

UNIT DESCRIPTIONS

Total Annihilation: Kingdoms – The Iron Plague

Introduction:

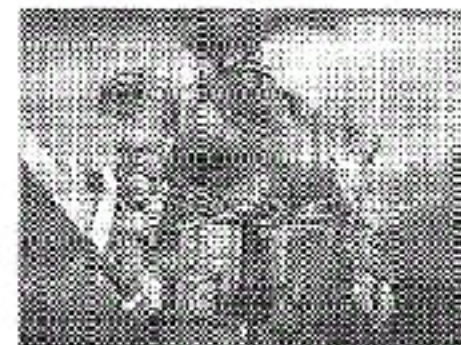
The story of *The Iron Plague* is the story of Garacaius, the long-lost Mage Emperor of Darien and the father of the Four Monarchs. It is also the story of his second life which began after he freed himself from the grip of magic. This second life is embodied in a civilization he helped to build in a distant land: Creon.

Creon is a civilization based on reason and science. The Creonites don't use mana for magic. They take a dim view of the magical arts. They use mana, but look upon it as a natural resource to be used rationally. The very existence of the Four Monarchs of Darien is abhorrent to them.

This sets the stage for Total Annihilation: Kingdoms – The Iron Plague...

The units that make up Creon's arsenal:

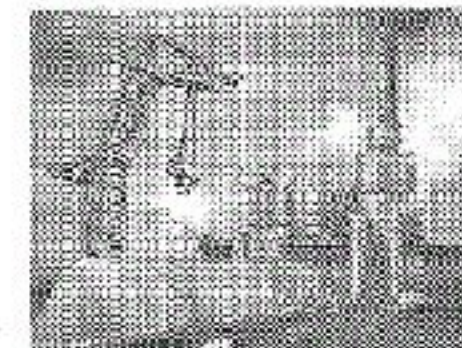
The Sage



Mobile unit - Builds - Weapons: Blue Flame, Mortar & Energy Blast

The ruler of Creon. This supreme leader is appointed every seven years on the basis of technical knowledge, wisdom and leadership. *The Sage* is housed in a contraption which serves as a conveyance and the means by which he builds and fights. In essence, *The Sage* is a steam-powered mechanoid with fearsome abilities. One hand contains a weapon array, the other an articulated tuning fork. This fork is used to "phase" structures.

Navy Yard



Built by Sage and Mechanic
Fixed structure-Factory-No Weapons

An impressive example of Creonite engineering, the *Navy Yard* produces all the ships at Creon's disposal.

Iron Clad



Built by Navy Yard
Mobile unit-Ship-Weapon: Twin articulated cannons

This is the lynchpin of Creon's navy. The *Iron Clad* is a steam-powered sea vessel with armored sides, and a large cylindrical turret. The cost of such a ship is relatively high, but well worth it when it pulverizing inferior wooden vessels.

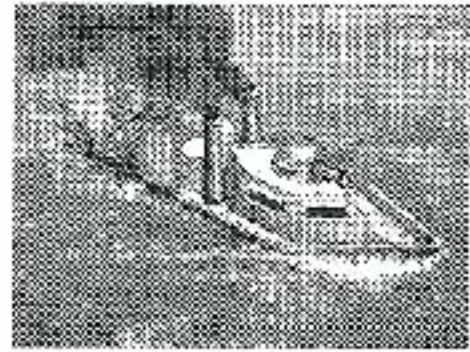
Submersible



Built by Navy Yard
Mobile unit-Ship-Weapon: Mortar

A small pedal-powered craft that travels just under the surface - The *Submersible* is still visible to the enemy and susceptible to fire. Lets loose ye olde Mortar.

