GAME MANUAL



KUBE GAMES

Contents

SECTION ONE - BASICS 1

1. INTRODUCTION 1
- 1.1. About the Game 1
- 1.2. Ancient Rome Scenario 2
- 1.3. Where to Find Information 3

2. STARTING A NEW GAME 5
- 2.1. Main Menu 5
- 2.2. Game Settings 7
- 2.3. Getting Started 14

3. TUTORIALS 18
- 3.1. Starting the Tutorials 18
- 3.2. Basic Tutorial 19
- 3.3. Advanced Tutorial 20
- 3.4. Re-Playing Tutorials 21
- 3.5. Tutorial Panel 21

4. HOW TO SAVE AND RELOAD 21
- 4.1. Saving Games 22
- 4.2. Loading Games 22

5. MAP 23
- 5.1. Finding Your Way Around 23
- 5.2. Map Visibility 24
- 5.3. Terrain 25
- 5.4. Terrain Features 27
- 5.5. Land Improvements 28

6. MAIN SCREEN **30**
6.1. Window Controls 30
6.2. State Menu 32
6.3. Map Menu 33
6.4. Game Menu 40
6.5. Unit Menu 41
6.6. Report Panel 46
6.7. Tutorial Panel 47
6.8. Build Panel 48
6.9. Damage Panel 49
6.10. Opponent Actions Panel 50
6.11. Hint Panel 51
6.12. Tooltip 52

7. IN-GAME WINDOWS **57**
7.1. State Window 57
7.2. Political Map 60
7.3. Diplomacy Window 62
7.4. Trade Overview Window 65
7.5. Trade Window 67
7.6. Invention Tree Window 71
7.7. Victory Conditions Window 73
7.8. Objectives 74
7.9. Birth Rate Policy Window 76
7.10. Strategic Overview Window 78
7.11. Resource Usage Map 80
7.12. Player Statistics Window 81
7.13. History Replay Window 82
7.14. Build Facility Window 83
7.15. Map Item Detail Window 84
7.16. Map Item Type Window 87
7.17. Pop-Up Windows 90

8. HOW TO PLAY **94**
8.1. Map Items 94
8.2. Ordering Map Items 96
8.3. Map Highlights 99

9. RESOURCES **107**
9.1. Mined Resources 108
9.2. Harvested Resources 111
9.3. City Resources 112
9.4. Resource Panel 117

10. BUILDINGS **119**
10.1. Temple 119
10.2. Blacksmith 120
10.3. Shipyard 120
10.4. Stable 121
10.5. Fort 122
10.6. Defensive Wall 123
10.7. Patrol Tower 123

11. CITIES **124**
11.1. Founding a New City 124
11.2. City Range 125
11.3. City Size 127
11.4. City Production 128
11.5. City Specialization 129
11.6. Idle City 130
11.7. Capital City 131
11.8. Cities on the Map 132
11.9. Actions and Improvements 133

12. UNITS **134**
12.1. Non-Military Units 135
12.2. Military Units 135

12.3. Building New Units 139
12.4. Moving Units 141
12.5. Repairing and Healing Units 142
12.6. Unit Properties 144

13. ACTIONS 157

13.1. Build [B] 157
13.2. Change Specialization [N] 157
13.3. Build Improvement [Ctrl+V] 157
13.4. Repair 157
13.5. Emergency Aid 158
13.6. Move Unit [G] 158
13.7. Cancel Move [Q] 158
13.8. Sell unit [L] 158
13.9. Destroy Unit 159
13.10. Skip Turn [E] 159
13.11. Sleep [Ctrl+E] 159
13.12. Build Field/Farm [I] 159
13.13. Build Dirt/Paved Road [R] 160
13.14. Build Route 160
13.15. Destroy Road 160
13.16. Build Bridge 160
13.17. Destroy Bridge 160
13.18. Repair Bridge 161
13.19. Build Town 161
13.20. Attack Unit [T] 161
13.21. Fortify [F] 161
13.22. Upgrade Unit 161
13.23. Load Unit [H] 161
13.24. Unload Unit [U] 162
13.25. Unload All [Ctrl+U] 162
13.26. Unload and Attack [Ctrl+T] 162
13.27. Train [V] 162

13.28. Raid [P] 163
13.29. Cancel Raid 163
13.30. Pillage 163
13.31. Heal inside [X] 163
13.32. Self-Heal 163
13.33. Recover 164
13.34. Cut Wood 164
13.35. Drain Terrain 164
13.36. Influence 164

14. IMPROVEMENTS 165
14.1. Improvements for Cities and Buildings 166
14.2. Unit Improvements 169

15. WAR AND COMBAT 173
15.1. Declaration of War 173
15.2. Battle Determinants 174
15.3. Attack and Defense 178
15.4. Battle Outcome 181

16. GAME MECHANICS 182
16.1. Government 183
16.2. Research 184
16.3. Foreign Relations 186
16.4. Trade 191
16.5. Raids 194
16.6. Birth rate 196
16.7. General Morale 197
16.8. Army Morale 199
16.9. Experience 201
16.10. Loyalty 201
16.11. Supply Management 203
16.12. Migration 205

16.13. Objectives 206
16.14. State Decisions 207
16.15. Random Events 208
16.16. Victory Conditions 210

17. MAP GENERATOR 212

SECTION TWO – ADVANCED RULES 215

18. GAME EDITOR 215
18.1. State Menu Editor 216
18.2. Map Modification Panel 217
18.3. Create Terrain and a Height (Contour) Map 223
18.4. Unit Editor Menu 224
18.5. Add, Remove and Modify Map Items 224
18.6. Unit Properties Window 225
18.7. Diplomacy Window 228
18.8. Resource Management 230
18.9. Internal Politics 230
18.10. Research 231

19. NEW SCENARIO EDITOR 232
19.1. Create a New Map 232
19.2. Create New Scenario 233
19.3. Create New Mod 234

SECTION THREE – STEAM 234

20. HOW TO WORK WITH STEAM WORKSHOP 234
20.1. Download New Items 235
20.2. Subscribe 236
20.3. Publish an Item 237

CREDITS 239

SECTION ONE - BASICS

1. INTRODUCTION

The world you are about to enter is experiencing turbulent times. The Mediterranean has suffered centuries of warfare and rivalries, only to arrive at a fragile balance of power. This entente is now threatened, and along with it not only the future of the region but the whole of Europe!

Several powerful nations ruthlessly defend their dominant positions, yet new aspiring states have grown strong and confident in the past decades. The most audacious of these are the Romans, who exercise aggressive politics against many of their neighbors. Yet many others would taste fame and glory, from populous nations to Greek city-states to nomadic tribes – all hunger for power. All have secret goals, political and military ambitions, and all are eager to plunge the world into a war of hegemony that will raise their nation to prominence.

Which nation will you lead to final victory? Choose any of the ancient nations to demonstrate your leadership skills, military prowess, and political genius. The economic, political, military, and social development of the country is entirely in your hands!

History will attest whether statues are raised in commemoration of your leadership, or you fade into ignominy.

1.1. ABOUT THE GAME

Aggressors: Ancient Rome is the first planned scenario of the *Aggressors* brand, a historical 4x turn-based strategy game. As supreme leader you will make all important decisions regarding the economic, military, technological, social, and cultural development of your country.

Whether a diehard fan of historical strategy games or you just want to try the feel of an ancient civilization, there is something for everyone in *Aggressors: Ancient Rome*.

Our goal is to simulate historical reality as much as possible, starting with tile-based maps featuring elevated terrains modeled on historical sources, through complex game mechanics and small details such as unit composition. The game features game principles such as different types of governments that greatly affect internal politics, complex diplomatic relations that allow both loose friendships and close alliances, as well as scientific advancements that affect virtually all aspects of life during the period. However, a number of relatively new concepts are introduced to the genre such as army morale, loyalty, supply management, birth rate, and so on.

Many complex game mechanics can be disabled, while others are "hidden" from the player; choose the level of micro-management that suits you. At lower difficulties you can concentrate fully on territorial conquest without paying much attention to complexities. Higher difficulty levels bring on new challenges, allowing you to walk a league in the shoes of one of the historical leaders of the time. All decisions are in your hands; you have sole responsibility for every action in your empire.

1.2. ANCIENT ROME SCENARIO

The beginning of the third century BCE saw the Mediterranean sustaining a fragile equilibrium of nations. The unprecedented conquests of Alexander the Great have been divided amongst his trusted companions, the *Diadochi*, who now squabble over the fragmented remnants of the old empire. The upstart Roman Republic has, through a series of battles against local tribes, brought nearly the entirety of the Italian Peninsula under its hegemony. These conquests brought Rome into contact with southern Italy and Sicily, heavily colonized by Greeks in the preceding centuries.

At the same time mighty Carthage in North Africa represents the supreme naval and trading power in the region, and has aspirations of expanding its influence into Europe proper. Additionally, numerous smaller but ferocious warrior tribes surround the greater nations, ready to face off in a fight for their very survival. This patchwork of cultures has resulted in an ebb and flow of ongoing conflict and territorial changes.

Now, in 282 BCE, Rome responds to a call for military assistance in Sicily, sending its fleet south and thus violating the fragile equilibrium of supremacy. War for dominance over the Mediterranean has begun!

1.3. WHERE TO FIND INFORMATION

Information is available in many locations, including this manual, tooltips, the Aggressors Library, and online in the Slitherine Forums.

1.3.1. MANUAL

Some are born leaders while others have to learn the hard way. We recommend that players of all skills read this manual carefully, as it provides the necessary knowledge to rule your country, to understand your people and their needs, and to navigate the fragile political balance at home and abroad. Even with a resourceful manual, however, experience and leadership skills will decide who becomes a celebrated hero and who fades into obscurity!

This manual contains a detailed overview of all aspects, features, and principles of the game, providing all the information needed to start playing, and to play well. Each section gives detailed information about the game, its mechanics, and rules (see *Contents*).

1.3.2. AGGRESSORS LIBRARY

If you do not want to spend any more time reading and prefer immediate action, the next best thing is to play through the tutorials and refer to the Aggressors Library. This in-game help – **[F1]** or accessible directly from the main screen by clicking on the ? icon in the upper-right corner – is an extensive source of information about all aspects of the game.

The library is divided into several sections, each dedicated to a certain game feature. Sections are represented by tabs on the left; clicking on a tab will reveal a list of links (underlined text) that will help find the information

you seek. Links are provided to other tabs and reference points for easier navigation between different sections of the library.

GAME RULES

Dedicated to the most important game mechanics, rules, and principles.

MAP AND UI

Overviews navigation, visibility, terrain features and use of map highlights.

SCENARIO

Provides historical context to the current game.

TUTORIAL

Includes all aspects of the game covered in the Basic and Advanced Tutorials (see below).

TECHNOLOGIES

Provides links to all technologies available in the current scenario.

MAP ITEMS

Introduces all map items, their basic characteristics and properties.

GOVERNMENTS

Lists all government types available in the scenario.

IMPROVEMENTS

Lists improvements for all map items that can be explored.

LAND IMPROVEMENTS

Explains advanced agricultural technologies that increase food production.

RESOURCES

Provides details about all resources available in the game.

ACHIEVEMENTS

Describes technological milestones that have a major impact on state infrastructure.

INVENTION TREE

Opens an Invention tree window listing all technologies that can be discovered.

1.3.3. TUTORIAL

So, you think you're ready to start? You are bold and courageous, but be careful; opponents thirst for your blood!

Whether you're a beginner or an experienced player of strategy games, we have designed a Basic and an Advanced Tutorial to introduce and explain the game as an initiation into your new position of supreme leader.

The **Basic Tutorial** can be played from the perspective of three different nations (Roman Republic, Carthage, and Ptolemaic Empire); each provides the most important information about the navigation of the map, use of game menus, building infrastructure, resource management, and diplomacy.

You can also choose to play an **Advanced Tutorial,** which contains more in-depth information while providing guidance rather than tasks. As you make decisions, the Advanced Tutorial will offer additional information and insights into the game logic.

There are separate sections on tutorials later on: see *3. TUTORIALS*.

1.3.4. SLITHERINE FORUM

Although we've tried to be as thorough as possible, some details might have been overlooked in the manual. If you cannot find the answer to your question herein, you can check with us at the Slitherine forum.

Now, we have held your eagerness to prove your worth at bay long enough; it's time to let you wend your way through history! May your reign be favored by the gods, and may your sword wreak havoc in enemy lines. But remember, trust and deceit are two sides of the same coin.

2. STARTING A NEW GAME

2.1. MAIN MENU

When starting a new game, the first window that appears is called MAIN MENU; it has several tabs.



New Game opens a list of games where you can choose whether you want to play a pre-defined scenario ("Ancient Mediterranean" option) or you prefer to generate a world of your choice ("Customized World" option).

Load Game opens a window with all previously saved games so you can choose the conquest you want to continue.

Create Your Scenario opens a new window where you can start creating a new scenario by designing your own map (see *18. GAME EDITOR*).

Game Settings displays a list of Player, Graphics, Audio, Keyboard and Mouse options that can be modified according to the performance of your PC, your preferences, and game style. Most options can also be changed in-game (*Main Menu → Game Settings*). For more information see *2.2 Game Settings*.

Load Mod opens a new window where you can choose to start a mod saved on your computer.

Additional Content opens a new window where you can see all new mods, scenarios and saves that are publicly available on Steam for download (see also *20. HOW TO WORK WITH STEAM WORKSHOP*). This tab is only available when you start a game.

Aggressors Library brings you to the aforementioned library, where you can find all important information about game rules, mechanics, units, etc. (see also *1.3 Where to Find Information*).

Credits opens a list of people who participated in the game's development.

Quit Game ends the game and returns to the operating system/desktop.

2.2. GAME SETTINGS

Changes in each tab need to be saved separately. There are three buttons at the bottom of the window to modify and save changes:

Set to default resets the default options in the current tab.

Cancel cancels all changes made and closes the window.

Save player options confirms the changes in the current tab. These settings will be saved and used for this and all future conquests until changed again.

2.2.1. PLAYER SETTINGS

UNIT SETTINGS

- **Show opponent actions:** allows you to see actions taken by other players during their turns (see also *6.10. Opponent Actions Panel*).
- **Only enemy actions** – see only the actions of your enemies
- **Actions related to me** – see only enemy actions directly related to you
- **Automatic unit selection:** another active unit will be automatically selected once orders are given to the previous one. This makes navigation and command of units easier, as all units that can still perform an action will be selected in a loop (see also *8.2. Ordering Map Items*).
- **Automatic unit de-selection:** unit is automatically de-selected once it executes its orders; it can no longer perform any actions in the current turn (see also *8.2. Ordering Map Items*).
- **Unit size:** size of all units on the map can be scaled from 1 to 5 (from smallest to largest). Note that this applies only for 3D view, not for Topview.
- **Fast unit movement:** all mobile units on the map will move faster.
- **Show action options:** actions available for the selected map item will be displayed on the map as a highlight; e.g. where it can move, where to build a city, which enemy can be attacked, etc. (see also *8.3. Map Highlights*).

