

Railroad Tycoon 3 - Trainmaster

Military Complex

There are five different types of military establishments in Trainmaster. They cannot be purchased, nor built by the player, and must be placed on the map during creation, or by event. Spawning is discouraged, however, that depends on the scenario writer and their designs.

Armoury

The place where reservists (part-time soldiers) go to train. Should be placed in towns or cities.

Produces: 0.5 Troops + 0.5 Mail per Year

Demands:

- 0.5 Textiles
- 0.5 Weapons
- 1 Ammunition

Military Outpost

Smaller than a fort, this is where the poor sods on the front line are isolated.

Produces: 1 Troops + 0.5 Mail per Year

Demands:

- 1 each: Food/Gold/Alcohol/Weapons/Ammunition
- 0.5 Electronics

Fort

In the 1800s, the Fort is the base military establishment where troops are housed, and recruits are trained. In 1920 the Fort will cease its military function, and it will become a tourist attraction. There is a 1 year overlap for the transition.

Demands:

- 1800 - 1920
 - 1 each: Gold/Lumber/Produce/Steel
 - 2 each: Medicine/Textiles
 - 3 each: Goods/Ammunition/Weapons/Explosives/Food/Grain/Livestock/Alcohol
 - 0.5 Troops => 0.5 Passengers
 - 1 Troops => 1 Troops
 - 0.5 Mail => 0.5 Mail

- 1920 ->

- 0.2 Paper
 - 2 Goods
 - 0.5 Troops => 0.5 Troops
 - 0.5 Troops => 0.5 Passengers

Military Base

This supplants the Fort in 1920, but is available in 1890, and performs the same function, but in a more modern sense.

Produces:

0.5 Passengers + 1 Mail + 1 Troops per Year
1 Waste

Demands:

1 each: Gold/Lumber/Produce/Meat/Electronics/Automobiles (1890-1939)
2 each: Medicine/Textiles/Grain (until 1946)/Automobiles (1940->)
3 each: Paper/Goods/Ammunition/Weapons/Missiles
/Explosives/Petroleum/Alcohol/Livestock (until 1946)
0.5 Troops => 0.5 Passengers

Military Headquarters

The source of general stupidity. For security reasons the Military HQ is visually indistinguishable from large commercial buildings.

Produces: 0.5 Passengers + 2 Mail + 1 Troops per Year

Demands:

1800 -> 0.5 Furniture
1 each: Goods/Gold/Electronics/Textiles
1800 - 1919: 2 Paper => 1 Waste
1920 -> 4 Paper => 2 Waste