

# Army equipment

The following provides an overview of the buildings that produce equipment for your army. Each unit of your army can don up to 3 items of equipment.

## Armorsmith

The armorsmith provides your army with helmets and shields to fend off enemy attacks and carry out their own powerful attacks to win the battle.

Costs: 6.200 Gold, 18.500 Wood, 22.500 Stone, 25.000 Water, 25 Steel, 40 Copper, 40 Bronze, 1 Cobalt

Maximum number of buildings: 2

### Helms

small: Bronze mask, Viking helm, Rusty knightshelms, War helmet

middle: Bronze mask, Viking helm, Rusty knightshelms, War helmet, Helm of the centaur hunters, Stormwing

large: Bronze mask, Viking helm, Rusty knightshelms, War helmet, Helm of the centaur hunters, Stormwing, Ingrim's Hood, Nisfit's riveted plate helmet

### Shields

small: Wooden shield, Reinforced wooden shield, Longshield, Blessed cobalt shield

middle: Wooden shield, Reinforced wooden shield, Longshield, Blessed cobalt shield, Buckler of the Forgotten, Starburst

large: Wooden shield, Reinforced wooden shield, Longshield, Blessed cobalt shield, Buckler of the Forgotten, Starburst, Sissel's Hope, Wall of belief

## Jeweler

The jeweler processes precious stones taken from the mine into cut gems. From these he then produces magical rings and chains for your army to make them even stronger.

Costs: 50.000 Gold, 2 Impulse laser, 50 Motors, 100 Hydraulic pumps, 100 Chips, 150 Batteries, 200 Ball bearings, 250 Gears, 10.000 Ores

Maximum number of buildings: 1

from small (if researched): Cut gem, Syonite, Starchanger, Tear of Blood, Rizlaff's Legacy, Aquatun, Ornamental necklace, Orphanmaker, Phalanx Knot, Serolak Ring, Lightbringer, Wall of energy

## Temple

The priests of your temple use black magic to concoct potions for your army that heal, bestow battlelust or harden the skin. These increase hitpoints, attacking strength or defensive strength of individual units.

Costs: 7.000 Gold, 19.500 Wood, 25.000 Stone, 40.000 Water, 25 Bowl, 10 Jewelry, 30 Sculpture, 8 Statue, 5 Stone plaque

Maximum number of buildings: 2

small: Healing elixir

middle: Healing elixir, Rage potion

large: Healing elixir, Rage potion, Stoneskin potion

## Armorer's workshop

The armorer's workshop is an important building. All weapons are fabricated here, broken down into close combat, ranged combat and magic items. Without these your army would enter into battle unarmed.

Costs: 6.500 Gold, 18.500 Wood, 22.500 Stone, 25.000 Water, 25 Steel, 40 Copper, 40 Bronze, 1 Cobalt

Maximum number of buildings: 2

### Ranged combat

small: Shortbow, Ebony bow, Reinforced ebony bow, Hunting bow of the Tinudai

middle: Shortbow, Ebony bow, Reinforced ebony bow, Hunting bow of the Tinudai, Agonybow, Firespine

large: Shortbow, Ebony bow, Reinforced ebony bow, Hunting bow of the Tinudai, Agonybow, Firespine, Legacy of Pain, Poison hail, Blazebow, Sawbow, Frostbringer, Angelwrath, Shandrian, Draccus Catcher

### Magic

small: Novice rod, Staff of the Wise, Scepter of the Archmage, Fenfire

middle: Novice rod, Staff of the Wise, Scepter of the Archmage, Fenfire, Icerod, Tear of the wind

large: Novice rod, Staff of the Wise, Scepter of the Archmage, Fenfire, Icerod, Tear of the wind, Darkrod, Deathspark, Machloryn, Moon Lance, Worldwarper, Scepter of Rot, Staff of Blinding, Blood Sun

### Melee weapons

small: Serrated dirk, Rusty sword, Two-handed axe, Iron hammer

middle: Serrated dirk, Rusty sword, Two-handed axe, Iron hammer, Scimitar, Frosty rune axe

large: Serrated dirk, Rusty sword, Two-handed axe, Iron hammer, Scimitar, Frosty rune axe, Kingslayer, Crucible, Quiet Breeze, Firestar, The Judge, Apology, Ent axe, Canticle