

Cost: 550 Horses

Maintenance: 8 Food, 275 Silver

Men: 48

Scouting: Low

Armor: High

Missile Defense: Low

Damage: High

Chance to be Trampled: None

Chance to Trample: High

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Macedonian

Formations: Rhomboid, Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Thebans are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They have some armor giving limited protection.

MEDIAN CAVALRY



Required Building: Elite Heavy Cavalry Barracks

Cost: 300 Horses

Maintenance: 8 Food, 90 Silver

Men: 48

Scouting: None

Armor: Very Low

Missile Defense: None

Damage: Low

Chance to be Trampled: None

Chance to Trample: Low

Missile Range: Medium

Ammo: 40

Kill Chance: Low

Morale: Medium

Chance to Hit: Medium

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Medes are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They are armed with bows, though lightly armored.

XYSTOPHOROI



Required Building: Upgraded Heavy Cavalry Barracks

Cost: 400 Horses

Maintenance: 8 Food, 133 Silver

Men: 48

Scouting: None

Armor: Medium

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: None

Chance to Trample: High

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Xystophoroi are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They have some armor giving limited protection.

KINSMEN



Required Building: Elite Heavy Cavalry Barracks

Cost: 550 Horses

Maintenance: 8 Food, 206 Silver

Men: 48

Scouting: None

Armor: High

Missile Defense: Low

Damage: High

Chance to be Trampled: None

Chance to Trample: High

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Kinsmen are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They are well armored and have excellent morale.



CATAPHRACTS

Required Building: Armored Cavalry Barracks

Cost: 600 Horses

Maintenance: 8 Food, 257 Silver

Men: 48

Scouting: None

Armor: High

Missile Defense: High

Damage: Very High

Chance to be Trampled: None

Chance to Trample: Very High

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: Medium

Chance to Hit: High

Made By: Eastern, Persian

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Cataphracts are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They are very heavily armored making them quite slow to charge.



NOBLES

Required Building: Heavy Cavalry Barracks

Cost: 400 Horses

Maintenance: 8 Food, 150 Silver

Men: 48

Scouting: None

Armor: Medium

Missile Defense: Very Low

Damage: Medium

Chance to be Trampled: None

Chance to Trample: High

Missile Range: N/A

Ammo: 0

Kill Chance: None

Morale: High

Chance to Hit: High

Made By: Tribal

Formations: Checkerboard Line, Checkerboard Block, Checkerboard Column

Description: Nobles are Heavy Cavalry. They are good against infantry in the open, except Spearmen. They have some armor giving limited protection.

29.8 LEADERS



GENERAL

Required Building: Generals Quarters
Cost: 200 Gold
Maintenance: 0 Food, 200 Silver
Men: 2
Scouting: None
Armor: Iron Clad
Missile Defense: Iron Clad

Damage: Lethal
Chance to be Trampled: None
Chance to Trample: Very High
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Unbreakable

Chance to Hit: Very High

Made By: Spartan, Dorian Greek, Ionian Greek, Aeolian Greek, Macedonian, Tribal, Illyrian/Pirates, Roman

Formations: Block

Description: Generals are Leaders. They are very strong individuals. They give morale bonuses to all their men and can personally control troops locally giving them a combat advantage.



FOOT GENERAL

Required Building: Officers Quarters
Cost: 200 Gold
Maintenance: 1 Food, 200 Silver
Men: 2
Scouting: None
Armor: Iron Clad
Missile Defense: Iron Clad

Damage: Lethal
Chance to be Trampled: None
Chance to Trample: Very High
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Unbreakable

Chance to Hit: Very High

Made By: Epirote, Pelegasian, Danaan, Dardanian, Argive, Illyrian, Thracian, Hittite

Formations: Block

Description: Foot Generals are Leaders. They are very strong individuals. They give morale bonuses to all their men and can personally control troops locally giving them a combat advantage.



