

Aegis – List of buildings

Special building

Theatre

Allows Entertainers. Entertainers can be used to raise the morale of your people. The more entertainers, the more the morale lift. You cannot employ more than 10% of your population as entertainers.

University

The University creates work knowledge and increases the minimum skill score of your workers. Workers enter job with base skill of 5 instead of 2.5.

Training ground

Improves soldier training per turn. As troops can exercise, discipline increases along with their readiness for combat. The training ground is essential for troops like Phalanx and Pikemen. Allows Phalanx and Pikemen.

Hospital

Less death rate for peasants. Saves peasants that were due to die. This increases the number of peasant total in your population quickly!

Mint

Allows storage of upto 100K gold without penalty. There will be no fraud or theft loss for the first 100K gold you store.

Irrigation System

Improves farmer output. With the irrigation system, more crops are produced.

Commerce center

Improves Merchant output by x2. This is extremely good for your economy!

Garrison House

Allows Officers. Officers increase your army fitness per turn so your army can recover fitness faster.

Officers Mess

Allows a General, which is a key piece in your army: it increases your troops discipline and fitness.

Mason Guild

Creates a guild that raises masonry to a skilled art. You can construct more city walls in less time and with less materials. Your wall percentage defense, is multiplied by a modifier.

Moat

Creates a water moat around the city that makes it harder for attackers to access your lands. Increases your defense score.

Bazar

Allows to sell Textiles in change of other resources:

Siege Workshop

This building allows you to research machines of destruction for war and siege (allows the Trebuchet siege engine).

Wind Mills

Wind mills allow your harvesting and processing to be done at faster rates, as larger grinding wheels can be turned effortlessly using the power of the wind. This enables your farmers to create more food output per farm.

Coliseum

Decreases the chance of a revolt. Your morale can drop 30% without risk of a revolt. Allows Men at arms.

City of Markets

City of markets, dedicates a large amount of your city to trade and markets. Your caravan size increases and can transport more resources per caravan.(Cumulative)

Explorerer's guild

The explorers guild brings together all the fine arts of exploration, like map making and route scouting.

Your city will have the facility to find new lands through exploration. This will reduce the cost of exploration by a percentage.(Cumulative).

Treasury

The treasury is a city fund where every last gold coin is accounted for. Your money will be safe from fraud and theft here. Players may store upto 1 million gold without suffering from fraud or theft.

City Vault

Not many can afford or even fill a city vault with gold. A vault will hold your province's money safely and accounted for. Large armies of civil servants count every gold coin daily to ensure that the total is kept. This is the ultimate money reserve for provinces with large finances. A city vault will keep upto 3 million gold safely without suffering from theft or fraud.

Grand Hall of the Illuminati

The Illuminati are a secret society cloak and dagger style, which strive to control political and social aspects through covert means. Having such a society in your city is a great advantage when trying to recruit and train spys. Your spies will train faster and your missions will take up less training time. Your spies will become more skillfull.

Administration hall

The administration hall employs hundreds of civil workers to keep track of how much cash is owed by your peasants. With such a diligent eye on your assets, few can go without paying their taxes. Increase any tax collected by your taxmen by a percentage.

Engineers Guild

This guild gathers architects and engineers in a working community where they can share their talents and increase their knowledge base. Your walls will be re-enforced and their structural integrity increased. Your wall percentage defense, is multiplied by a modifier. This bonus is cumulative and is the maximum upgrade for walls.

Merchants Guild

Increase merchant output significantly. This is the maximum upgrade for merchants.

Elven Clan Hall

This sets up a guild and clan hall for the elven community in your area. In gratitude, the clan masters vow to volunteer elven warriors and archers to your service.

Dwarven Clan Hall

This sets up a guild and clan hall for the dwarven community in your area. In gratitude, the clan masters vow to volunteer dwarf Axemen and Crossbow men to your service.

Planned Buildings

Grand Tower

The Grand Tower of Magic!

Only a city devoted to the arts of the unseen would erect such a monument to its isoteric dominating influence.