- **Show action highlight:** a colored highlight will indicate how the selected action can be used; e.g., if Attack action is selected, the highlight will show all enemies within its attack range (see also *8.3. Map Highlights*).
- **Action highlight alpha:** the transparency of the highlight colors (0 means transparent and 100 means non-transparent).
- **Automatic city naming:** a name for a new city will be selected from a pre-defined list if you do not name it yourself by the end of the turn.
- **Automatic unit naming:** new military units receive a randomly selected name from a pre-defined list.
- **Zoom on attack:** camera will zoom in on any attack that involves one of your map items (does not apply in Topview).

MAP SETTINGS

- **Map scrolling on edges:** allows map scrolling by moving the mouse to the edge of the screen where an orange highlight appears (see also *5.1. Finding Your Way Around*).
- **Map scroll speed:** the number indicates how fast the map will scroll.
- **Hide city labels:** hides city labels on the map (automatic in Topview).
- **Camera movement:** camera focus when unit is moving.
- **None:** camera does not move
- **Destination focus:** camera focuses on the final destination of the current move
- **Start focu:** camera focuses on the starting point of the current move
- **Move camera:** camera focuses on the selected unit and will follow its movements
- **Terrain saturation:** allows increase or decrease of the saturation of terrain colors. This setting is only enabled when the "Advanced techniques" graphics setting is also enabled (see below).

- **Fog density:** allows to adjust the fog density above hidden and invisible tiles
- **Player color overlay:** toggles a colored overlay where terrain is highlighted according to player colors in order to clearly distinguish each player's territory (see also *6.3. Map Menu*).
- **Player color overlay alpha:** transparency of the colors used when "Player color overlay" option is used (0 means transparent and 100 means non-transparent).
- **Trees in Player color overlay:** the visibility of trees when "Player color overlay" is applied (0 means fully visible above the overlay and 100 means fully covered with the Player color overlay).
- **Terrain color overlay:** a terrain-distinctive overlay easily identifies different terrain types. This setting is only enabled when the "Advanced techniques" graphics setting is also enabled (see below).
- **Terrain color overlay alpha:** transparency of the colors used when Terrain color overlay option is used (0 means transparent and 100 means non-transparent).

UI SETTINGS

- **Confirm new turn:** extra confirmation pop-up appears to start a new turn, allowing you to see the world one last time before visibility is recalculated and some map items or features might be covered in fog of war.
- **Enable game hints:** game hints providing basic information about the main functionalities of each control will be displayed at the right side of the screen (see also *6.11. Hint Panel*).
- **Activate advisor:** hints and suggestions will appear when urgent matters need your attention (see also *7.17. Pop-Up Windows*).

- **Show my attacks info:** Battle results pop-up summarizing your attacks on mobile units (see also *7.17. Pop-Up Windows* and 15. WAR AND COMBAT *15. WAR AND COMBAT*).
- **Show my conquests info:** Battle results pop-up summarizing your conquests of enemy cities, resources, and buildings (see also *7.17. Pop-Up Windows* and *15. WAR AND COMBAT*).
- **Show enemy attacks info:** Battle results pop-up summarizing enemy attacks launched on your mobile units (see also *7.17. Pop-Up Windows* and *15. WAR AND COMBAT*).
- **Show enemy conquests info:** Battle results pop-up summarizing enemy conquests of your cities, resources, and buildings (see also *7.17. Pop-Up Windows* and *15. WAR AND COMBAT*).
- **Show Build panel:** a quick overview of current constructions or recruitment actions is displayed on the right side of the screen (see *6.8. Build Panel*).
- **Show Damage panel:** a quick overview of buildings, cities, resources, and mobile units that need repair is displayed on the right side of the screen (see also *6.9. Damage Panel*)
- **Extended UI setting:** allows adding more controls directly to the UI. This includes the Trade Overview (see also *7.4. Trade Overview Window*), Strategic Overview (see also *7.10. Strategic Overview Window*), Alert units, and Switch to next idle city controls (see also *6.5. Unit Menu* and *11. CITIES*).
- **Enable "Did you know" hints:** during opponents' moves game hints appear at the bottom of the screen.
- **Show confederation messages:** reports related to a confederation partner but not necessarily to your own territory or map items.
- **Buttons bar movement:** bar with available unit moves will slide into the view under the Unit menu every time a map item is selected.

GRAPHICS SETTINGS

- **Show fog above invisible tiles:** undiscovered map tiles are covered in 'fog' (see also *5.2. Map Visibility*).
- **Enable ambient animations:** birds, deer, wild boar, fish, and dolphins appear on the map.
- **Show particles:** displays a wake behind ships.
- **Hide trees in Topview:** simplified terrain features without trees in Topview (see also *6.3. Map Menu*).
- **Change daylight:** different light is applied according to the country situation (e.g. war).

GAME SAVES

- **Autosave period:** the number of turns after which the game is automatically saved. If set to 0, the autosave function is turned off.
- **Autosave files:** number of autosaved files kept on hard drive.

2.2.2. GRAPHICS

- **Profile:** choose and save graphics settings that fit the parameters of your machine. The chosen profile will automatically reset the other graphics settings listed below, however, you can always customize the settings manually.
- **Resolution:** sets the game display resolution.
- **Antialiasing:** smooths jagged edges.
- **Fullscreen:** the game runs in fullscreen mode (as opposed to windowed mode).
- **Terrain detail:** the level of terrain relief detail is scalable from low to high quality (to support low-end graphics cards).
- **Shadow quality:** quality of shadows in the game is scalable from none (no shadows) to low to high (to support low-end graphics cards).

- **Show fog:** 'fog' will cover undiscovered tiles or tiles hidden due to fog of war (as opposed to shades of black and grey).
- **Tree detail:** the level of tree detail is scalable from high to low to support low-end graphics cards. Choosing Low setting will decrease the number of vertices. Choosing None will disable the display of trees in the game.
- **Texture detail:** level of terrain texture detail is scalable from high to low (to support low-end graphics cards).
- **Advanced techniques:** a set of graphic features and options such as terrain saturation, terrain color overlay, etc., is enabled.
- **DPI awareness:** for players using higher DPI monitors.

If you experience performance issues, try the following:

- reduce antialiasing ("Antialiasing" graphics option)
- turn off displaying trees ("Tree detail" graphics option)
- lower resolution ("Resolution" graphics option)
- lower the quality of shadows ("Shadow quality" graphics option)

2.2.3. AUDIO

For a more realistic feel during play, several different types of sounds and an original collection of songs are available. All audio settings have slide bar so that the volume of each option can be adjusted separately.

Enable terrain sounds: sounds of nature typical for particular terrain types (rivers, wind, animals) will be enabled.

Enable movement sounds: sounds accompanying certain moves and actions (footsteps, attacks, construction works) will be enabled,

Enable music: toggles music, cycling through a collection of 100+ songs themed for the period (see also *6.4. Game Menu*).

Enable game sounds: clicking and UI reactions will be enabled.

Enable greeting sounds: units respond when selected or given an order.

2.2.4. KEYBOARD

The list of default key bindings for the most important functions and actions in the game is displayed here, and can be changed to suit your preferences.

Next Unit	Spacebar	Self-heal	
End turn	Enter	Recover	
Go to	G	Alert	
Cancel move	Q	Move camera further	Ctrl+ Subtract
Attack	T	Move camera closer	Control+Add
Wait	E	Move map left	LeftArrow or A
Build inside	B	Move map right	RightArrow or D
Build facility	Ctrl+B	Move map up	UpArrow or W
Heal inside	X	Move map down	DownArrow or S
Repair	Ctrl+X	Zoom in	Add
Train	V	Zoom out	Subtract
Improve	Ctrl+V	Aggressors Library	F1
Emergency aid	Z	Open State window	F2
Fortify	F	Foreign relations window	F3
Load unit	H	Strategic overview window	F4
Unload all	Control +U	List of reports	F5
Unload unit	U	Objective map	F6
Unload attack	Ctrl+T	Map item detail window	F7
Build road	R	Apply Player color overlay	F8
Build farm	I	Apply Terrain color overlay	Ctrl+F8
Upgrade inside	Y	Supply area	F9
Pillage		Quicksave	F10
Sleep	Ctrl+E	Quick load	F11

Destroy bridge			Make screenshot	F12 (saved to: Start -> Kubat Software -> Screenshots)
Build bridge			Next song	Ctrl+RightArrow
Repair bridge			Previous song	Ctrl+LeftArrow
Change research			Stop music player	Ctrl+DownArrow
Change government			Play song	Ctrl+UpArrow
Change capital city			Topview	TAB
Sell	L		Switch default action	Ctrl
Destroy unit			Center on unit	C
Change specialization	N		Skip opponent's moves	Spacebar
Destroy road			Stop Opponents moves	ESC
Raid	P		Trade overview	Ctrl+F2
Build town				

2.2.5. MOUSE

Mouse sensitivity: allows adjustment of the mouse sensitivity, where 1 is the lowest and 20 the highest.

Mouse lock: the cursor stays within the game window when the checkbox is ticked. To move to another window **[Alt+Tab]** will have to be used.

Mouse smoothness: smooths movement of the mouse cursor. This should be applied only for players who experience erratic cursor movement.

2.3. GETTING STARTED

Finally, you have made it to the point where the action starts! Your future depends on the strength of your armies, your political foresight, and the riches of your lands. Choose wisely the nation you take for your own!

The information on the Player selection screen should help you to make a good choice.

Select NEW GAME, and choose between ANCIENT MEDITERRANEAN and CUSTOMIZED WORLD; we strongly suggest the former, at least until you've played the tutorials (see below).



All nations available in the game are listed at the left side of the screen, and you can choose to lead any of them. By hovering the cursor over the name of the nation or the checkbox next to it, the tooltip shows you quick information about the country, the difficulty of its initial situation, and the availability of a tutorial for this particular state.

Select a nation simply by clicking on the checkbox next to it. The information on the right side of the window provides detail relevant to the selected nation. If you do not like surprises, you can click your way through all the states to gather vital information for the first phase of the game.

- **AI Player Difficulty** indicates how aggressive your opponents will be. The difficulty level can be set differently for each AI player by clicking

on the name of the nation (not on the checkbox!) and changing the difficulty level in the dropdown menu.

- **Population** indicates the number of people inhabiting your lands. This is not the same as the Citizens resource (or Country Size; see below)!
- **Economy** shows the economic strength of the country calculated from the size and number of all resources, buildings, and cities.
- **Power** represents your military power (combined attack and defense strength of all your military units).
- **Country Size** indicates how big your country is, in geographical terms (e.g., as opposed to Population, above).

The dashed line cutting through the bars represents an average taken from the starting position of all players.

- **Map** shows the world map, or at least your country and the environs you have already scouted. Black areas are still undiscovered.
- **Text** below the map provides a summary of the most important indicators of development (size of the country and its population, economic strength, and government).
- **Game Difficulty** indicates how challenging the game will be. The game difficulty level is general for the game and it is not related to the AI Player difficulty (see above). You can change the difficulty level in the dropdown menu. This option affects how aggressive the AI players will be, production of resources, frequency and impact of random events, and default setting of Game Options (see below).
- **Game Speed** determines the pace of the game, which is closely related to technological development. You can choose from five options in the dropdown menu; Realistic is the slowest (simulating real historical pace), Brisk the fastest.
- **Scenario Info** reveals the general scenario text and the scenario map (if you click on the black window at the top of the screen).

- **Game Options** allow you to customize several game features that can be changed only at the start of a new game but *not during the game itself.*
  - **Army Morale** – morale of armies will change depending on home situation, war outcomes, and the enemy(ies) it faces (see also 15.2.5. Army Morale).
  - **Loyalty** – conquered cities and units recruited there will not be 100% loyal to their new master (see also *15.2.8. Loyalty*).
  - **General Morale** – general morale of cities and units will change depending on many internal factors (see *15.2.7. General Morale*).
  - **Supply Management** – supply lines of conquering armies will affect their strength and will to fight (see *16.11. Supply Management*).
  - **Invention Tree Mixed** – technologies in the invention tree will be shuffled to create a unique research tree (see also *16.2. Research*).
  - **Invention Tree Hidden** – only developed and available technologies will be visible, not the whole invention tree.
  - **Random Events** – accidental events like earthquake, plague, climate changes will occur (see also *16.15. Random Events*).
  - **Objectives** – sets of strategic goals specific for each player will be generated (see also *7.8. Objectives*).
  - **Migration** – this feature allows people to move to different cities in the same country or abroad (see also *16.12. Migration*).
  - **Raids** – this feature allows players to attack trade routes of enemies and steal traded goods (see also *16.5. Raids*).

It is important to note that some options might be automatically turned off or on depending on what level of game difficulty is chosen. You can always change the settings, of course. However, the default settings are set with the first game difficulty you choose, and will not change if you eventually decide on a different game difficulty level; e.g., if you first click on game difficulty Beginner, the Options window will show you the default set of

options: only General Morale, Supply Management, Random Events, and Objectives will be turned on by default. If you change the game difficulty again before you start the game, the default (or your settings if you altered them) will no longer change with the new game difficulty).

Use the checkbox to select a country you want to play and to select the tutorial options. If you want to recall the tutorial checkbox window again, click on the icon  next to the selected state.

You have now chosen which nation you want to lead; it is time to get acquainted with the situation in your country and with the main controls and mechanics of the game.

3. TUTORIALS

To get to grips with the main features and logic of the game, we recommend that all players go through the tutorials. Information and suggestions included there will help you understand the complexity and depth of the game, as well as how different game mechanics interact and affect the situation in your country.

We don't like boring tutorials and so we designed a Basic tutorial for three different nations (Rome, Carthage, and Ptolemaic Empire). Never fear; apart from dry information and explanations of the most basic game features, it will also bring on some action, since the best learning is done through practice!

An Advanced Tutorial for those who like guidance through the main controls and mechanics of the game before taking the reins themselves starts after the Basic Tutorial is completed.

3.1. STARTING THE TUTORIALS

When you select one of the nations in the Player selection window, a pop-up appears where you can choose if you want to play the tutorial(s). Click on the checkboxes next to the options to activate them.



If you need to recall the window with tutorial options, click on this icon next to the name of the selected nation.

3.2. BASIC TUTORIAL

The Basic Tutorial will start automatically after loading a new game. Pop-up windows will explain everything you need to know about the current situation in the country. The instructions and information in the tutorial windows will direct your attention to the basic controls and mechanics of the game and, through a set of tasks, teach you to use them.

The tutorial will take you through the basics of map navigation, content of the game menus, city and resource management, country infrastructure, unit actions, foreign politics and war, and so on.

This is a sandbox tutorial, which means that during this time you will not be able to perform certain actions and fully control units and objects on the



map; this is in order to avoid conflicts with other tutorial tasks. Still, you are free to check the interface, all game menus and control panels, as you wish!

If you need a break to digest all the information, simply save the game and return to it later.