SATRAP

Required Building: Generals Quarters
Cost: 200 Gold
Maintenance: 0 Food, 200 Silver
Men: 2
Scouting: None
Armor: Iron Clad
Missile Defense: Iron Clad

Damage: Lethal
Chance to be Trampled: None
Chance to Trample: Very High
Missile Range: N/A
Ammo: 0
Kill Chance: None
Morale: Unbreakable

Chance to Hit: Very High

Made By: Eastern, Persian

Formations: Block

Description: Satraps are Leaders. They are very strong individuals. They give morale bonuses to all their men and can personally control troops locally giving them a combat advantage.

29.9 HEROES

As well as the generic Foot General, there are a number of named Leaders (or, Heroes) who having varying abilities. Heroes cannot be recruited and you only get them if you start a campaign with them. There are Lesser & Greater Heroes. Greater Heroes have better stats than Lesser Heroes, though the stats may vary slightly from one Greater Hero to another. Greater Heroes have more influence with their men than Lesser Heroes – for instance, Leonidas, King of Sparta (a Greater Hero), has the greatest ability to rouse his men.

Lesser Heroes	Greater Heroes
Diomedes	Achilles
Aias of Telamon	Odysseus
Teukros	Hektor
Idomeneus	Paris
Polydamas	Leonidas
Sarpedon	Demophilus
Aineias	
Dolon	
Patrolcus	
Antilochus	
Eurypylos	
Aias of Oileus	
Aristagorus	

30.0 THE BATTLE

Well that's it, you have now done just about all that you can, control of your troops is now delegated to your sub-commanders in the field, but there is just one final task. In common with other great commanders down through the ages, you know that a stirring and moral boosting speech is often worth another 10,000 men in the field, so..... **FOR ZEUS, FOR LEONADIS, FOR SPARTA !!** Click the OK button on the bottom right hand corner and let battle commence.

You are immediately whisked from your command tent to a vantage point high above the battle, before hostilities commence it would be wise to survey the scene so that you get a full understanding and appreciation of how your orders have transferred to the battle field and so that you can learn lessons for the future.



Pause: Click Pause on the bottom panel and the battle will be frozen in time. A message will be displayed telling you the game is paused. Take a moment to scroll around the battlefield using a combination of the Mouse Wheel or **↑↓** Keys to zoom in or out and the **←→** Keys to rotate left or right. You can use a combination of these to move from a birds eye view to a front line perspective, this is where it gets up-tight and personal, and It's really cool to line up just behind your army and March with them into combat. You can use all of these functions including pause throughout the battle. On the left you will notice your own army lined up in battle formation, they are deployed exactly as you ordered; note the position of the hills, forests and areas of scrubland, its all just as it was shown on your deployment map. Way over to the right you see the enemy and your first thought is, are there more of them than the scouts detected? Click again when you are ready to resume.

Mini Map: Before resuming play take a moment to inspect the Mini Map on the bottom right of the screen it shows your troops in red and the enemy in blue. A green arrow triangle shows your current field of view. As you scroll around this constantly spins to align with your current orientation and altars shape to reflect the current perspective. You can use these functions to move from position to position as the battle progresses to see just exactly how your orders translated into practice and whether or not the enemy has managed to counter them. Did that envelopment work? Has my reserve delayed to long? The answers will soon be revealed

The Army: Now is also a good time to look at the units that you have brought to the battle; they are displayed in the panel across the bottom of the screen. There is a separate section to the right of the BATTLE ORDERS buttons and this is reserved to display any Garrison units that are involved in the battle, these are the units that are permanently located in a town. If you are defending a city these will be available at the deployment stage and of course are added to your army in the ensuing battle. Now click on anyone of your units and your battlefield map immediately centers on their position.

Casualties: As a unit suffers casualties its icon will start to fill up blood red. The better trained and experienced a unit is, the tougher and more resilient it will be to casualties suffered. For example, elite units have greater expectations and therefore have to inflict more casualties than a lower grade unit to gain the same MORALE bonus, and if they are receiving more casualties than they are giving it tends to knock their MORALE. The overall effect of this combines with a myriad of other factors involving MORALE, COHESION and casualties inflicted or received in determining how a unit will respond.