Stern Wheeler

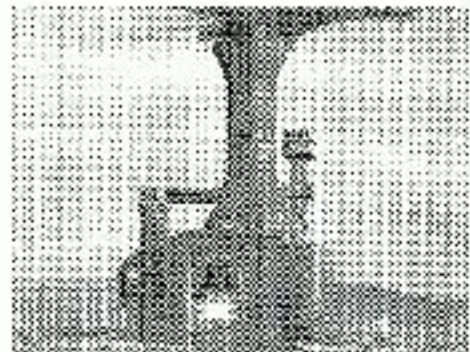


Built by Navy Yard

Mobile unit-Ship-Weapon: Armored gun turret

Most of Creon is comprised of coastal regions and treacherous waterways, so this craft is essential to the maintenance of their empire. This steam vessel is covered with iron to protect its occupants and to lend it a menacing air. The *Stern Wheeler* is Creon's preferred transport for large numbers of troops.

Mana Refinery



Built by Sage and Mechanic

Fixed Structure-Resource-related-No Weapons

The *Mana Refinery* underlines one of the many differences between Creon and the Four Realms of Darien. To the Creonites the gathering of mana is a purely industrial process as indicated by this strange device with its smokestack and churning mechanisms.

Prismatic Mirror

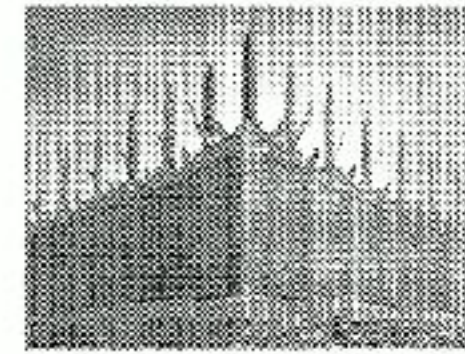


Built by Mechanic

Fixed structure-Defensive-Weapon: Beam of light

Exaggerated stories of the Greek inventor Archimedes describe something akin to this. A parabolic mirror and lens array that rotates quickly to fire a hefty beam of searing light. This is a useful anti-air unit, although it's somewhat frail when subjected directly to the weapons of an angry foe.

Wall



Built by Sage and Mechanic

Fixed structure - No Weapons

Sometimes a remarkably low-tech structure is the best way to slow oncoming hordes. The defensive walls of Creon are of sturdy construction. They're comprised of a lattice of iron reinforced with stone and mortar.

4-Way Gate



Built by The Sage and Mechanic

Fixed structure-Defensive-No Weapons

A gate with four equidistant posts and four pairs of doors. All doors open inward allowing units to move through from/to any cardinal direction.

Smithy

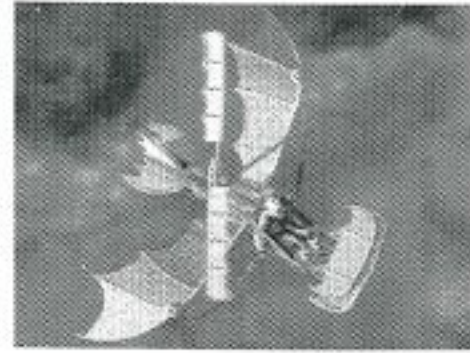


Built by The Sage, Mechanic and Chief Engineer

Fixed structure-Factory-No Weapons

The *Smithy* is a busy, industrial-looking building with smokestacks, and large billows. Its detailed operations are evident when the phasing of a unit is in progress. The *Smithy* is the point of origin for all of Creon's most basic infantry and mechanized creations.

Barnstormer



Built by The Smithy

Flying unit-Reconnaissance-No Weapons

This is a tremendously useful advance scout for Creon. The *Barnstormer* is named for its passenger: daring pilots with little or no concern for their own well-being. The strict weight limitations of this flying machine do not allow for weaponry of any kind. It relies, rather, on swiftness to carry it away from danger.

Automaton



Built by The Smithy

Mobile unit-Combat-Weapon: Twin Hammers

When a Creonite soldier dies, his tour of duty isn't over. The Republic of Creon expects them to serve every last day of their contract. In a typically logical fashion, the corpses of deceased soldiers are reanimated until their contract is met.