3.3. ADVANCED TUTORIAL

The Advanced Tutorial starts automatically once the Basic Tutorial is completed (provided you selected the Advanced Tutorial option) or immediately after the game starts (if the Basic Tutorial was not selected). From this moment on, only your decisions will decide the future of the country.

The Advanced Tutorial will react to your actions and provide you with additional information, in-depth explanations and suggestion that might be available at that moment. Even so, this tutorial acts only as an advisor, and thus you do not need to slavishly follow any of its suggestions. Use your own common sense and logic.

The tutorial stays activated until all its tasks are completed. Using the Advanced Tutorial will help you understand the game logic and rules while

playing without the need to read lengthy text in advance. That said, we recommend perusing relevant sections for detailed information of concepts et al. which remain unclear.

3.4. RE-PLAYING TUTORIALS

Once you complete a tutorial you will not be able to come back to it. If you want to read the information again, you can either refer to the Tutorial tab in the Aggressors Library or re-start the game from a saved file.



3.5. TUTORIAL PANEL

Both tutorials can be controlled through a tutorial panel displayed above the Map menu on the left side of the screen (see also *6.7. Tutorial Panel*).

4. HOW TO SAVE AND RELOAD

Even the strongest need an occasional break. You can save and reload the game any time during play.

4.1. SAVING GAMES

The game can be saved over an existing file or into a new one using a default or custom name. You can save the game through the Main Menu in the upper right corner (*Main Menu → Save Game*).

The game will be saved in the default location below and you will be returned back to the game:

- Documents\My Games\Aggressors Ancient Rome\Saves\



Any of the saved files can be deleted in the Save Game window by clicking on the next to the name of the game.

4.2. LOADING GAMES

Continue a game that you have previously saved by loading it from the Main Menu; selecting Load Game opens a list of previously saved games. Click on the saved game you want to continue playing and click OK. The game will load and you can resume playing at the point you left off.



While playing, you can access the Load Game window through the Main Menu (*Main Menu → Load Game*).

Auto-save is a function that automatically saves the game at the beginning of the turn. The number of turns after which the game is saved and the number of saved files that will be kept on your hard drive can be changed

in the Game Settings (*Main Menu → Game Settings → Player → Autosave period* and *Autosave files*).

Quicksave allows you to save the game simply by pressing [**F10**]. The file will be named by default "Quicksave", and any new quicksave will overwrite the previous one.

Quick load allows you to instantly re-load a Quicksave file (saved by using quicksave function, above) by pressing [**F11**].

Deterministic mod allows players to load a saved file and, by executing the same sequence of actions, to duplicate a certain result. To use this function hold CTRL key and click on the saved file you want to re-load.

5. MAP

The main map represents the world in which you build your empire and lead your armies to heroic victories. It is divided into tiles which, accreted together, create territories. How to navigate the map and the characteristics and properties of different terrains are described below.

5.1. FINDING YOUR WAY AROUND

The map is a canvas on which the alternative history of *Aggressors: Ancient Rome* plays out. The map is therefore not only where you, the player, interact and execute your will, it is also the window through which you can observe the major events taking place.

Moving and changing the map view can be done in many ways:

- **Left mouse click** - click anywhere on the map and the map view will center on that point. NOTE: Be careful not to have any map item selected when you want to move a map this way, as left clicks are also used to confirm default actions!
- **Mouse wheel** - click and hold the mouse wheel (if you have one) and drag the map to where you want it centered.

- **Map edge scrolling** - move the cursor to the edge of the screen where an orange highlight will appear; the map view will shift in that direction. This option can be turned off in Game Settings (*Main Menu → Game Settings → Player → Map scrolling on the edges*).
- **Arrow keys** and **WASD keys** – press any of those keys to move the map view up, down, right, and left.
- **Mini-map** - click anywhere in the Mini-map section or drag the white quadrangle shape around the mini-map to shift the map view to the area you want to see (see also *6.3. Map Menu*).
- **Zooming** in and out is done either with a mouse wheel or the zoom-in and zoom-out buttons in the Map menu  /  or by using + and – keys.
- **Topview** – map view can be switched to a 2D view (Topview) for a better overview of the map, units, and other map items by pressing **[TAB]** or by clicking on the Topview button  at the bottom of the Map Menu (see also *6.3. Map Menu*).

5.2. MAP VISIBILITY

Ideas about the physical world in ancient times were based on limited scientific knowledge, accepted philosophical theories, and spiritual beliefs. Thus, your knowledge of the world and other nations will be limited. When you start a new game, you will see your own territory and probably some other regions that may have been known to your worldly travelers and itinerant merchants in that time. By exploring new regions and forging closer relations with other nations, you will discover new lands and come into contact with other civilizations.

There are three levels of visibility used in the game:

Visible – full visibility means you can see terrain and its properties, resources, cities, units, improvements, and infrastructure. All map items have a so called visibility range where full visibility applies. Resource mines have a

default visibility range of 0, while all other map items' range is 1 tile. If a map item is positioned on a hill, the visibility range increases by +1. The visibility range of all units, cities, and some buildings can be permanently increased by a further +1 with the "Scouts" improvement (see *14. IMPROVEMENTS*).

Fog of war - areas that have been explored already but lie outside the visibility range of any of your map items are hidden in the fog of war. Cities, mines, and buildings that you have "seen" once will stay visible through the fog, while units and new permanent structures will remain concealed. This might result in your seeing enemy units attacking an "empty" tile hidden in the fog of war. In fact, there is a map item on that tile that is hidden from view. To make the tile (and whatever is on it) again fully visible, you will need to position one of your map items so that these areas are within its visibility range.

Unknown – areas that you have not yet explored and for which there is no previous knowledge among your people are obscured by the total darkness of the unknown.

5.3. TERRAIN

Life in ancient times was almost wholly dependent on land. Fertile lowlands produced enough food for larger populations and faster urban development, while secluded hilly and wooded regions provided some safety from aggressive neighbors but limited population growth. War strategies and battles needed to be carefully planned as adverse terrain can thwart even the best schemes.

Aggressors: Ancient Rome features ten terrain types, and while each naturally has a different look, they also boast varied properties such as resource yields; bonuses for attack and defense; movement restrictions; accessibility (mountains, water); and utilization for urban and agricultural infrastructure and improvements.

Forest – wooded areas, while obviously being a main source of wood, also produce small amounts of food (e.g., from hunting and gathering

mushrooms, nuts, et al.). Both wood and food is obtained only from those tiles that lie within a city's range (see *11. CITIES*). Forests can be cut down completely to create arable land (plains). Building a city on a forest tile will use most of the land for buildings, and the tile will no longer produce any resources (see also *9.2. Harvested Resources*). Movement through forest is more difficult, and thus requires more time.

Hill – elevated areas produce small amounts of wood, but their value is mostly defensive. Hills are good to set up your defenses as they create a natural barrier against invading armies. Movement uphill is not easy, and thus also takes more time; additionally, attacking defensive positions in hilly areas is more challenging. Finally, units stationed on them acquire higher visibility range, and so hills provide a good vantage point.

Plain – flat terrain that is very suitable for urban development and for agriculture. Plains that lie within a city range produce food and small amounts of wood, and can be further cultivated for fields and farms.

Grassland – open, very fertile terrain suitable for agriculture and building cities. Grassland tiles lying within a city range produce food and can be utilized as fields and farms.

Desert – generally flat, dry terrain not suitable for building city infrastructure. Desert tiles do not produce any resources, and further restrict unit movement. This can be used to advantage as it can slow the advance of invading armies.

Jungle – wooded areas that are the source of food and wood in limited amounts; can be cleared and utilized for agriculture. Thick tree cover and undergrowth severely limits unit movement.

Mountain – impenetrable regions that are inaccessible for most units, and so create a good defensive barrier against foreign armies. Mountains are not suitable for building any permanent structures, and do not produce any vital resources. Settler and nomad units with a "*Mountaineer*" improvement can cross the mountains, and settlers with such an improvement can even build roads in this terrain, which then makes it accessible for all other units.

Scrub – semi-arid flatlands suitable for city development. Steppes lying within a city range produce small amounts of food.

Swamp – wetlands not suitable for urban development or agriculture. They do not produce any resources, and movement through them is very slow. Swamps can be drained to create an easier terrain (grassland) that can be further utilized.

Water – sea and lakes can be only accessed using naval units. Coastal areas lying within a city range produce food.

5.4. TERRAIN FEATURES

Apart from natural terrain, other features and improvements play extremely important roles in battle tactics and in the overall development of a state in *Aggressors: Ancient Rome*.

Rivers - rivers are permanent features that can cut through any type of terrain.

A city built on a river tile acts as a "bridge", and units can cross here with no movement penalty. However, buildings can be built on a tile through which a river flows only if you build a bridge there first. Bridges can be built by settlers (only) to provide a natural crossing point for all units.

Rivers create a natural barrier that restricts free movement of units, and should be carefully considered when planning an incursion into another country or when positioning defense posts. Crossing a river is always slow, and some units cannot cross rivers at all (e.g. warriors) unless a bridge is available (see above).

Most units need two turns to cross a river (they use all movement points to enter the tile where the river flows, and then must wait until next turn to move farther). Once a unit is on the river tile, it is very vulnerable; it has no movement points left to run, and that lowers its defense strength. Attacking such a unit does not require that the attacking unit also moves into the river tile. Although it uses its movement points in the attack, if it wins, it does

not move onto the river tile but stays on its current position unless it has movement points left and wishes to proceed.

This important terrain feature can but very effectively used for defensive purposes. A few units stationed on a river bank that creates a border can stop or at least slow down a foreign invasion.

Rivers have a significant effect on your ability to supply your units on the other side unless, again, a bridge (road) connects the two banks (see also *16.11. Supply Management*).

Rivers also affect resource production: Food yields from a river tile are twice as high as is usual for the particular terrain type. Conversely, while mines increase their production when they are close to cities and blacksmiths (see also *9.1 Mined Resources*), if a mine is located directly on the tile where the river flows, its production is not affected. However, if the mine is located on the side *opposite* the city and/or blacksmith, even if it is within the required distance, it does not benefit from this connection unless a bridge/road is built.

5.5. LAND IMPROVEMENTS

Land improvements such as cultivation and better communication lines support the economic and military infrastructure in the country.

5.5.1. ROADS

Roads play an important role in the general development of a realm. They allow units to move faster over all terrains; increase the resource production from resource mines; and reduce unnecessary costs of trading exchanges (think of this as loss due to accident/predator incursion, spoilage, pilferage, etc.).

Virtually all mobile units can move over all terrain, albeit some restrictions apply; e.g., naval units cannot travel across land; units need a "*Mountaineer*" to be able to cross mountains; etc.

There are two types of roads:

- dirt roads are basic paths with moderate impact on mobility of units, resource production, and trade
- paved roads are an upgrade of dirt roads that can only be built on tiles where a dirt road already exists

Roads in general allow for faster movement of units through all types of terrain, and so play an essential role in territorial expansion. The default mobility of different unit types on different terrains without roads is summarized here: *12.6. Unit Properties*.

Roads also improve the production of resources from mines that connect cities and blacksmiths (see also *9.1 Mined Resources*).

Developed road networks also decrease the overhead costs of trading (mentioned above). Every exchange of resources is burdened with these expenses, calculated from the type of trade route used for the exchange; e.g., a trade route leading over large hilly and forested areas incurs higher overhead costs than one through flat terrain with paved roads. For more details see *16.4. Trade*.

Roads can be built on all terrains (except for sea) by settlers. There are two actions that command a settler to build a road: "Build road" and "Build route" (for details see *13. ACTIONS*).

5.5.2. FIELDS AND FARMS

Food is obtained from grass, plains, scrub, jungle, forest, and water tiles lying within a city range (see also *11.2. City Range*). Yields can be increased by cultivating the land. There are two types of agricultural improvements:

- Fields use basic cultivation techniques to increase food production on tiles within a city range by 200%
- Farm is an upgrade of a field and can be built only on tiles where a field already exists; it increases food yields by 300%

A summary of food harvested on different terrains can be found here: *9.2. Harvested Resources*.

Fields and farms can be built by settler units only. The action button is the same for both actions: Build field/Build farm (see also *13. ACTIONS*). These improvements might not be available from the beginning of a given game, depending on the level of technological development.

Food is obtained from tiles that lie within a city range only. Building fields and farms outside of a city range will not grant anything. You can utilize tiles that are not suitable for agriculture such as forest, swamp, and jungle, by cutting them down or draining them. Fields and farms cannot be created on tiles already occupied by resource mines.

The overview of food production can be viewed in the Resource usage map (see also *7.11. Resource Usage Map*).

6. MAIN SCREEN

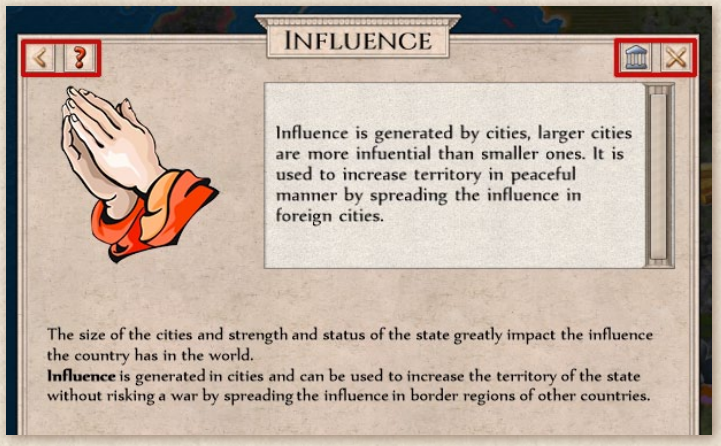
No matter if you are starting with a strong country with established governing principles or a handful of nomads scattered in a few settlements, governing the whole society will require your full attention. Nothing will happen without you knowing about it, but keeping all that information in your head is a superhuman task.

The game is quite complex, and so to make it easier to get a grip on all the game controls and mechanics, the interface is designed to provide instant hints and extra information.

The Main Screen is divided into game menus located in the corners of the screen, plus several control panels. Each contains different information, but all are useful sources of data.

6.1. WINDOW CONTROLS

Many functions in the game are commanded through in-game windows. It is important to stress that only *one* window is active at a time even if more are open. Depending on the size of the previously opened window(s), these



might be hidden in order not to obscure the view of the map, but can be recalled by closing the currently active window or by using the back button.

Back button in the upper left corner closes the currently open window and takes you back one step. Alternatively, press **[Esc]**.

Aggressors Library button **[F1]** in the upper left corner will take you to the Aggressors Library and the tab related to the topic. When this button appears in the game window, it takes you to a contextual help.

Back to State window button in the upper right corner closes the currently active window and takes you back to the State window.

Close button in the upper right corner will close *all* currently open windows. A simple left click anywhere outside the window accomplishes the same. If the window does not contain Back button, you can again use **[Esc]**.

Cancel button at the bottom of the window closes the window without saving any changes.

OK button in the lower right corner confirms any changes and closes the window.