Morale: Notice the triangle at the bottom right hand side of your unit icons, this indicates their current morale state, it will change progressively as their MORALE and COHESION alters throughout the battle. As your units inflict casualties they receive a small morale boost, but conversely morale will suffer as they take casualties.

- Green: This indicates that your men are in good heart.
- Yellow: This indicates that the unit is disordered
- Orange: This indicates that the unit is shaken and things are getting pretty serious.
- Red: This indicates that all cohesion and control has been lost, they will discard their weapons and run from the field as fast as their legs will carry them.

It is not just casualties suffered or inflicted here that matters, it's a subtle combination of factors that models the state of their mind in this highly charged atmosphere, and there is little that could be more stressful than hand to hand combat. As battle is joined and the units start to take casualties, MORALE more and more becomes the key to success. Whichever army cracks first will lose the battle, no matter how many casualties they have inflicted, but of course, if you lose too many men yours will be a Pyrrhic victory! Note that casualties inflicted or received only affect the unit involved and that troops on the other side of the battlefield cannot see clearly enough to know what's going on. However if a unit is seen to rout everyone will be affected, if its one of yours it will adversely effect MORALE but if it's the enemy unit your men will receive an adrenaline rush and their MORALE will go up. Of course the type of unit matters here. If it's a bunch of peasants who rout, no one will really care one way or the other, but on the other hand, if an elite unit like the Immortals is routed from the field you can expect the effect to be far greater. If the Immortals can't win what hope do you have!

Cohesion: This is the final factor to take into account when considering a units state of mind. Although possibly of less magnitude than MORALE it is still a significant factor. If a unit losses formation in battle from moving across disruptive terrain, or is interpenetrated by other units it will loose COHESION, and the better trained and experienced they are the more this will effect them. A major loss of cohesion will occur if a unit is attacked in the flank, more especially if it is fighting to the front as well. Unruly mobs have little COHESION in the first place so will suffer less from these effects. Troops that loose their Cohesion become disordered. This reduces their ability to fight and makes them much more vulnerable to mounted charges.

Leaders: Later in the game you will be able to build Generals Quarters, this is where the cream of your nation can be schooled in the art of war. When they are fully trained you can recruit these aspiring leaders and place them in command of your troops in battle, their very presence will give a temporary boost to the moral of the units that fall under their influence, and they can then be expected to perform heroically possibly turning the tide of battle. You can spot the Leaders in the field by the heroic aura that surrounds them.

Combat: You commence the battle by Clicking the start button on the DEPLOYMENT SCREEN or if you have been surveying the battlefield Click on the PAUSE button to resume the action. The armies will begin maneuvering according to their orders and the main battle lines will approach each other. At this stage most units will still maintained their cohesion, the archers and javelin armed skirmishers will commence shooting as the enemy enters range and front line units will approach steadily until they can see the whites of their enemies eyes. Now watch as they break into the charge and race towards each other, at this stage only the better trained units will maintain cohesion and it's now survival of the fittest as the shield walls clash and the grind and shoving begins. It will not be long before someone's morale begins to crumble and then it's only a matter of time.

