

Optional National Projects

Aqueduct

Base Level One

Need to be TL4+

A large monolithic construction providing water to a controlled city. The aqueduct reduces the effects of plague by providing fresh and clean water. PWB built within the city will include public fountains and baths.

Arena

Base Level One

Need to be TL3+

A large and impressive arena and stadium for games constructed in a controlled city. An Arena provides a small bonus against revolt in the city as the circus and spectacles entertain the urban population.

Defensive Dyke

Base Level 0.5(can only be built in Cultivated and Intensively Cultivated Regions)

Need to be TL4+

A Defensive Dyke is a poor man's Great Wall built along a designated border between two regions.

A Defensive Dyke multiplies the combat value of the defending army that is behind it by 1.25. By itself it has no defensive strength, so it must have an army or garrison behind the Defensive Dyke to be effective. Field Forts may garrison a Defensive Dyke segment. A Defensive Dyke can be built to front a Great Wall segment to enhance its effects.

Intelligence College

Base Level Two Need

to be TL5+

An Intelligence College can be constructed in a controlled city. It provides a small bonus to investments in Int and Assassin ratings. Only one per nation.

Land Reclamation

Base Level Two Need

to be TL6+

In a limited number of coastal regions the GPv can be increased by one as land is reclaimed from the sea. The construction includes small dykes and windmills. If the dyke is destroyed (by hostile action or a great storm and sea surge) then the reclaimed land is flooded and the GPv bonus is lost, with the newsfax reporting the loss of life and devastation.

Regions where Land Reclamation can be performed include:

- Anglia
- Chorasima
- Culhua
- Friesland
- Holland

- Khwarzim
- Languedoc
- Mansura
- Palas
- Taiping
- Tepanec
- Teremembe
- Verona

Mercantile Exchange

Base Level One

Need to be TL4+

A mercantile exchange can be constructed in a controlled city. Acts as trade centre and can be the source of a Merchant House when TL8 reached. Only one per nation.

Museum

Base Level One

Need to be TL4+

A museum can be constructed in a controlled city. It provides a small bonus to an RF concerned with matters of art, and history.

National Library

Base Level One

Need to be TL3+

A national library can be constructed in a controlled city. It provides a small bonus to an RF concerned with matters of history, geography and literature. If the Cthulhu Mythos supplement is in use there is a small chance that among its volumes hide certain rare and disturbing tomes – which is not always a good thing...

National Monument

Base Level One

Need to be TL3+

A National Monument can be constructed in a controlled city or region. It commemorates a historical figure (intended to enhance the national identity – such as Arminius in Germany or Vercingetorix in France), a royal or military leader or to mark the site of a military victory. If the city or region is merely pacified building the monument may provoke a revolt; in friendly regions the monument reduces the chance of rebellion.

Naval College

Base Level One

Need to be TL5+

A Naval College can be constructed in a controlled port city or port fortress. A Naval College provides a small bonus to investments in the Warship QR. It also provides a small Naval bonus to any combat within the host city or region as the cadets reinforce the militia and any standard naval units. There is a bonus to any exploration that starts from the college as though there is an extra NAV rating. Only one per nation.

Prison

Base Level One

Need to be TL3+

A prison can be constructed in a controlled city or fortress. This grim forbidding edifice can be used to imprison captured Leaders and provides a bonus against Jailbreak ops. If built within a city a prison acts as a fortress, but with only one wallpoint (no further WPs can be added).

Religious Complex

Base Level One

Need to be TL3+

A Religious Complex can be constructed in a controlled city or region by a nation or a primacy. This complex of shrines, statues, audience halls and offices provides a small bonus to the Religious Strength of the nation. If built in a region not of the national religion it may provoke a revolt. If there is no revolt then there will be a shift towards the national religion. (More than one Religious Complex may be built thereby increasing its level.)

Royal Folly

Base Level variable

Need to be TL3+

If the King is struck by madness they may embark on the construction of some large and useless edifice, redirecting resources from other monolithic constructions to this pet project. Examples include massive towers, landscaped hills (or mountains), laying out all the fields in a cultivated region to an exact geometric grid and rebuilding a city so that all the streets are aligned according to a particular philosophy (such as feng shui).

Royal Palace

Base Level variable

Need to be TL3+

A Royal Palace can be constructed in a controlled city. This complex of audience halls and offices provides a small bonus to the King's Admin rating when he is in residence. The Level can vary from 1.0 to a truly stupendous edifice, enhancing the prestige of the nation. Enables the king to rule from the Palace as well as the Capital or Homeland.

Royal Park

Base Level One

Need to be TL3+

A Royal Park can be constructed in a controlled region. It may include ornamental gardens and follies or hunting lodges and preserves.

Royal Tomb

Base Level variable

Need to be TL3+

A Royal Tomb can be constructed in a controlled city or region. The Level can vary from 0.5 to a truly stupendous edifice, enhancing the prestige of the nation – and offering a site for future tomb robbers and archaeologists.

Royal Zoo

Base Level One Need

to be TL4+

A zoo can be constructed in a controlled city. The menagerie holds beasts and birds from foreign lands.

Staff College

Base Level Two Need

to be TL5+

A Staff College can be constructed in a controlled city or fortress. A Staff College provides a small bonus to investments in Infantry, Cavalry and Siege QRs. It also provides a small Combat bonus to any combat within the host city or region as the cadets reinforce the militia and any standard army units. Only one per nation.