Be aware that not all windows contain all buttons, as this depends on the nature of the information provided.

6.2. STATE MENU

Located in the upper left corner of the screen, this menu contains the most important tools to steer your country. The State Menu consists of five parts:





State Window, Build Facility button, Objectives Map button, Research bar, and Resource panel.

State Window [F2], represented by the national symbol, contains the main tools of state administration, a quick summary of the current world standing of the realm, and an overview of available resources (for details see *7.1. State Window*).

Build Facility opens a list of available buildings that can be constructed (see also *7.14. Build Facility Window* and *10. BUILDINGS*).

Objectives Map opens a map window that illustrates the goals of different objectives related to land and territory (see also *7.8. Objectives*).

Research progress bar shows the currently researched technology and the time to its completion. If no technology is currently being explored, this progress bar is not displayed. Left clicking on the progress bar takes you to the Invention Tree window, and a right-click takes you to the relevant technology tab in the Aggressors Library (see also *16.2. Research*).

Resource Panel shows a summary of currently available resources with consumption, production, and maintenance costs of last turn(s). A left-click on the Resource Panel takes you to the Resource Usage map, while right-clicking once again opens the relevant tab in the Aggressors Library (see also *9.4. Resource Panel*).

6.3. MAP MENU

The Map Menu in the lower left corner is designed to help with orientation and navigation around the map.



Mini-map is a small representation of the whole world including the undiscovered parts that are concealed. Colored areas represent other nations, while dots represent cities (capital city is marked with a star). The white

quadrangle shows where the main map is focused. You can re-center it simply by clicking on any location in the mini-map or by dragging the quadrangle around the mini-map.



Political Map button [F3] opens the Political Map of the world (see also *7.2. Political Map*).

National Banner [F5] – left-clicking the national banner recalls the Report Panel on the left of the screen (see also *6.6. Report Panel*). The state of the banner indicates the general level of happiness in your country; e.g., when happiness is dangerously low, the banner will appear torn.

When you are part of a union of states, the banners are combined to show who is the "master" in the relationship (see also *16.3. Foreign Relations*).

Country Name – left-clicking the country name in the Map Menu opens a Country Name pop-up where you can change the name of your empire. Right-clicking it opens the State Window.

Zoom buttons on the right of the Map Menu can be used to zoom the view in and out and to re-center to the currently selected map item or the capital city if no other map item is selected.

Player Color Overlay button **[F8]** changes the display of national borders. You can toggle colored borders showing the territorial limits of the states while leaving the rest of the terrain fully visible, or you can apply the Player Color Overlay where the entirety of states are highlighted in national colors. The latter makes state territories more distinct but partially obscures terrain details.





The display of borders and the transparency of colors can be modified in Game Settings (*Main Menu → Game Settings → Player → Player color overlay* and *Player color overlay alpha*).

Trees and fog button, not surprisingly, toggles the display of trees and fog. Map items are more distinct at the expense of aesthetics. The display of trees and fog can be also partially modified in Game Settings (*Main Menu → Game Settings → Graphics → Show fog above invisible tiles* and *Hide trees in Topview*).





Trade Routes toggles the display of all trade routes leading to your empire, as well as all active trade routes of other states (if "Raids" feature is enabled). Trade routes are marked by dashed lines linking the trading cities. This feature provides a quick and easy overview of the nations with whom you can trade. For more details see *16.4. Trade*.



Topview button **[Tab]** switches between 3D and 2D views. Topview (2D) is a fully functional view of the game which provides a clear overview





of the map and all map items. Although some features and options are disabled in this view, the game can be played in Topview otherwise the same as in 3D.

Grid button turns on/off a map grid which makes the game tiles more distinct.





Supply area button [F9] highlights tiles which are too far to be reliably supplied with food and armaments; units will starve if they enter such a tile. This feature can be disabled at the beginning of the game in the Game Options (see also *16.11. Supply Management*).

Terrain color overlay button [Alt+F8] helps distinguish different terrain types.



Trade Overview – this button appears at the top of the Map Menu when you turn on the Extended UI setting (*Main Menu → Player → Extended UI setting*). Trade Overview opens a window listing all ongoing trades, including a summary of traded goods and possible trading partners (see also *7.4. Trade Overview Window*).

Strategic Overview – this button appears at the top of the Map Menu when you turn on the Extended UI setting (*Main Menu → Player → Extended UI setting*). This overview provides a graphic summary of all your

units and cities, plus buildings and mines and their improvements (see also *7.10. Strategic Overview Window*).

Interim Government – this icon indicates that the government is undergoing upheaval, and until it is full in power, an interim government is in place. During this period resource production is lower.

Extinct Player – this icon indicates that the player no longer has territory or map items.

6.4. GAME MENU

This menu in the upper right corner leads to the Main Menu and the Aggressors Library, and contains Music Player buttons, as well as a Year indicator.





Hourglass [Enter] – left-clicking on the hourglass ends the turn.

Main Menu button opens the window where you'll find options for saving, loading, ending the game, and game settings (see also *2.1. Main Menu*).

Aggressors Library [F1] button leads to in-game help where you can find detailed information about different aspects, features and mechanics of the game (see also *1.3 Where to Find Information*).

Music Player buttons allow you to control the music player. Music can be played and stopped; songs can be backtracked or forwarded.

Year indicator displays the current year of the game, and the tooltip also shows how many turns you have already played.

6.5. UNIT MENU

This menu in the lower right corner includes details about the currently selected map item, its properties, improvements, and available actions. The information displayed in the Unit Menu changes depending on the map item selected (i.e, slightly different data is displayed for cities than for military units).



Each map item has a set of properties that define its strength, specialization, and mobility. Every item can have a different set of properties; e.g., a gold mine has different statistics than a city or military unit.

Model – a model of the selected item represents it on the map. It can show signs of damage or injury; for example, if a legionary unit sustained heavy injuries, the model will be dirty and bloody.

A left-click **[F7]** on the model will open a Map Item Detail window with detailed information about that particular item (see also in *7.15. Map Item Detail Window*).

Right-click opens a Map Item Type window with detailed information about its type (see also *7.15 Map Item Type Window*).

 **Helmet** – the helmet at the top of the Unit Menu represents all your active units (not map objects). By clicking on it, you can cycle through active units; thus, only those units that can still perform an action are included in the loop. (Note: The color of the crest is in your national color.)

Name – the name of each map item is displayed in the upper part of the Unit Menu. Naming all map items makes micro-management and orientation on the map easier.

Military units and cities have specific names assigned to them automatically, whereas non-combat units (e.g. settler), buildings, and mines are given generic names. Automatic naming of cities can be turned off in Player options (*Main Menu → Game Settings → Player → Automatic city naming*).

As previously mentioned, the name of any map item can be changed in a Set Name window, which opens by left-clicking on the name in the Unit Menu. Similarly, right-clicking on the name in the Unit Menu opens a Strategic Overview window (see also *7.10. Strategic Overview Window*).

Specialization – cities and some buildings (stable and shipyard) function as "builders", which means they can produce new units. The exact specialization indicates what unit type can be built or recruited there. The specialization is displayed under the name of the map item in the Unit Menu, and can be

changed during the game to allow you to react to the immediate needs of your country. A single map item can specialize in several unit types at once.

Left-clicking on the specialization in the Unit Menu will open a Map Item Type window particular to the specialization. If a map item is specialized in building several unit types, you can see the full list in the tooltip, or use the side arrows next to the specialization field to scroll through the list.

 **National Banner** – the banner at the upper right corner of the Unit Menu represents the owner of the map item. Selecting the map item and clicking on the banner takes the player to the State window. If you select a foreign map item and click on the banner, you will be taken to the Diplomacy window with the opponent.

 **Damage icon** – "builders" can be damaged, and so unable to produce new, repair, or improve, other units. In such a case the Damage icon appears at the left upper of the Unit Menu to indicate that you cannot use the builder before it's repaired.

 **Unserviceable** – this icon in the upper left parts of the Unit Menu indicates that the selected map item cannot be used to execute any action. The main reasons are lack of resources to cover its maintenance (turn) costs, or when it has been sold or selected for destruction ("Sell" or "Destroy" action), and the process has not yet been completed.

 **Raids** – this icon in the upper left of the Unit Menu indicates that the selected unit has been ordered to raid foreign merchant caravans or vessels on all active enemy trade routes within its movement range (see also *16.5. Raids*).

 **Vulnerable** – this icon in the upper left part of the Unit menu indicates that the selected unit has been given either the "Self-heal" or "Recover" action order which affects the defense strength of the unit: a -50% and -60 %, respectively, defense penalty applies if the unit is attacked during the healing process (see also *13. ACTIONS*).

 **Number of turns** – the number of small hammers inside the Unit Menu indicates how many turns are needed to finish the current task.



Loyalty – all recently conquered map items need time to identify themselves with their new overlord; they are not so willing to put their life on the line for their new commanders. Loyalty indicates how assimilated the conquered city, mine, building, or unit are, and how prepared they are to fight for you. The colored column and tooltip shows the level of loyalty they feel towards you; the "emptier" the column, the higher the loyalty. Left-clicking on the icon brings you to the Aggressors Library tab relative to Loyalty (see also *15.2.8. Loyalty*).

Number of attacks – this icon inside the Unit menu indicates how many attacks can be launched by the selected unit during the current turn. By default all military units have one attack per turn, but you can use the "Blitz" improvement to increase the number to two.



Held inside – this icon inside the Unit menu indicates the number of units inside the selected map item. Cities, buildings, and some units (naval units, wagons) function as so called "containers", which means that they can contain other units. For example, boats transporting military units across the sea or damaged unit entering a city to be repaired. With a left-click on the small helmet you switch the view in the Unit Menu to the unit(s) inside the container.



General morale – all map items react to home events and foreign affairs, and their morale can decrease if things aren't going well. Low morale means the map item is weakened, does not put up as much defense when attacked, is susceptible to desertion, etc. The colored column and tooltip shows the level of morale of the selected map item; the "emptier" the column, the higher the morale. Left-clicking on the icon brings you to the Aggressors Library tab relative to Morale (see also *15.2.7. General Morale*).

Size – cities and mines have the capacity to increase their size which is indicated by the number inside the Unit Menu, e.g. 3.1.



Attack Strength – this icon is displayed at the bottom of the Unit menu, and indicates the Attack Strength of the selected map item. It appears only for map items that have an attack ability (i.e., cities or mines cannot launch attacks).

Defense Strength – also displayed at the bottom of the Unit Menu, this icon indicates the Defense Strength of the selected map item. Additional defense bonuses can be achieved, and in this case a smaller number appears below the Defense strength number to indicate the temporary bonus. For example, a Warrior unit that did not move this turn is fresh and strong and can better defend itself than another that traversed some distance and is attacked immediately after reaching its destination.

Movement points – this icon is displayed at the bottom of the Unit menu, and indicates the number of movement points remaining. This applies only to mobile units, as cities and buildings cannot move and therefore don't have any.

Improvements – at the left side of the Unit menu are displayed improvements of the selected map item. Cities, buildings, and units each have different possible improvements, acquired either through the "Build Improvement" action (for cities and buildings) or "Train" action (for units). When the map item proves its worth in battle, it can also gain an improvement through experience (see below and also 14. IMPROVEMENTS).

Experience – all units and some other map items (city, fort, defensive wall, patrol tower) can be attacked even if not all can launch an attack themselves. The colored column inside the pillar on the left side of the Unit Menu indicates how battle-hardened the selected map item is. The higher the column, the more battle experience (see also *16.9. Experience* and *15. WAR AND COMBAT*).

Action buttons – the bar on the left side of the Unit menu shows all actions available to the selected map item. Some actions might not be executable at a given time (grayed out), due to reasons such as lack of resources, insufficient movement points, etc. The number of displayed action buttons is not finite; new ones appear throughout the game (see also *13. ACTIONS*).

Alert units – this button appears in the Unit Menu only when Extended UI Settings is toggled on (*Main Menu → Player → Extended UI setting*). This control allows you to activate all waiting or sleeping units at once without waking them up manually one by one (see also *13. ACTIONS*).

Switch to next idle city [Ctrl+Spacebar] – this button appears in the Unit Menu only when Extended UI Settings is toggled on (*Main Menu → Player → Extended UI setting*). Idle cities are those that are not currently building any city improvement, changing specialization, building or training units, etc. A loop of your idle cities allows you to go through them quickly and decided if you want to leave them idle or initiate any kind of action (see also *11. CITIES*). You can also give them a "Skip" command to remove them from the loop in the current turn.

6.6. REPORT PANEL

Time never stands still, and events occur continuously not only in your empire but in others' that can change the course of history. At the start of every turn you receive a list of reports describing the most important events that shouldn't escape your attention.

The list is shown in the Report Panel on the left of the screen. The reports at the beginning of a turn are listed according to their importance; distinct colors and fonts are used for different types. If a new report comes in during the turn, it is added to the end of the report list.



Clicking on the report lines causes the map view to either shift to the place where the event took place, or a pop-up related to the information in the report will open (e.g., State Decisions window). This applies only if the report can be viewed in detail (i.e., you cannot click on "Turn of Roman Republic has started" report).

The list can be recalled by clicking on the banner in the Map Menu **[F5]**, and you can scroll down through the list using the mouse wheel.

6.7. TUTORIAL PANEL

When the tutorial is active, the Tutorial Panel is displayed at the left edge of the screen.



There are several control buttons:

Last task – this button will recall the current task in case you forget what it is or get lost.

Find map item – this icon highlights the map item which can perform the task at hand. However, it only works if the task can be executed by map item

(e.g., Change Government is not a task for any map item, and so clicking on this icon will not re-center the map).



Tutorial break – this button allows you to temporarily stop the tutorial for 5 turns and enjoy the game without any tasks popping up. This option is only available in the Advanced tutorial.

Reactivate tutorial – you can resume the tutorial task if it has been temporarily stopped.

Close tutorial – this icon will close the tutorial. The only way to restart the tutorial is to start a new game and manually choose the tutorial option again (see also *3 TUTORIALS*).

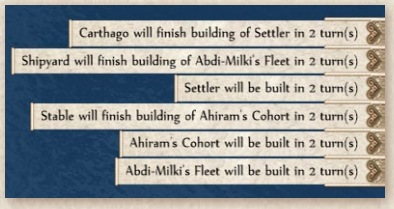
Completion tracker – the column on the left edge of the Tutorial Panel shows the progress through the tutorial.

6.8. BUILD PANEL



The larger the empire, the more maintenance it needs. The Build Panel provides a quick overview of all building activities that keep your buildings and cities busy – producing units, improvements, etc.

Build panel – this panel is displayed on the right of the screen above the Unit Menu. If you click on it, a list of all building activities possible by so called "builders", and the number of turns needed to completion, will appear. You can also find here information about ongoing construction, improvement or repair works, and recruitment or building of new units.