- **Trample:** This represent the ability of mounted troops to ride down enemy foot. Terrain modifies this factor, and foot units caught in open ground are at a greater risk than when in disruptive terrain. In **GATES OF TROY** mounted units are rated with a TRAMPLE factor according to their type. For example Mounted archers are rated poorly whilst Heavy Cavalry can pose a significant threat to foot. Additionally each infantry unit is rated on how capable they are at standing a mounted attack. Skirmishers are the most vulnerable, while spearmen are very unlikely to get ridden down by cavalry. The COHESION of a unit greatly affect this, for example well ordered spearmen in tight formation are very hard to trample because they present a steady line of spears to the cavalry but if they become disordered or loose their COHESION they will become significantly easier to TRAMPLE. Skirmishers already operate in loose formations and are therefore considerably easier to ride down and therefore a loss of COHESION does not significantly alter their chances.
- **Missile Troops:** Some units are equipped with ranged weapons. The ranges vary, but in general foot archers have the longest ranges, followed by mounted archers then thrown javelins. 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 firepower, and protected by your heavy foot. Some unit are very vulnerable to missile fire whilst others who are protected by armor or shields will fare much better. The missile defense of a unit differs from its melee defense. For example a unit with no body armor but a large shield would be very well protected against missiles, but due to the unwieldy shield it would fare much worse in hand-to-hand combat. Missile units can only carry limited amounts of arrows or javelins. The amount varies depending on the type of unit. Javelinmen can carry fewer missiles than archers, although in the same time period archers will release more shots. However the weight of their shots is significantly lighter and so individually will do less damage. Javelins being heavier are more likely to penetrate shields or armor. Once a missile unit has fired a volley they will pause as they reload, and this varies from unit to unit depending on training and type. They will always attempt to fire in volleys for the best effect, unless their COHESION has been affected. All of this is factored into the combat calculations.

Battle Orders: Once battle commences you know that your influence over events will be limited but you still have some aces up your sleeve.



Charge: When you judge that the time is right you can order an all out attack. Your army is trained to await this signal and at the crucial point the entire army will advance, irrespective of previous orders This is where you commit your reserves. Just pray that you have got things right. Click the Crossed swords button, and watch your remaining forces commit to the battle.



Rally: The rally command is useful and can raise you men to great feats of heroism. The trick is to time it right and often victory can be snatched from the jaws of defeat. At the crucial moment sound the great Horn of Valor (Click on the button), as they hear it your troops will be heartened by your encouragement and by your signal and as a result all those who are still fighting will receive a moral boost that will encourage them to even greater valor.



Retreat: We don't talk about it much but if things have gone totally pear shaped you can always wave the White Flag, Click on the button, you can't mistake it and your army will know that the situation is hopeless and to a man they will flee the field. Use this sparingly as often in battles of this era the worst damage was done after the troops routed, it was a great mark of dishonor to receive a wound on the back. However any that do survive and manage to make it clear will be able to rejoin your forces. You may judge that this is marginally better than them fighting to the last man but ultimately the Gods will decide.



Fast Forward: When you feel that you have seen enough or you simply cannot watch the disaster any longer Click the Fast Forward button, This will send everyone into overdrive and the battle will end. A message will flash on the screen and for your sake it better say BATTLE WON. Click anywhere on the screen and this will take you to the Battle Results window.

31.0 BATTLE RESULTS SCREEN

In every battle there is a butchers bill and this one is no exception. Your stats are shown at the top of this screen, an important factor to note is the experience that your troops have gained, this will improve their morale and consequently their staying power in future battles. They are now on their way to becoming Veterans. Any garrison units will be shown separately on this screen.

Battle Results						
Red Force	Cas Inf	Cas Rec	Remaining	Exp Gain	Tot Exp	Sqd Size
Warriors	16	3	37	25	125	
Warriors	13	28	Routed	21	121	
Warriors	14	2	38	22	122	
Veterans	17	5	35	26	126	
Veterans	46	15	25	58	158	
Veterans	25	40	Destroyed	35	135	
Tribal Scouts	2	24	Destroyed	9	109	
Tribal Scouts	5	24	Destroyed	12	112	
Tribal Scouts	35	0	24	46	146	
Nobles	29	1	23	39	139	
Nobles	72	3	21	88	188	
Nobles	102	0	24	122	222	
Nobles	58	2	22	72	172	
Tribal Scouts	6	2	22	13	113	
Warriors	6	1	39	13	113	
Veterans	26	10	30	36	136	
Blue Force	Cas Inf	Cas Rec	Remaining	Exp Gain	Tot Exp	Sqd Size
Drepanon Swordsmen	26	40	Destroyed	36	136	
Drepanon Swordsmen	26	40	Destroyed	36	136	
Hillmen	2	40	Destroyed	9	109	
Hillmen	0	40	Destroyed	7	107	
Takabara	7	40	Destroyed	14	114	
Takabara	5	40	Destroyed	12	112	
Peasant	0	40	Destroyed	7	107	
Peasant	0	40	Destroyed	7	107	
Milyan Javelinmen	1	32	Destroyed	8	108	
Milyan Javelinmen	6	32	Destroyed	13	113	
Milyan Javelinmen	1	32	Destroyed	8	108	
Shielded Javelinmen	13	32	Destroyed	21	121	
Shielded Javelinmen	9	32	Destroyed	17	117	
Shielded Javelinmen	0	32	Destroyed	7	107	
Drepanon Swordsmen	18	40	Destroyed	27	127	
Drepanon Swordsmen	21	40	Destroyed	30	130	

