

Story

„This veteran is the leader of an originally insignificant religious group. They reject the prevailing Muslim faith of the Ayyubids and worship Sobek, one of the ancient gods. They take its virtues seriously: they protect their tribe with mighty fortresses and strive to secure the most fertile areas of the Nile Valley for themselves. The population meets the tribe with a mixture of fear, awe and admiration. Because when he strikes, it is with brute force and a healthy dose of deviousness, but always merciless severity. This and their homeland, the Egyptian Sudd, earned the leader of the group the name "the Crocodile"

There are numerous myths and stories surrounding his person - he is so old that many believe he has been leading his cult since it was formed many decades ago. Some even say that it is rather centuries and that it is the sacrifices he makes to his god that keep him alive. Others simply claim that the position of 'crocodile' is reassigned to the tribe's elder every few years. The only thing that can be said with certainty is that the crocodile's fighters are fearless and they will carry out their master's orders with zeal.“

Prime Colors

- **Green**
- **Black**
- **Light Blue**

(Game will crash if AI doesn't start as green.)

Troop Composition

- Arab swordsmen as the main army and sortie troops. Their scale armor and Arabian origins make them the only logical choice for the Crocodile!
- Arab archers form the bulk of the defenders.
- A few assassins as defenders and for raids represent the element of surprise that the Crocodile embodies despite its size and apparent clumsiness: lurking, in the water, ready to strike with precision!
- Macemen pack a punch, just like crossbowmen. Both have that thick, leathery 'skin,' which is why I think they complement the Crocodile's lineup well. Macemen also look quite similar to the character model.

Economy

- The basic principle of the economy: a positive fear factor and religion. Both function 'autonomously,' they incur no running costs, and together generate sufficient positive popularity to ensure a minimum of functionality even in the driest regions. This symbolizes the Crocodile's frugality – even if the hunt is unsuccessful, the Crocodile perseveres patiently and, if necessary, will settle for little!

The positive fear factor is maximized, although at the end of buildup, religion not so much – he only places chapels, thus relying solely on blessings. (The more pronounced focus of the church and cathedral seemed inappropriate to me. Crocodiles sometimes look like they worship the sun... but, well, that's a rather loose interpretation.)

→ This economic basis was also the starting point for me to create this AI in the first place. It would have been completely useless in vanilla balance. So it was something new I wanted to try!

- Serving beer further increases popularity. Once it's running, it provides, beyond the positive fear factor and religion, that certain extra that allows the crocodile to function even without a large food supply or weapons sales.

Castle

- Not a complex castle. No double rings, no drawbridges despite the moat, obviously no fire at all, or anything like that.

- Still tanky, with lots of large towers and fairly thick walls.

- Assassins at the moat and the killing pits represent the danger that threatens all who approach the banks...

- The positive fear factor consists almost entirely of gardens, which are meant to represent the reeds.