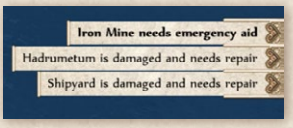


Clicking on any of the lines in the map view will center on the builder in question. The panel can be closed by clicking on the arrow sign at the end of the reports . The Build Panel can be turned off in Game Settings (*Main Menu → Game Settings → Player → Show Build Panel*).

6.9. DAMAGE PANEL

State infrastructure needs constant repair and maintenance due to military actions, natural disasters, or simple wear and tear. The Damage Panel provides a quick overview of damaged cities, buildings, or mines. Depending on the extent of the damage, the "Repair" or "Emergency Aid" action may have to be used (see also *13. ACTIONS*). Damaged objects decrease their production rate with every turn they are left damaged, and cities can even be completely destroyed.

Damage Panel – the panel is displayed at the right edge of the screen above the Unit Menu. If you click on the icon, a list of all damaged objects will open; click on any of these and the map view will shift to that location. The panel can be closed by clicking on the arrow sign at the end of the report lines





. The Damage Panel can be turned off in Game Settings (*Main Menu → Game Settings → Player → Show Damage Panel*).

6.10. OPPONENT ACTIONS PANEL





To make informed decisions and to stay up to date with the latest developments in the world, you should keep an eye on the actions and moves of other players – be it your enemies or allies.

The Opponent Actions Panel is displayed at the top of the screen while the AI players make their moves. You can only follow the actions of an AI player whose state is fully visible to you. However, if attacked, you will see this as well, as the tiles around your map items are fully visible.

The banners in the panel and the state name indicate whose actions you're viewing.

Focus – by default the camera follows the action automatically as AI players take their turns, but you can release the focus and move the view to whichever location on the map you want.

Skip – skip the current player and move to the next one by clicking on this icon at the bottom of the panel.

Close [Esc] – close the whole panel, skip all the turns of AI players, and jump ahead to your next turn.

If you're not interested in the actions of any AI players, turn off this function in the Game Settings (*Main Menu → Game Settings → Player → Show Opponent Actions*). Here, as previously explained, you can also adjust this function to follow only the actions of enemy AI players (*Main Menu → Game Settings → Player → Only Enemy Actions*).

6.11. HINT PANEL

As your decisions decide the future of the empire, you should know where to find necessary information when you need it.

The Hint Panel displayed at the right side of the screen under the Game Menu provides information and hints how to use the game controls and



details about map items. Several icons are used for quick navigation through the information provided.

Mouse buttons – a description of what happens when you left- and right-click or use the mouse wheel.

Tooltip explanation – a description of the information contained in the tooltip.

Context – contextual information and details.

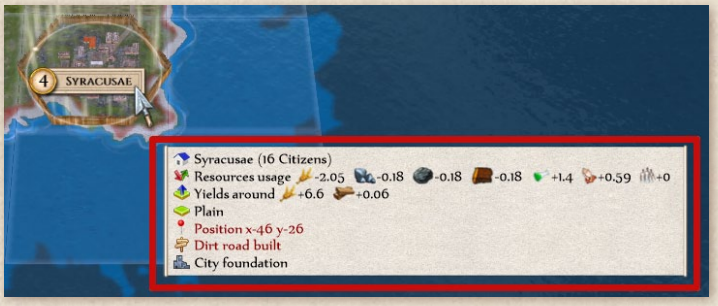
This panel can also contain a summary of the most important information related to map objects such as cities, mines, and buildings.

The Hint Panel can be turned off in Game Settings (*Main Menu → Game Settings → Player → Enable Game Hints*).

6.12. TOOLTIP

Tooltip is a dynamically changing panel at the tip of the cursor that displays information related to the tile in question (owner, terrain type, position, list of units located on the tile, terrain bonuses, etc.); alternatively to selected map items; or else quick generic information on game controls and mechanics.





A tooltip can contain a great deal of information; much is represented by icons:

Owner – tile owner and the territory (e.g. Epirus (Calabria))

Terrain type – type of terrain on the particular tile (e.g. sea); see also *5.3. Terrain.*

Yields – resource icons and numerals indicate what resources are produced on the tiles (e.g. +10.2). See also *9. RESOURCES.*

Resource usage – resource icons and numerals indicate what resources are produced and consumed on this tile. This only applies for resource mines and cities (e.g. -1.3 +1.4).

Dirt road built – a dirt road has been built on this tile (see also *5.5. Land Improvements*).

Paved road built – a paved road has been built on this tile (see also *5.5. Land Improvements*).

Agricultural land – this terrain has been cultivated for agriculture (e.g. farm, field). See also *5.5. Land Improvements.*

Frozen land – indicates the tile has been affected by a sudden climate change (see also *16.15. Random Events*).

Tile supply – how well a unit on this tile is supplied (e.g. tile supply 100%). See also *16.11. Supply Management.*

City foundations – the city foundations on this tile will stand even if the city is destroyed. Building a new city on city foundations is cheaper and faster (see also *11. CITIES*).

Trade route – indicates that a trade route leads through this tile; details include the trading party (e.g., Trade route with Massilia). This applies only if the display of trade routes is enabled (see also *6.3 Map Menu* and *16.4. Trade*).

Own unit – type of unit and its name, followed by details about its attack and defense strength, movement points, and units inside in the case of a "container" unit (e.g. Galley Pompilius Fleet 2 2 8 +1).

Allied unit – type of unit, its name and owner (e.g. Warrior Cavalry Theotman's group (Ardiaei)).

Friendly unit – type of unit, its name and owner (e.g. Settler (Athens)).

Enemy unit – type of unit, its name and owner (e.g. Nomad Galchobar's group (Celtic Tribes)).

NOTE: For more information on unit properties see *12.6. Unit Properties.*

Own city – name of the city and its specialization, followed by details about its defense strength and contained units, if any (e.g. City Roma (Settler) 2 +1).

Allied city – name and owner (e.g. Town Barium (Epirus)).

Friendly city – name and owner (e.g. Town Thabraca (Carthage)).

Enemy city – name and owner (e.g. Town Pella (Antigonid)).

NOTE: For more information on cities see *11. CITIES.*

Own building – type and specialization (if it's a "builder"), followed by details about its attack and defense strength (e.g. Shipyard (Boat) 2; or Patrol Tower 4 1).

Allied building – type and owner (e.g. Temple (Epirus)).

Friendly building – type and owner (e.g. Blacksmith (Athens)).

Enemy building – type and owner (e.g. Stable (Antigonid)).

NOTE: For more information on buildings see *10. BUILDINGS.*

Own mine – type of mine and details about its defense strength (e.g. Gold mine 2).

Allied mine – type and owner (e.g. Stone quarry (Massilia)).

Friendly mine – type and owner (e.g. Iron mine (Carthage)).

Enemy mine – type and owner (e.g. Coal mine (Antigonid)).

NOTE: For more information on mines and resources see *9.1 Mined Resources.*

Generals' advice – prediction of a battle outcome, including the level of accuracy of such an estimate (see also *15.3. Attack and Defense*).

Attack bonus – terrain bonus or penalty affecting a unit's attack strength. Combat statistics of different unit groups and types may be adjusted when fighting on different terrains; e.g., Hoplites have an advantage when fighting on flat terrain, whereas Warrior units perform better in hilly regions.

 **Attack bonus for training** – bonus for improvements that affect the fighting abilities of the unit; e.g., the "Elite" improvement increases the unit's attack.

 **Enemy defense bonus** – terrain bonus or penalty affecting the defense strength of the enemy unit. Again, the combat stats of certain unit groups and types may be adjusted when fighting on different terrains; e.g., defending a position on a hill is easier than on flat terrain.

 **My terrain modifier on advance** – terrain bonus or penalty a player's unit will receive if it defeats the enemy and moves into the tile the enemy currently occupies. For example, launching an attack from a hill with a Warrior on an enemy unit standing on plain might increase one's chances of conquering the tile and defeating the enemy, but Warriors are vulnerable on plains, their fighting abilities not as strong as in hills.

NOTE: For more information on unit properties see *12.6. Unit Properties* and *15. WAR AND COMBAT*.

 **Attacker army morale** – the unit's military morale in the face of a given enemy, displayed only if it's below or above average. Army morale of every unit is affected by various factors, including which enemy it's up against (see also *15.2.5. Army Morale*).

 **Attacker general morale** – the general morale of the unit, displayed only if it's not on maximum. Lack of supplies, a string of defeats or victories, and other factors can weaken or strengthen a unit's morale, which affects its fighting ability (see also *15.2.7. General Morale*).

 **Attacker loyalty** – the willingness of the unit to fight under your banner, displayed only if it's not on maximum. Conquered cities and units resent fighting under the conqueror's colors, and it takes time to integrate them as full members of their new culture (see also *15.2.8. Loyalty*).

 **Withdrawal chance** – a chance that the unit will escape in case it should otherwise be destroyed.

NOTE: For more information on how particular bonuses affect battle outcomes, see *15. WAR AND COMBAT*.

Movement points – number of tiles the unit can move in the current turn.

Turns to reach destination – number of turns the unit needs to reach its final destination.

Execute action – left-clicking executes the selected action.

Not executable – explains why the selected action cannot be executed (e.g., you cannot attack a friendly unit).

7. IN-GAME WINDOWS

7.1. STATE WINDOW

The State window contains the most important controls to steer your country and manage foreign affairs. It can be opened from the State Menu or by pressing **[F2]**.



Army represents the total of all men serving in your standing army.

Population indicates the number of people inhabiting your lands (again, not the same as the Citizens resource).

Economy shows the economic strength of the country calculated from the size and number of all resources, buildings, and cities.

Area indicates how big your country is in geographical terms.

 **Victory conditions –** opens the Victory Conditions window, a list of all available victory conditions (i.e., options on how to win the game). The progress bar shows how far along you are in completing at least one of the victory conditions (see also *16.16. Victory Conditions*).

 **Objectives** – opens the Objectives window, a list of current strategic goals. The progress bar shows how far along you are in completing the objective in which you have made the best advancements (see also *7.8. Objectives*).

 **Birth rate policy** – opens the Birth Rate Policy window where you can modify state grants to support the natality rate in each of your cities. The slider indicates the general state grant to support natality throughout the country (this support can be changed for each city in the Birth Rate Policy Window). See also *16.6. Birth rate*.

 **Foreign relations** – opens the Political Map, providing an overview of relations with other nations. You can access the Diplomacy window with each nation represented on the Political Map by clicking on its banner. (See also *7.2. Political Map*; and *7.3. Diplomacy Window*; and *16.3. Foreign Relations*).

 **Trade overview** – opens the Trade Overview window, where you'll find all currently active trade deals, and options to start another exchange or cancel an existing one. A summary of all resources you are trading is also shown, in addition to a list of all players with whom you can trade, including the calculation of the trade loss and the risk of robbery. (See also *7.4. Trade Overview Window.*)

 **Government** – opens a New Government window where all available types of political administration are listed. Government type affects resource production, happiness, and army morale, and can be changed to suit the current needs of the country. Not all types of government are listed from the start of a given game, however; some will become available later (see also *16.1. Government*).

 **Research** – the button opens the Invention tree window where you find a research tree, overview of technologies that are already known, those that are being researched or those available for research (see *16.2. Research* and *7.6. Invention Tree Window*).

 **Capital** – information about the current capital city (if there is one) and the button opens the New capital window where you can select a new capital city from a list of your cities (see also *11.7. Capital City*).

 **State decisions** – opens the State Decisions window with a list of reforms and decisions that you can implement to deal with unexpected situations. The availability of state decisions is conditional; you're informed about their availability at the beginning of a new turn (see also *16.14. State Decisions*).

 **Strategic overview** – opens a Strategic Overview window which provides an overview of your existing units, cities, buildings, and mines and their improvements (see also *7.10. Strategic Overview Window*).

 **Resource usage** – opens a Resource Usage map where you find information about resource production and consumption within your country (see also *7.11. Resource Usage Map* and *RESOURCES*).

 **Player statistics** – opens a Player Statistics window showing a list of tabs on the left where you can find a chart overview of recent events and their impacts (see also *7.12. Player Statistics Window*).

 **History replay** – opens an animated map where you can replay the history of your nation, including all important events from the beginning of the game until the current turn (see also *7.13. History Replay Window*).

Current situation – the text at the bottom, and the information at the top, of the State window provides a summary of the immediate situation in the country, including information about its size; economic and military strength; current government and its effects on the economy; and its political standing among other nations.

Resource panel – the Resource Panel at the bottom of the State window provides an overview of currently available resources (see also *9.4. Resource Panel*).

7.2. POLITICAL MAP

The dance of leadership is intricate, and thus every step on the world political stage should be judiciously choreographed; not only your decisions will decide the course of history, but the actions of others, their plans and ambitions, can bring your country to ruin. Knowing your opponents is the next step to success.



The Political Map window can be opened by clicking on the Political Map button **[F3]** in the Unit menu or from the State window (*State Window* → *Foreign Relations*). The map shows the network of your political relations with each country marked with distinct color and national banner.

 **National banners** – banners represent other nations occupying the world. Left-clicking on the banner of another player will open a Diplomacy window with that player. Right-clicking changes the view to the Political Map of the opponent, showing his relations. The state of the banners also indicates the general mood in the country (e.g., a torn banner means happiness is low).

 **Banner of master** – when a state is part of a confederation or federation, the link is shown on the banner. The main banner is of the master state, while the small banner represents the lesser nation.

 **State of war** – this icon superimposed on the banner of an opponent indicates that you're at war with that country. Note that war is a default relation with states you've not yet encountered.

 **Alliance** – this icon on an opponent's banner indicates that you have signed either a Defense pact or Brothers-in-Arms pact. The tooltip contains exact information.

 **Confederation/federation** – this icon indicates that you have entered either into a confederation or federation agreement. The tooltip contains exact information.

War – the red dashed line between nations indicates a state of war.

Peace – the grey dashed line indicates that the two countries maintain peace between one another.

Alliance – the green dashed line indicates that the two states have entered into a higher alliance (Defense Pact, Brothers-in-Arms).

Confederation/Federation - indicates that the states are joined in confederation or federation.

NOTE: For more information on different bilateral relations, see *16.3. Foreign Relations.*

Trade routes – the bold colored dashed lines between states represent open trade routes, even if there is currently no ongoing trade. The color of the dashed line corresponds to the color of the trading partner.

Tooltip – details regarding the nature of bilateral relations are provided in a tooltip when you move the mouse cursor over the banners. It shows the relation between the states, and whether a trade route has been established, including the amount of traded goods.

Show/Hide banner – the icons in the top left corner of the window toggles banners on the map.

7.3. DIPLOMACY WINDOW

The ancient Mediterranean was a relatively densely populated region with many nations and local groups vying for supremacy. Building an empire requires dealing with neighbors that might see your growing power as a direct threat to their own interests. Balancing political relations, playing opponents against each other, and forging alliances – all and more will need to be mastered to survive and thrive.



Diplomacy window is a main communication channel to other players. The window can be opened from the Political Map (*Political map → Banner of the opponent*) or with a right-click on any opponent's map item.

The Diplomacy Window opens communication with one player at a time, meaning that you cannot negotiate with other players through the same diplomacy window.