Compare your situation with that of the defeated army, we are assuming here that you won! The enemy stats are shown at the bottom and these will show that the enemy has been completely destroyed or routed and that the carnage has been horrifying. In battles of this era the greatest damage was often inflicted during the rout and pursuit, so a close fought thing invariably turned to utter slaughter. There was purpose in this, as victorious commanders did not want their defeated opponents to simply slip away and regroup. Notice the difference between routed and destroyed. Routers that manage to escape the field will generally make it back to join the army.

32.0 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 and have even added some features to make it easier for you. 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 that 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 ring up 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 **SPARTAN & GATES OF TROY** Forum at <http://slitherine.aimoo.com>, which can also be reached through our website at <http://www.slitherine.co.uk>.

Well that's it you are now equipped for even further missions. GATES OF TROY is a free form and stand alone expansion to SPARTAN, so once again don't be frightened to experiment and see where it goes.....**but most of all ENJOY!**

3.0 CREDITS

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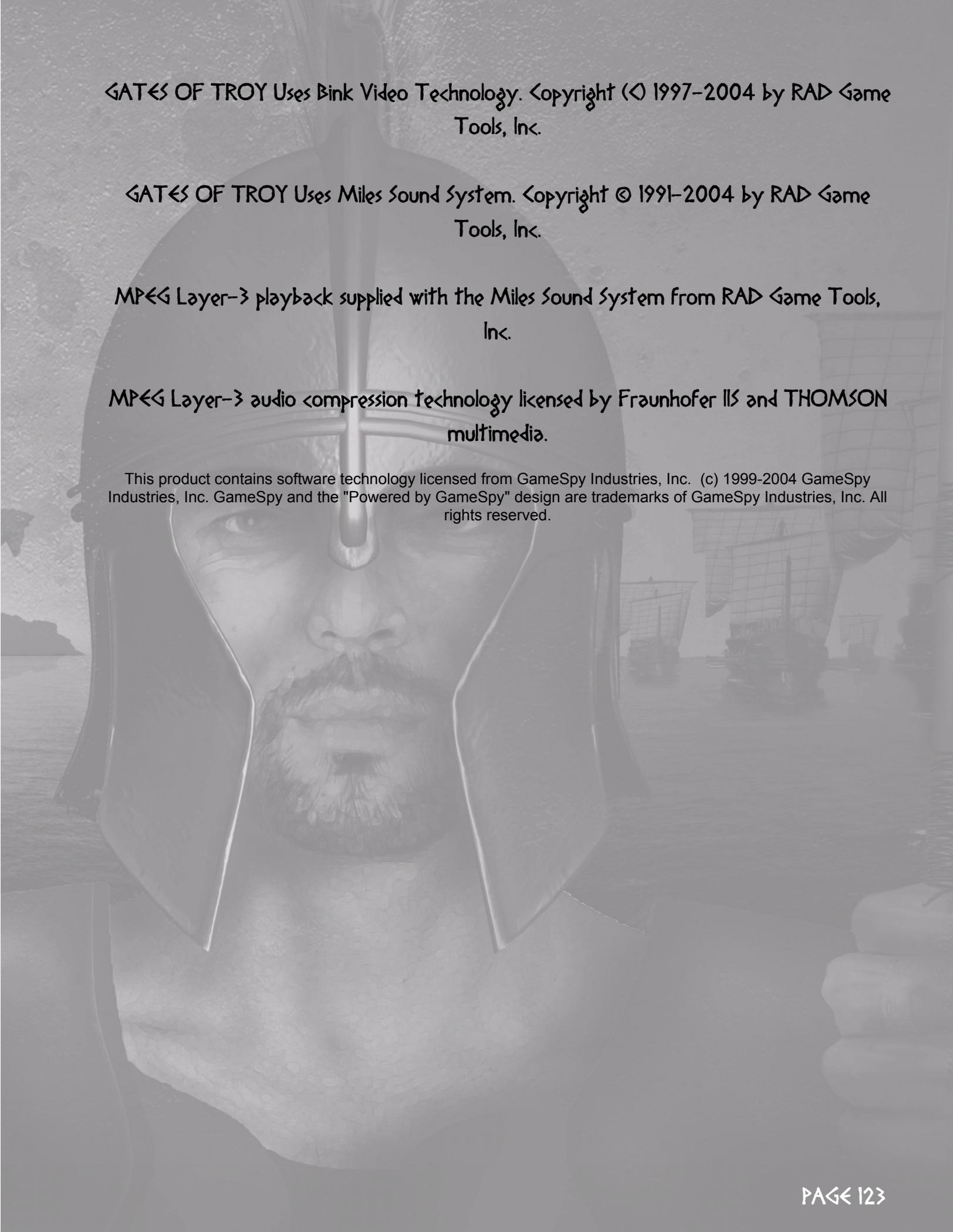
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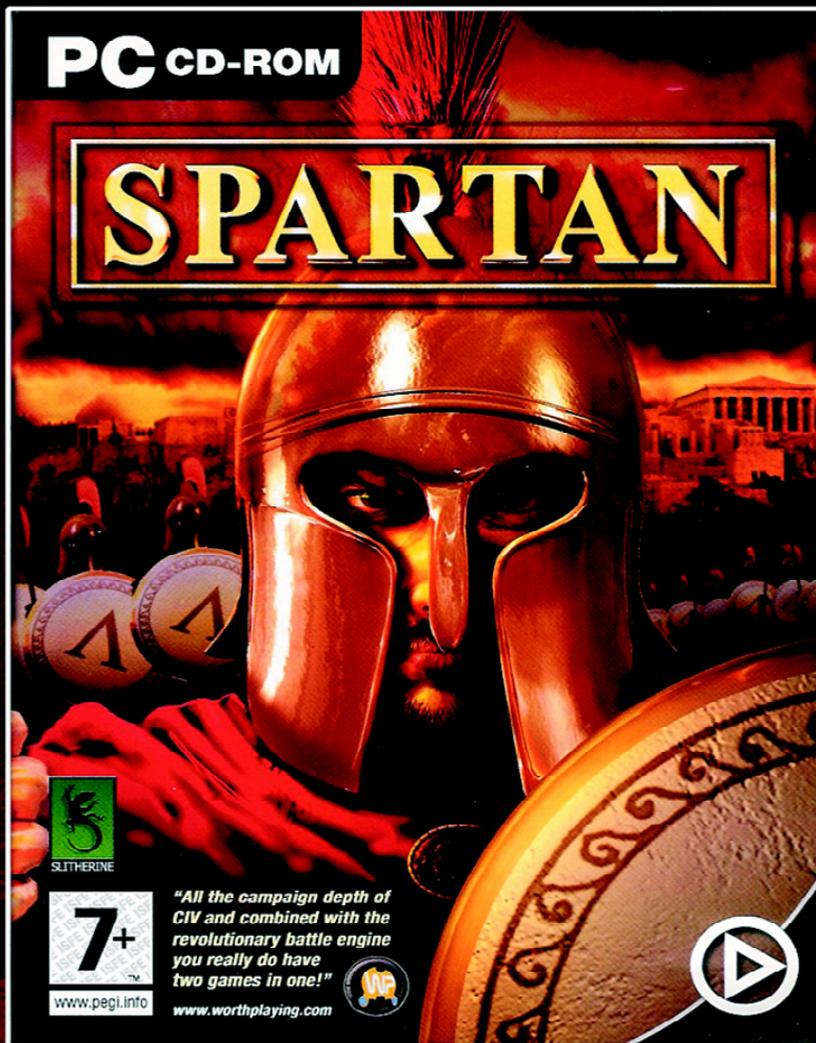
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NOTES