The *Automaton* is a terrifying construct, being both mechanical and organic. The former soldier's body is enmeshed with mechanical constraints that control movement and rudimentary thought. These devices also enhance strength. The *Automaton* is incapable of feeling pain. He flails twin warhammers and will make short work of most opponents.

Tortoise



Built by The Smithy

Mobile unit-Combat-Weapon: Rotating Gun Turret

Steam-powered tank with a simple, primitive gun. The *Tortoise* is topped by a tent-like, conical turret sheathed with heavy riveted iron. This houses a driver and artillery officer

who operate this marvel of technology. A small but potent cannon provides an excellent field weapon which can swivel a full 360 degrees.

Fire Wagon



Built by Smithy

Mobile unit-Combat - Weapon: Blast of Flame

Large wooden barrel with swiveling nozzle. Driver sits atop a hissing steam boiler in front. The boiler provides a source of propulsion for the vehicle and pressure for the gout of flame that blasts any nearby enemies. The *Fire Wagon* is quick to destroy all who mock its quaintness.

Mechanic

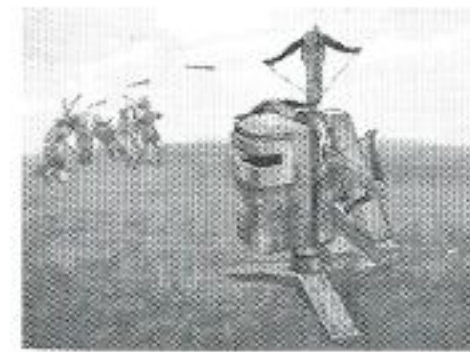


Built by Smithy

Mobile unit-Combat-Weapons: Taser & Freeze Beam

The *Mechanic* is a useful unit to have on hand. Besides their well-known skills at repair and construction, a *Mechanic* is also a capable soldier.

Gatling Crossbow



Built by Mechanic and Sage

Fixed structure-Defensive-Weapon: Rapid Fire Arrows

This building has an array of giant crossbows attached to a giant ratcheting wheel. This rack rotates and reloads automatically. This dangerous device uses an ingenious structure of wheels and gears to take aim in any direction.

The assembly is housed in a stout structure of mortar, stone and wood which is resistant to enemy attacks.

THE CHINESE WEAPONS

Bomb Spinner



Built by: Mechanic
Fixed structure: Capsule-Warriors' Ring Explosives
This is a complex, rotating device resembling an enormous modern lawn spinner. The Bomb Spinner begins to spin and operate itself but automatically when the enemy is near. It is set to follow spinning. It has considerable accuracy.

Academy



Built by: Mechanic and Chief Engineer
Fixed structure: Factory-Warriors
This represents one of China's most powerful weapons of government, the Ministry of Academics. At last, the Academy has weapons. Institutional building, and well it should be - some of China's most powerful machines and weapons are placed here.

Shock Trooper



Built by: Academy
Mobile unit: Combat-Warriors' Lightning Rod
This Shock Trooper weapon has captured and contained the electrical impulses which cause lightning. Not only that, but they have found a way to use these impulses of will, and with amazing accuracy. The Shock Trooper is the logical extension of the ability to control a double energy device on its back and hold a large number for directing it. It is a Shock Trooper of the enemy. Heavy head gear, including armor, gives the Shock Trooper a more formidable look.

combined with the Shock Trooper's ability to follow the enemy's lead, they are a very dangerous weapon.

Revolving Blade



Built by: Academy
Mobile unit: Combat-Warriors' Blade Blade Blade
This is a very old and always used to acknowledge the strength of the enemy. The Academy is a relatively recent addition to the arsenal of China's weapons. This was formerly a weapon used by the Kingdom of Szechuan during its period of war with China. A large, double-bladed, curved blade, which was used in a variety of ways. The effect of the Academy is to produce a blade which is a powerful weapon. The effect of the Academy is to produce a blade which is a powerful weapon. The effect of the Academy is to produce a blade which is a powerful weapon.

Neo-Dragon



Built by: Academy
Mobile unit: Combat-Warriors' Blue Flame, Flying Blade & Flying Blade
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