Opponent – the name of the player you are dealing with is shown at the top of the window, his banner in the top left corner, and the illustration of the leader is on the right.

Current relation – the current state of mutual relations is shown directly under the name of the player. There are four main relation types: peace, war, confederation, and federation (see also *16.3. Foreign Relations*).

Mini-map – shows the location of the opponent's country. By clicking on the map, you will open the player's Political Map window.

Army Morale bar – shows the current morale of your army toward the opponent.

 **Army morale** – opens the Army Morale window with a list of tools that can be used to boost the esprit de corps of your army towards the opponent (see also *15.2.5. Army Morale*).

Attitude bar – indicates the general attitude of the opponent toward you. The tooltip provides a list of those factors that have the biggest impact on their attitude. These are listed in descending order starting with those that have the biggest impact, being negative or positive. (See also *16.3. Foreign Relations*)

Population bar – shows the opponent's population in comparison to yours. The tooltip provides more detail.

Economy bar – compares the opponent's economy to yours. The tooltip provides more detail.

Power bar – shows the opponent's military power in comparison to yours. The tooltip provides more detail.

Country size bar – contrasts the size of the opponent's country with yours. The tooltip provides more detail.

Note that through all four above-mentioned bars a dashed line represents your current status in relation to the opponent. Thus, in the example given above, Carthage is much stronger than you in all aspects.

Communication – the textbox shows the details of ongoing talks.

There are many ways to modify relations. All diplomatic actions with the exception of a war declaration require a mutual agreement, which means that you need to wait one turn to see if your political efforts have been accepted or rejected. The different diplomatic actions are represented by the icons below:

 **Display treaties** – opens the Treaties window with an overview of the existing political agreements between you and the opponent, and the options for signing, canceling or modifying them.

 **Sign peace** – send a peace agreement to the opponent.

 **Declare war** – declare war on the opponent.

 **Demand peace cancellation** – you can ask the opponent to declare war on another state by clicking on this button. The Cancel Peace window will open with a list of all players with whom the opponent maintains peaceful relations. By choosing a player from the list you will demand that the opponent declare war on the selected country.

 **Sign/Alter treaty** – opens a list of treaties and agreements that are available; you can sign, cancel, or modify any by clicking on the relevant checkboxes.

 **Cancel treaty** – cancel *all* existing agreements.

 **Sign confederation** – propose the creation of a confederation between you and the opponent by clicking on this button (see also *16.3. Foreign Relations*).

 **Cancel confederation** – revoke the confederation agreement.

 **Sign federation** – propose the creation of a federation state between you and the opponent by clicking on this button (see *16.3. Foreign Relations*).

Cancel federation – revoke the federation agreement.

Sign annexation – propose annexation to create a single state (yours) by clicking on this button (opponent's country will cease to exist).

Trade – opens a Trade window where different trading proposals can be made (see *7.5. Trade Window* and *16.4. Trade*).



When an opponent makes a diplomatic proposal towards you, a pop-up window will appear at the beginning of your turn.

Political map – to be able to assess a proposal's benefits, click on this icon at the bottom of the Proposal panel to open the Political Map, which gives an overview of the current state of foreign affairs in the world.

For more information on the diplomatic actions, see also *Foreign Relations*.

7.4. TRADE OVERVIEW WINDOW

A convoluted web of traders threads the Mediterranean, exchanging goods of daily use, agricultural products, as well as luxury items. As the state always profits from such trades, it's vital to keep a quick but informative overview of all transactions currently affecting resource reserves.

You can open the Trade Overview window from the State Window (*State Window* → *Trade Overview*) or by pressing **[Crtl+F2]**. Alternatively, if you have the Extended UI settings turned on, you can access this window directly from the main screen by clicking on this button in the Map Menu.



Sum of all trades shows the balance of your trading deals. Positive numbers indicate that you're adding that amount to your resource reserves; negative numbers mean you're using those resources to pay for something else.

Current trades appear as a list in the middle of the window. It shows all ongoing trade deals including the trade loss and risk of robbery.

Propose a new trade deal by clicking on this icon without having to go through the Diplomacy window (see also *7.5. Trade Window*).

Cancel any existing trading exchange by clicking on this icon.

List of possible trading partners is at the bottom of the list. All nations that you can trade with are shown here.

7.5. TRADE WINDOW

Trade is an important segment of the state economy. Not only does it bind nations to each other and create another layer to be considered in bilateral political dealings, it can have a major impact on the economic growth of a country.

There are two windows mapping your ongoing trades: Current Trade window and New Trade Proposal window.

7.5.1. CURRENT TRADE OVERVIEW

The Trade window can be opened from the Diplomacy window (*Diplomacy Window* → *Trade*). It contains important information about current trade deals and what affects them.



Mini-map – the map in the middle of the window shows the two countries with the existing trade route between them marked by a bright red dotted line. Enlarge the map by clicking on it.

Trade loss – a percentage indicates the overhead costs that will be deducted. The percentage is calculated on the safety, length, and quality of the trade route (see also *16.4. Trade*).

Risk of robbery – a percentage indicates the risk that goods will be intercepted by bandits or pirates.

Current trade deals – current trade deals between the two countries are shown in the textbox.

Cancel trade – next to every trade deal is a cancel button. Click on it to end the ongoing exchange.

Sign trade – negotiate a new exchange by clicking on this button.

7.5.2. NEW TRADE PROPOSAL WINDOW

This trade window can also be opened from the Diplomacy window (*Diplomacy Window* → *Trade* → *Sign Trade*). It contains two resource panels (one for each country), plus a number of buttons and slider bars that allow creation of a proposal.



Resource panels – a resource panel for each country displays all tradable resources. Modify the amount of a particular resource by clicking on it and then using the mouse wheel or a slider to set the desired amount. You can set the amounts in both panels (yours and the opponent's) depending on what kind of negotiation you want to enter into. The resources marked in your panel will be offered, whereas resources in the opponent's panel will be demanded in exchange.

Trade length – this slide bar indicates how many turns the trade will last. You can modify the number by using the mouse wheel or the arrows on the slider.

Trade stop limit – any trade is subject to some loss, and this slider bar shows a percentage threshold for this overhead. If the percentage of lost goods is

higher than the Trade Stop Limit percentage, the trade is automatically cancelled as unprofitable.

Trade loss – See above

Risk of robbery – See above;

There are several different proposals that you can use:

 **Free offer** – this option allows you to offer something to your opponent without asking for anything specific in return. You will receive his counteroffer next turn. This negotiation can be used when you want to use trade to strengthen your political relations (long-term trading improves the mutual relations). You can also use it when you know the opponent lacks certain resource(s) of which you have an excess.

For example, you know that an opponent is engaged in a lengthy war and needs gold to maintain his army. At the same time you have sufficient yearly production of gold to be able to offer it. You make an offer to exchange 2 gold for whichever resource(s) he can/is willing to trade; click on the gold resource in your Resource panel and set the amount to 2. Adjust the trade length and limit and then click on this button . You're giving the opponent freedom to choose what he can put on the table to compensate you.

 **Open request** – this option allows you to request certain resources from the opponent, leaving the choice of what to ask in exchange up to him. This indicates that you need a particular resource, but you aren't pressuring the trading partner into any business deal, and you're leaving him lots of room for negotiations.

For example, you plan to increase your military forces and you would thus welcome additional gold for their support. You ask the opponent if he would trade gold with you, but you don't make any particular offer in exchange. Click on the gold resource in his Resource panel and set it to 2. Adjust the length and limit for the trade, and click on this button . You give him the chance to request what he wants from you.

 Offer my proposal – this option allows you to make an offer while giving your opponent the room to negotiate the amount of goods he's

willing to exchange. The type(s) of resources to exchange is set, and you are only negotiating their amounts on *his side*. This type of negotiation is best when you need certain resources but you're willing to negotiate their amount. If the opponent modifies the requested amount, you'll receive his counterproposal next turn.

For example, you lack food and can offer gold in exchange (the amount of food you request is negotiable). Click on the gold resource in your Resource panel and set the amount to 3. Select the food resource in the opponent's Resource panel and set the amount to 2. Adjust the trade length and stop limit and click . You're saying that you need food and are willing to pay with gold for it, but the amount of food you ask from the opponent is negotiable and the opponent can modify it.

 **Counterproposal** – this option allows you to request certain amount of resources while giving the opponent room to negotiate what you will pay for it (exact resources and their amounts on *your side* are the subject of the negotiation). If the opponent modifies the amounts he requests, you'll receive his counterproposal next turn.

For example, you desperately need iron and you can offer stone, gold, and/or knowledge. Click on the stone, gold, and knowledge resources in your Resource panel and set the amounts you think you can spare. Then click on iron in the opponent's resource panel and set the amount to 4. Adjust the trade length and limit and then click . This proposal means that you want 4 iron but the resources and amounts you're willing to offer in exchange are negotiable.

 **Exchange demand** – this option allows you to emphasize what you need while indicating the goods and their amounts are non-negotiable. You can also demand something without giving anything in return. As might be imagined, this type of "exchange" generally worsens mutual relations as you're attempting to force the opponent into a likely one-sided trade deal.

For example, you're in dire need of gold but you do have an excess of stone. You need 2 gold per turn but you can offer 3 stone in exchange. You do not want to negotiate the amount of gold because this is what you need. Click

on stone in your resource panel and set the amount to 3. Then select gold resource in the opponent's Resource panel and set the amount to 2. Adjust the trade length and limit and click . This proposal means that the requested amount of gold is not negotiable.

Gift – this option allows you to offer a gift to your opponent in the form of resources without asking anything in return. This proposal can be used when you want to strengthen your mutual relations or when you want to support the opponent.

For example, the opponent is waging war on your mutual enemy, and you want to support his activities. At the same time you have an excess of gold, iron, and food, which are both very much needed when a state is at war. Click on gold, iron, and food in your Resource panel and set the amounts you want send to the opponent. Adjust the trade length and limit and click .

Cancel – if you decide you do not want any new trade agreement, close the window.

7.6. INVENTION TREE WINDOW



Research plays a vital role in the technologic, economic, military, and social development of the state. Each technology brings new discoveries and opens doors to others.

Invention tree – includes all technologies and inventions that can be discovered and used in the game.

The sequence of technologies in the tree can either be fixed or shuffled to create a unique tree for each game. Modify it as desired at the start of a new game in Game Options (*Player Selection window → Game Options → Invention Tree Mixed*). See also *2.3. Getting Started*.

All technologies in the tree including those not yet available can be shown, or else the full tree can be restricted in a way that only those technologies already known to you are visible. Modify it at the start of a new game in Game Options (*Player Selection window → Game Options → Invention Tree Hidden*). See also *2.3 Getting Started*.



Color legend – a colored legend at the upper left corner explains the status of each technology:

- Technology and its related invention(s) usable now
- Technology currently being researched
- Available technology; can be researched (your choice)
- Unavailable technology; cannot be researched yet (prerequisites not met, or insufficient resources).

Each technology generates at least one new invention. Inventions related to a particular technology are listed below the technology name in the invention tree. You can use the invention(s) as soon as research is completed.

Icons legend – a legend in the lower left corner explains the icons used in the invention tree.



Start research – select a technology to research by clicking the hand icon next to the technology box.

Lack of resources – a technology marked with this icon is available (prerequisites have been met), but you lack needed resources.

More information on the particular technology or the subsequent inventions is available by clicking on the Technology tab, which brings up the particular tab in the Aggressors Library.

For more information see also *16.2. Research*.

7.7. VICTORY CONDITIONS WINDOW

Every leader wants to achieve fame and glory by gaining world supremacy. There are several ways to win the game, and all the options are listed in the Victory Conditions window, which can be accessed from the State window (*State Window* → *Victory Conditions*).



Victory Conditions – each victory condition has a description which explains the condition(s) that need to be fulfilled to win the game in that particular way.

Progress – the progress bar next to each victory condition shows how far along you are in completing it.

Map – if the victory condition is related to the size of conquered territory, you can open a map that shows the current state.



For more information about individual victory conditions, see *16.16. Victory Conditions*.

7.8. OBJECTIVES

Great ambitions need to be planned in smaller steps. Objectives represent a set of short- and mid-term goals that reflect real historical events. Rome probably wouldn't have achieved greatness if it hadn't defeated the Carthaginian Empire.

There are two windows related to objectives: Objectives window and Objectives Map window.

7.8.1. OBJECTIVES WINDOW

Objectives represent territorial, political, military, and economic goals that will hopefully serve the growing empire as springboards to further development and expansion. They are listed in the Objectives window, which in turn can be accessed from the State window (*State Window* → *Objectives*).



Objectives – each objective has a short description which gives you a hint (but not all conditions!) in regards to how to complete it, and a progress bar to show how close you are.

Progress – shows how close you are to completion.

Map – if the goal of the objective can be shown on a map, you can open it by clicking this button.

7.8.2. OBJECTIVES MAP

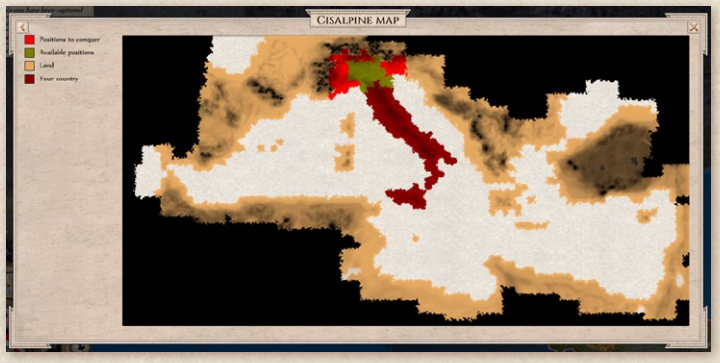
All objectives whose goal can be shown on a map are listed and can be displayed in the Objectives Map. The map can be opened by clicking the Objectives icon in the State Menu, or with **[F6]**.

Map – the map uses colors and dots to indicate the territories and goals of individual objectives. Colors represent territories or nations that are targets of the objective, while dots represent cities or other map items.

Tabs – the tabs on the left side of the window represent individual objectives.

Legend – all colors and symbols used in the map are explained in the legend on the left side of the window.

For more information about objectives, see *16.13. Objectives.*



7.9. BIRTH RATE POLICY WINDOW

Large countries with small populations are weak and easy to conquer. Population is the main source of one's workforce as well as new military recruits. Without a strong standing army, workers in the fields or mines, or building cities and infrastructure, the state will never be able to compete with other superpowers.



As previously mentioned, population size can be regulated through national and local grants increasing or decreasing natality rates. All this can be managed in the Birth Rate Policy window, which can be opened from the State window (*State Window* → *Birth Rate Policy*). This contains a list of all your cities and their size, with a slider and checkbox.

There are two types of grant: state and local.