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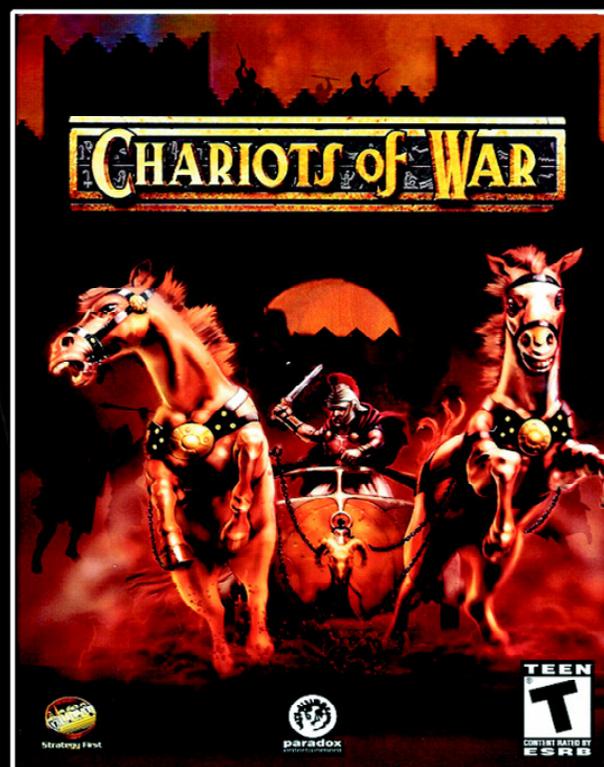
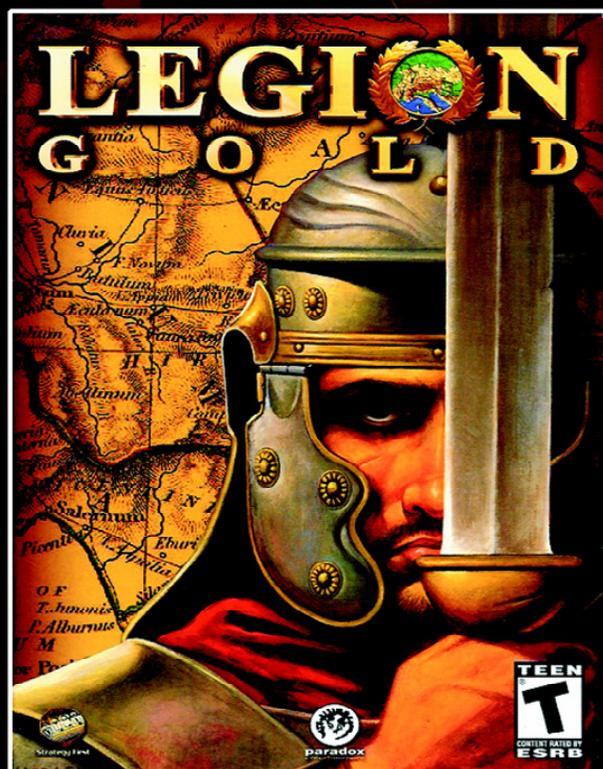


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