This building is a gathering ground for all connected with the mystic arts.

If you own this building you may not build 'The temple of the gods' or 'The university of science'.

This building gives you full access to the magic options page.

University of science

The University of Science!

A city founded on logic and discovery through experimentation and fact. The University is the center ground for this culture. If you own this building you may not build 'The temple of the gods' or 'The grand tower of magic'.

This building gives you full access to the science options page.

Temple of the Gods

The Temple of the Gods!

A city devoted to the worship of dieties and demi-gods, this temple offers a pantheon for varied beliefs.

If you own this building you may not build 'The university of science' or 'The grand tower of magic'.

This building gives you full access to the religion options page.

Trade Center

Trade center, makes your city a stop for all trade routes putting it on the map. Your caravan size increases and can transport more resources per caravan.(Cumulative).

Palace

Creates a luxurious home for the regent of the city (You), this allows for the creation of knights.

City Harbour

The city harbour will enable your explorers to travel further and abroad.

New lands will be at your disposal on different continents

This will reduce the cost of exploration by a percentage.(Cumulative)

Temple of Aesir

The temple of Aesir shows the dedication of your people for the goddess Aesir and her race.

This will attract the mystic Aesir race to your city.

Aesir are a fabled winged humanoid race which is notorious for their flying feats in battle.

Enables you to recruit flying troops.

Grand Coliseum

The grand coliseum is the show of all shows. Circus, gladiators, even sea battles are re-enacted in this huge area.

The coliseum has daily shows all year around, twice on sundays!

With a show like this it is easy for your peasants to forget any oppression you might impose upon them.

Decreases the chance of a revolt considerably. Your morale can lower 50% without the risk of a revolt.

Emperor's Palace

Allows the player to become emperor if he holds the number one position in the game.

Unitary Buildings

Lumber Mill

Allows Lumber mill building which is used for the collection of wood resource.
Each lumber mill allows for one Woodsman.

Quarry

Allows Quarry building which is used for the collection of stone resource.
Each quarry allows for one quarry man worker.

Bank

Decreases fraud and theft of gold. If you are suffering from loss of gold, this is the solution. Banks will stop your losses.
The more banks you build the more money you can accumulate without loss.

Textile Mill

Allows Texture mill building for the creation of various types of textiles.
This buildings produce everything from cloth to nails and tools. Each textile mill allows 1 artisan.

Pub

Allows Pub building which increases morale like entertainers. One pub increase morale 5 times more than an entertainer per acre.

Tax Office

Allows Tax buildings which allow tax collection. You may have 2 tax collectors per building.
You need to cover most of your city to gain a good revenue, see your 'tax' menu for coverage.
Coverage is calculated by the number of tax men you have divided by the number of land.

City Walls

Creates a section of wall around the city which protects it from attacks.
You must have 5% of your land in walls to achieve a complete wall, or this will be useless and count as breached. There are several grades of wall, so you can build to improve your city wall beyond 5%.

Towers

Defences posted on the city walls. These towers protect against attacks. Towers cause a lot of casualties to attacking armies. Towers have their own crews and you do not need an army to man them.

City Guard

The city guard is ever alert for corruption and crime. Damage caused by spy corruption is reduced.

Granary

Reduced the decay of food. The more graneries the more food you can store without it going bad.

Barracks

Allows Soldiers. You can have 10 soldiers per barrack.

Archery Range

Allows Archer unit types. Each acre built allows 10 archers to train.

Merc. Camp

The Merc camp reserves space for the hiring and allocation of mercenary troops. Each Merc camp can house 2000 gold worth of Merc contract. Thus if a particular Merc troop has a base cost of 500 per unit, one Merc camp can house 4 units. Each Merc camp also gives .01 contract point per turn. Contract points dictate the max number of Merc troops you can hire at any given time.

Wood Store

Lowers the percentage of wood decay.

Ware House

Lowers the percentage of textile decay

Stables

Allows Cavalry unit types. Each Stable allows 10 units of cavalry.