State grant applies to all cities, and the slider indicates how big your support will be. This translates into a higher expenditure of gold, stone, and wood that you give as an incentive. If the state grant is applied in all your cities, the grant is equally distributed amongst them. However, you might wish to apply a special policy for some cities (e.g., give more support to a strategically important town). You can change the **local grant**, which means that the overall money from the state grant will be distributed unequally among your cities (more money will go into cities where the local grant is higher than the state grant, and vice-versa).

Grant – the slider next to each city indicates the level of local grant; move the slider to increase or decrease it.

Grant lock – the checkbox next to the slider allows you to lock the local grant to the state grant, which is shown at the bottom of the window. The state grant can be modified directly from the State window and if changed, the numbers will change for all cities where the grant lock is used. This reduces micro-management.

Reset all – locks all local grants to the current state grant without the need to do it for each city individually.

State grant – the slider bar at the bottom of the window represents the state grant which is applied to all cities.

In this example the state grant is set very low. It represents rather low financial and material support to all your cities to increase natality rate, but perhaps you cannot spare more resources. All but two cities have the grant lock on, which means that the state grant policy applies, and all receive the same support except the cities of Carteia and Caralis; the local grants here

are increased to very high. It might be that these cities are strategically important and you need them to grow and prosper. The two cities basically get a bigger portion from the resources dedicated for the state grant than what would be their equal share if the grant lock was set for them, too.

For more information about birth rate and birth rate grants, see *16.6. Birth rate*.

7.10. STRATEGIC OVERVIEW WINDOW

All great strategists need accurate maps, where critical planning can take place. The Strategic Overview window is just such a map, where all your units, cities, mines, and buildings, plus those of other players that are or were once visible to you, are shown.



The window can be accessed from the State window (*State Window* → *Strategic Overview*) or by pressing **[F4]**. Alternatively, if you have the Extended UI setting turned on, the window can be accessed directly from the main map by clicking on this button in the Map Menu.

Map items tabs – the window contains a list of tabs on the left side, each representing a different type of map item (units, buildings, cities, or resources). Scroll through the tabs by using the mouse wheel. By clicking on a tab, the information on the map is updated.

Improvements list – improvements already used in the game are listed on the left side of the window. The list is updated depending which map item is selected in the tabs. You can combine the tabs with the map items and the improvements to see, for example, which of your cities still don't have a Defense improvement.

Map – represents the whole world; different countries are marked with distinct colors. Dots show the positions of the map item selected by tab, their "builders" (cities or buildings where new map items of this type can be built, repaired, or improved), and "servicemen" (cities or buildings where this type of map item can be repaired or improved but not built).

 **Map item** – the selected map item is represented by a small brown circle with a golden center.

 **Builder or serviceman** – a "builder" of the selected map item is represented by a larger golden circle with a brown middle; a "serviceman" is represented by the same but smaller dot.

 **Foreign map items** – if you're able to see a selected map item belonging to an opponent, it will be marked by a large red circle with a black center.

 **Pointer** – the golden circle marks the area where your map is focused for your orientation.

All map items represented have an informative tooltip.

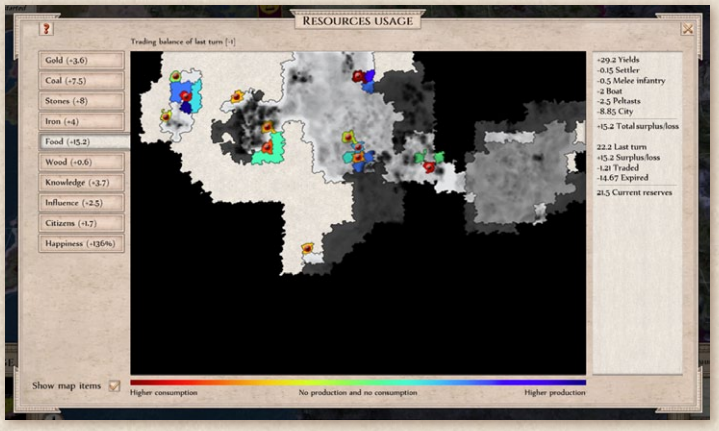
Clicking on any a dot will close the Strategic Overview, and the main map will refocus on the map item represented by the dot on which you clicked.

If you move the cursor over the map, the tooltip will show more detailed information.

For example, if you want to see all your boats, you click on the Boat tab. The number in the tab indicates how many boat units you have, and the dots on the map show their position. The map will also show you in which cities and shipyards you can built new boats (if any), and where your boats can be repaired or improved.

7.11. RESOURCE USAGE MAP

The production and consumption of resources impacts not only your overall economy but your ability to build new cities and infrastructure, recruit new units, and maintain strong army. The Resource Usage map shows you where production is highest, and where most resources are used. It's accessible from the State window (*State Window* → *Resource Usage*) or by clicking on the Resource panel in the State Menu.



Tabs – the window contains a list of tabs on the left side for each resource type. Scroll through them by using the mouse wheel. Clicking on a tab will update the information on the map.

Map – dots and colors on the map represent resource mines and cities where the selected resource is produced or used, and the colors represent the rate of production and consumption. The color scale is explained below the map.

Resource summary – the right side of the screen shows a breakdown of resource production/consumption.

Producers – golden circles with brown centers represent cities or mines where the selected resource is produced.

Consumers – red circles with black centers represent cities, buildings, and units that consume the selected resource.

By clicking on a dot or colored area on the map, the Resource Usage window will close and the main map will refocus where you clicked.

If you move the cursor over the map, tooltips show the production of a tile per turn (negative number means the map item consumes more than it produces).

Impact factors – happiness is not produced, but is instead calculated as a combination of several factors that affect the overall mood of your country locally and nationally. The impact on happiness of government, adequate resource reserves, and army size is shown above the map (see also *9.3. City Resources*).

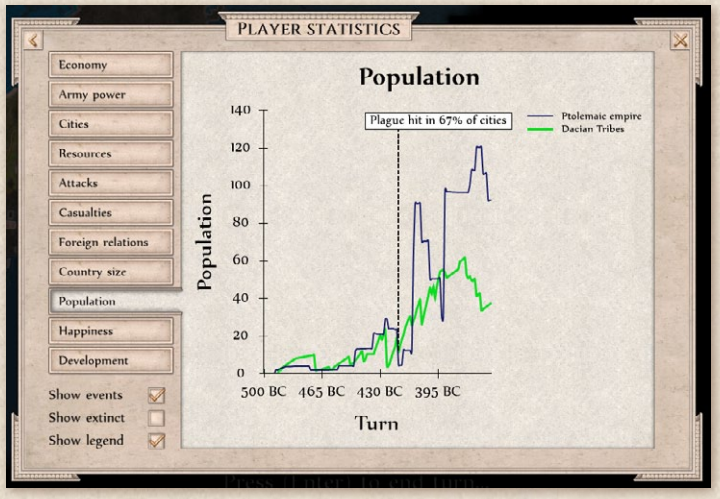
Trading balance – the trading balance per turn for tradable resources is shown above the map. For more information about resources, see also *9. RESOURCES*.

7.12. PLAYER STATISTICS WINDOW

The plans of a good leader should be focused on the future, but no one should underestimate the value of the past. Some past events and developments thrust like a coral reef from the sea on which the ship of your political ambition can run aground, and therefore you should learn to steer clear.

To help, statistics on economic growth, development of military campaigns, or resource production can be found in the Player Statistics window which you can open directly from the State window (*State Window* → *Player Statistics*).

The window contains a number of tabs on the left side and a graph where the statistical data related to the selected tab are presented. The displayed information can be further modified by clicking on the checkboxes at the bottom of the window. The data can include past events and extinct nations as well as short descriptions of main events.



Note that statistics are shown only on opponents with whom you have diplomatic access. For example, having peaceful relations is not enough to see the armed power of the opponent; the appropriate treaty must be signed, such as unit visibility, to have this kind of data included.

7.13. HISTORY REPLAY WINDOW



It's good to occasionally step back from time to time and review recent as well as older events, perhaps to savor turning points in your successful rise to power (or identify where it all went wrong). The History Replay window contains an animated map where you can go through the history of your nation since the start of the game until the current turn.

Events window on the right shows all important events listed chronologically. Locally important information is also highlighted on the map with "pins" (dots in a golden circle).

Year count is displayed above the map so that you can match an event with its place in history.

Speed of the replay can be adjusted with a slider on the right.

Player buttons at bottom right allow you to start, pause, rewind, or forward the replay.

Statistics button takes you to the Statistics window where you can compare different graphs to get the bigger picture (see also *7.12. Player Statistics Window*).

Turn slider allows you to skip certain periods and move the replay to any time in history that interests you.

7.14. BUILD FACILITY WINDOW

A number of facilities and buildings of economic or military importance can be built to improve the economic situation of the state and increase its military power. The Build Facility window provides a list of such buildings; it can be opened by clicking on this button  in the State Menu or by pressing **[Ctrl+B]**.



The window contains a list of current buildings and facilities that can be built. The list is not finite; new buildings will become available during the game as

you progress through the invention tree to more sophisticated technologies. When the button is grayed out there are no buildings yet available.

Each building type is complemented by several icons that represent its main properties:

 **Attack Strength** – indicates the attack strength of the building without any improvements.

 **Defense Strength** – indicates the defense strength of the building without any improvements.

 **Capacity** – how many units can be held inside. This applies only for so called "containers", i.e. map items that can shelter units.

Number of turns required to construct the building.

Resources need to build the facility.

Select a building by clicking on it, then choose a location for it on the map. There might be tiles where you cannot build the selected facility (e.g., the building cannot be on particular terrain such as mountains, and all buildings have to be built within a 3-tile range from a city). The construction will take several turns, and certain amounts of resources will be required.

Certain buildings may be grayed out, which means that you cannot build it at the time. The reason is shown in the tooltip, but most often it will be due to insufficient resources.

For more details about different buildings, see *10. BUILDINGS*.

7.15. MAP ITEM DETAIL WINDOW

A strong army, large population, and well-developed urban and economic infrastructure are probably the main concerns of all rulers. It's good to have an overview to know where your strengths and weaknesses lie, but more often than not a deeper insight and more detailed information is required. Planning war and battle strategies, steering the economic and social life in





the country, or directing its scientific advancements, demand that you pay close attention to all developments in your empire.

The Map Item Detail window contains the most important information about a selected map item. Open it with a left click on the 3D model in the Unit Menu or by pressing **[F7]**.

Name – the name of the map item and its owner is at the top of the window.

Group – the group to which the map item belongs is right below the name (city, building, resource, or various groups of military and non-military units). If it's a builder, its specialization is listed below. You can open the Map Item Type window by clicking on the link (see also *8.1. Map Items*).

Details about the properties, characteristics, and history of the map item are represented by icons and bars. Not all details apply for all items, and only those that are relevant are displayed (e.g., capacity is displayed only for containers).

Improvements – a list of improvements applied to the map item. Its name is in the tooltip. Clicking on an improvement will take you to the related information in the Aggressors Library.

Attack Strength – current attack strength.

Defense Strength – current defense strength.

Movement points – movement points remaining this turn.

 **Number of attacks** – indicates how many attacks can be launched by a map item this turn.

 **Number of defenses** – how many times the map item can defend itself with all its defense strength this turn. For example, if its defense "shots" are 1, the unit can use its full defense strength only once per turn. However, if it's attacked twice in the same turn, it won't be able to use the full defense strength during the second attack, and its defensive power significantly drops with every new attack that turn.

 **Capacity** – how many units can be held inside this map item. Again, this applies only for so called "containers" (cities, some buildings, naval units, wagons).

NOTE: For more information about the unit properties of cities, buildings, resources and units, see *12.6. Unit Properties*).

 **Build icon** – indicates that the map item is currently building a new unit; the tooltip provides more detail on the unit type and turns left to completion.

 **Damage icon** – indicates that the map item is damaged and needs repair.

 **Broken icon** – indicates that the map item is heavily damaged and needs emergency aid.

Experience – indicates how battle-hardened the map item is. Higher experience gives the map item a bonus in military actions (see also *16.9. Experience*).

General Morale – the overall morale of the map item (see also *15.2.7. General Morale*).

Loyalty – the level of loyalty of the map item towards its master, i.e., how willing is it to fight under your banner (see also *15.2.8. Loyalty*).

Current situation – the left textbox lists the number of men making up the unit, the unit's position, the defense bonus on the particular tile and level of supplies on that tile.







List of campaigns – the right textbox contains details of previous campaigns where this map item was involved.

Resources – the resources produced and consumed per turn by the map item are shown at the bottom of the window.

7.16. MAP ITEM TYPE WINDOW

There are several types of map items, and it likely goes without saying that each has different properties, characteristics, and use.

The Map Item Type Window contains a lot of information about the particular unit type, and can be used as a quick guide to understand its function and purpose.

Access the window with a right-click on the 3D model in the Unit Menu.

Each map item type has a different set of properties; only those relevant to the particular type are displayed.

Type – the group into which this map item belongs is indicated at the top of the window, followed by its type (see also *8.1. Map Items*).

Characteristics – short description of the map item type displayed in a textbox. Use the mouse wheel or the scroll bar to scroll through the text.

Technology – indicates the technology that allows you to use this map item type. Clicking on the technology link will take you to the related tab in the Aggressors Library.

Upgrade – the upgrade shows if and to which advanced version the unit type can be upgraded (e.g., Peltast can be upgraded to Hoplite). See also *12.3. Building New Units.*

The basic properties of the map item type are represented by the following icons:

Attack Strength – default attack strength of the map item type.

Defense Strength – default defense strength of the map item type.

Movement points – default number of movement points per turn.

NOTE: For more information about the unit properties, see *12.6. Unit Properties.*

Improvements – all improvements that can be acquired by this map item type. The name of the improvement is stated in the tooltip, and by clicking on it, you'll be redirected to the relevant tab in the Aggressors Library. Scroll through the list using the mouse wheel or the arrow icons.

There are three levels of improvements, but more advanced improvements can be built only on their more basic variations (e.g., stockade → palisade → city walls). The different levels are marked by colors:

Basic (stockade)

Advanced (palisade)

Superior (city walls)

Terrain bonus – every unit type is suited for certain terrain, and its basic properties are affected by different terrains. E.g., a Phalangite performs best

on open plains, and so it receives a 40% bonus to its attack and defense strength there.

The table summarizes these differences per terrain:

 **Attack bonus** – adjustment to attack strength on the particular terrain.

 **Defense bonus** – adjustment to defense strength on the particular terrain.

 **Movement points without road** – movement points needed to move through a given terrain.

 **Movement points with dirt road** – movement points needed to move through a given terrain where a dirt road exists.

 **Movement points with paved road** – movement points needed to move through a given terrain where a paved road exists.

Specialization – all map item types that could be built in this builder (e.g., a Shipyard can be specialized in building three naval units: boat, galley, trireme).

Builder – indicates where the map item type can be produced (e.g., new Settlers can only be built in cities).

Can hold – which units can be held inside this map item type; applies only for containers (e.g., Trireme can carry all non-military, cavalry, and infantry units).

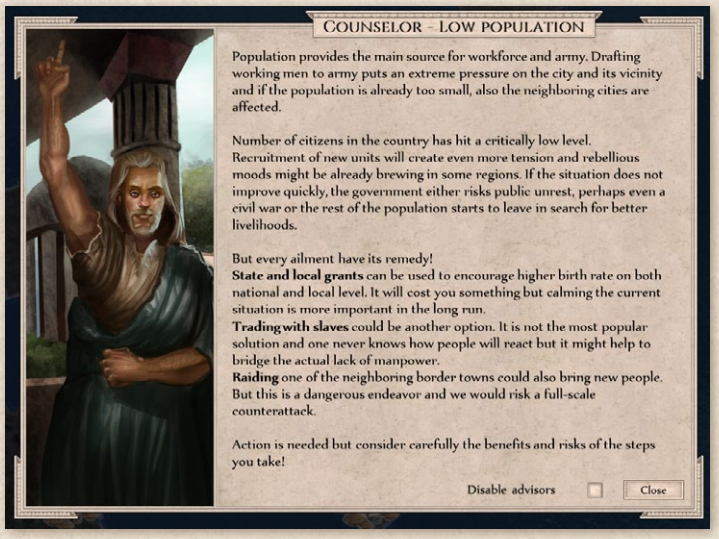
 **Capacity** – how many units can be held inside the container at a time.

Resources – the Resource Panels show the amount of resources produced or consumed by the map item type per turn. For every map item type this can vary (city, mine); sliders next to the resources allow you to see how the production/consumption rate per turn changes depending on size.

7.17. POP-UP WINDOWS

7.17.1. ADVISOR WINDOW

Wise rulers surround themselves with persons of knowledge and skill to make use of their valuable insights and advice.



To provide you with such a loyal counsel, we designed a built-in advisor who will appear when the situation in the country changes abruptly, one or more administrative mechanisms is not working properly, or when unforeseen events happen and immediate action is required. He'll provide background information and context to the current situation, and give suggestions so that the decisions you need to make are informed.

The Advisor window appears in the following situations:

- war preparations
- army morale is low
- general happiness is low

- urgent lack of food
- low population
- new governments are available

The Advisor window cannot be recalled, and can be disabled by clicking on the checkbox at the bottom or in Game Settings (*Main Menu → Game Settings → Player → Activate Advisor*).

7.17.2. BATTLE RESULT WINDOW

Not only strategic and tactical planning but also debriefing after a battle is important for future campaigns. Learning from mistakes is invaluable.

The Battle Result Window summarizes information about the situation before and after the battle, and of course the battle outcome. The window appears for four types of military encounters:

- my military unit attacks another military unit (my attacks)
- my military unit attacks an enemy city, resource, or building (my conquests)
- enemy military unit attacks my military unit (enemy attacks)
- enemy military unit attacks my city, resource, or building (enemy conquests)

The display of the window after military actions can be activated in Game Settings (*Main Menu → Game Settings → Player → Show my attacks info/ Show my conquests info/Show enemy attacks info/Show enemy conquests*



info). You can disable pop-up window(s) again in the Game Settings or by clicking the checkbox at the bottom of the Battle Result window.

Title – indicates with whom your units have clashed and where (e.g., Battle with Sparta in Attica).

Opponents – the two fighting states and the military units that clashed on the battlefield are displayed at each side of the mini-map. The illustrations show the result for each side.

Mini-map – the red dot indicates where the battle took place.

 **Improvements** – the improvements of both units are listed below their names (if any). The tooltip contains the name of the improvement and if you click on it, you will be taken to the relevant tab in the Aggressors Library.

Number of men – the number of men that made up the unit before battle.

Experience – the bar shows the initial battle Experience of the map item before battle.

 **Attack Strength** – initial Attack Strength before battle.

 **Defense Strength** – initial Defense Strength before battle.

 **Movement points** – movement points left for this turn before the battle.

Bonus – all military bonuses and penalties that affect the fighting ability of the map item are listed in the textbox.

 **Final Attack Strength** – the number next to this icon just above the battle result line is the final Attack Strength of the map item including all bonuses/penalties before the battle.

 **Final Defense Strength** – the number next to this icon just above the battle result line is the final Defense Strength of the map item including all bonuses/penalties before the battle.

Battle result line – the information above the grey line summarizes the military power, bonuses, improvements, and experience of both units *before*

they engaged. The information below the battle result line summarizes the same *after* battle.

Battle outcome – the battle outcome is displayed in the middle of the battle result line and it is seen from your point of view (no matter if you were the attacker or defender). There are four possible outcomes: victory, draw, defeat, and massacre.

 **Actual Attack Strength** – the number next to this icon just below the battle result line is the actual Attack Strength without any bonuses after the battle.

 **Actual Defense Strength** – the number next to this icon just below the battle result line is the actual Defense Strength without any bonuses after the battle.

Casualties – losses sustained during the battle.

Experience – the increase in experience points (see also *16.9. Experience*).

Army Morale – the percentage indicates the increase/decrease of Army Morale of this particular map item after the battle (see also *15.2.5. Army Morale*).

General Morale – the percentage indicates the level of the General Morale after the battle (see also *15.2.7. General Morale*).

Resources – type and amount of resources won.

New improvements – list of improvements the unit, city or building received during the trial of battle.

 **Show details about enemy** – click on this button to open a Map Item Detail window to see more information about the enemy. This applies only if you conquered the enemy and you can see its properties.

7.17.3. REPORTS

There are a great number of reports of all kinds that many players will find useful. You receive a summary of all reports in the Report Panel (see also *6.6. Report Panel*), but the most significant reports are presented to you at the beginning of every turn through pop-up windows.

These reports include: natural disasters (e.g. earthquake, plague); desertions; destruction of cities; starvation; growing influence of other nations in your state; unexpected immigration which can put additional pressure on your resources; etc.

8. HOW TO PLAY

To start a game, you need to know how to command your units, manage your cities, buildings, and resources, and how to read all the graphical hints!

8.1. MAP ITEMS

The main map is where you'll make all your moves. Depicted are several map items. By map item we mean all game pieces that are part of the game, need to be maintained and managed, in order to play its role in the economic, social, military, and political life of the state.

Map items are divided into two categories:

- **Map objects** – *stationary* map items that represent permanent structures and that have a great impact on the power, stability, and prosperity of the empire. They are divided into three groups and each group (except for cities) is then further divided into types:
  - resource mines
    - gold mine
    - iron mine
    - coal mine
    - stone quarry
  - cities
  - buildings
    - temple
    - blacksmith
    - stable

- shipyard
- patrol tower
- fort
- defensive wall

- **Units** – *mobile* map items that represent military and non-military units. They're divided into groups, subgroups, and types:
  - non-military units
    - settler
    - nomad
  - military units
    - infantry
    - peltasts, hoplites, phalangites
    - milites, principes, legionaries
    - melee infantry, swordsmen, sacred band
    - spearmen, pikemen, silver shields
    - warriors, axemen, elite axemen
  - cavalry
    - peltast cavalry, hoplite cavalry, hippeis cavalry
    - milites cavalry, principes cavalry, legionary cavalry
    - melee cavalry, swordsman cavalry, Numidian cavalry
    - spearman cavalry, lancer cavalry, companion cavalry
    - warrior cavalry, axeman cavalry, elite axeman cavalry
  - naval
    - boat
    - galley
    - trireme
  - vehicle
    - wagon

Each map item is described separately in the following sections.

8.2. ORDERING MAP ITEMS

Each map item has its unique role in the workings of the empire. It's important to learn how they can be most effective, how they interact and influence game mechanics.

Stacking map items – there can be only one map object on one tile but, units can enter tiles where map objects are located. However, only one map item is visible; others are hidden, represented by a small shield next to the map item. Each shield represents a different group of map items: unit; city; building; mine. Clicking on the shield makes the currently hidden map item visible.





Up to three units can be stationed on a tile at a time (units loaded in another map item, e.g. city, building, ship or wagon, do not count!). In such a case only one is visible, while others are hidden. The number of units stationed thereon is indicated by a small helmet(s) above the banner of the visible unit.

For example, in the above screenshot a settler is visible. The red shield next to it indicates a resource mine on the same tile. In the second picture, the helmets above the banner indicate that other units stand on the same tile. Thus, three map items are located on that tile.

There are several ways to open a list of map items located on a single tile:

- Click on the shield/helmet or banner
- Double-click on the tile
- Hold right mouse button and left-click

A pop-up window with a list of map items located on that tile will appear, allowing you to select any of the map items by clicking on it. The selected item will then be visible on the map while the others will be hidden.

Selecting map items – you can select any map item with a simple click. The radiant column of light around it and the white circle with a moving dot indicates that the map item has been selected and is ready to receive orders.



De-selecting map items – de-selection of map items is done in one step; two if the default action or an action is activated (see below). First, cancel the action with a right click anywhere on the map and then with another right click de-select the map object itself.

For example, in the screenshot on the left, the Roman legionary is selected but no action has been chosen yet, which is indicated by the regular cursor and general information in the tooltip; one right-click will de-select the unit. In the second shot, the Roman legionary and the "Attack" action, represented by the sword icon and the tooltip info, has been activated. The





first right-click will cancel the attack action but the military unit is still selected. With a second right-click you de-select the unit itself.

You can turn on automatic de-selection, meaning that once a unit has used its all movement points and can no longer perform any actions, it will be automatically de-selected. Turn this function on in the Game Settings (*Main Menu → Game Settings → Player → Automatic unit de-selection*).

Automatic unit selection – you do not need to click on every unit separately; use the "Automatic Unit Selection" function. This creates a loop consisting of all your units that can still perform an action, and once you give a command to one unit, another active unit is automatically activated. Units that cannot execute any more actions or have been given "Sleep" or "Skip" commands will not be included in the loop (see also *13. ACTIONS*). Turn this function on in Game Settings (*Main Menu → Game Settings → Player → Automatic unit selection*).

Alternatively, cycle through active units using the "Switch to next unit" button in the top part of the Unit menu or by pressing **[Spacebar]** (see also *6.5. Unit Menu*).

Note that this function applies only to units; cities, buildings, and resources aren't included in the loop.

Actions – actions are orders that the map item can carry out. They're displayed on the bar next to the Unit Menu. Available actions are black, while those not executable at the moment are grayed out (tooltip explains

this). Actions can be executed by pressing on the action buttons, using key bindings, or default actions. See also *13. ACTIONS*.



Default actions – default actions are quick orders designed to reduce the time spent on giving the most common orders. The default action is offered at the tip of a cursor when a map item is selected; execute it with a simple left-click. To save time, up to 90% of all actions each turn can be executed using defaults.

For example, in the screenshot above, the city of Syracusae is selected. The default action is represented by the icon that replaces the cursor and explained in the tooltip ("Build improvement" action).

You can switch to an **alternative default action(s)** by holding the right mouse button or by holding CTRL key and confirming the order with a left-click.

8.3. MAP HIGHLIGHTS

A number of graphical highlights should help you quickly assess your situation and save you time in choosing actions.

Turn the map highlight function off in Game Settings (*Main Menu → Game Settings → Player → Show action options/Show action highlight*).

8.3.1. HIGHLIGHTED MAP OBJECTS

Circle tile highlight shows different information for map objects (cities, resources, buildings) and for units. The main reason is that while objects are stationary and suited for different tasks, units move around the map and interact with other items; thus, the range of their actions is much broader.

Cities, resource mines, temples, and blacksmith can affect each other, therefore a connection between them is extremely important.

- **Resource mine – city and blacksmith** – resource mines increase their production when they are connected to a city, and also when they are connected to a blacksmith (see also *9.1 Mined Resources*). There are three types of connections:
  - overland – the resource mine lies within a 3-tile range from a city and/or blacksmith, but there is no road built between them. This connection has a minor positive impact on the production of the resource mine.
  - dirt road – the resource mine lies within a 3-tile range from a city and/or blacksmith, and a dirt road exists between them. This connection has a medium impact on production.
  - paved road – the mine lies within a 3-tile range from a city and/or blacksmith, and a paved road connects them. This has high impact on production.
- **City – temple** – temples double the population growth in cities that lie within a 3-tile range.

Different colors are used to show particular information about the existing or possible connection.

Blue color scale is used to indicate different types of connections:

- **Sky blue highlight** indicates that the map items are connected only overland.
- **Royal blue highlight** indicates that the map items are connected by a dirt road.
- **Dark blue highlight** indicates a paved road connection, which is the most effective type.

White highlight indicates that the resource mine, city, blacksmith, or temple is either connected to a different map item or the connection is still being established (e.g., when a blacksmith is under construction, the would-be connected resources will be highlighted in white).

Brown highlight carries the same information as white, but is used only if the city range highlight is visible.

Red highlight indicates that an existing connection is broken or not functioning properly (e.g., city to which the resource mine is connected is damaged).

Green highlight appears when placing a new blacksmith or temple to show the 3-tile range in which other map items will be affected so that you can choose the best position.

The tooltip always provides advice on the existing or possible connections.

Square tile highlight is reserved for tiles lying within a city range, which is an extremely important designation related to cities, and as such deserves to be distinguished from other highlights. Every city is surrounded by an area where food and wood is grown and harvested, which grows with the city. The highlight shows tiles being used by the city and their yearly production; the tooltip for each tile shows what resource is harvested there and in what amounts. Note that tiles within a range of more than one city can be harvested by only one. Yields from tiles outside any city range are not harvested. (See also *11.2. City Range*).

White highlight indicates an empty tile (not occupied by a resource mine or building).

Blue scale, brown and **red highlights** carry the same information as the circle highlight.

Below are highlights for individual map items.

Temple increases the natality rate in cities within a 3-tile range. A city within the required distance from more than one temple is always connected only to one (but has the advantage that if one temple is damaged or destroyed, it can immediately connect to the other one). During construction, the cities within the temple range (3-tile distance) are highlighted in white, as no connection has yet been established. Once finished, the city connected to the temple is highlighted in dark blue. Cities that are within the temple range but they are already connected to another temple are highlighted in white.





In this example there are five cities within the 3-tile range from the selected temple. Three of them are connected to this temple (dark blue highlight), whereas two cities are connected to another temple (white highlight). You can also see the same information in the tooltip.

If the connection is broken, e.g. the Temple is damaged as in the second example, then the connected cities are highlighted in red.





Blacksmith increases the production rate of resource mines that lie within a 3-tile range. If a resource mine lies within the required distanced from two blacksmiths, it is always connected to only one of them.

In this example, four resource mines are within the required 3-tile range from the selected blacksmith (you can see the same information in the tooltip). One mine is connected to another blacksmith – highlighted in white. If the connection is broken, e.g. the Blacksmith is damaged, as on the right, then the connected mines are highlighted in red.

City, as mentioned above, located within a 3-tile range of a temple increases its natality rate twofold, and cities within a 3-tile range of resource mines affect the production of those mines. City ranges are highlighted in square tiles (not circles), although they presents the same information as the latter. By default the city range tiles are highlighted in white, however, if there is another map item on such a tile, the color changes to indicate the type of connection of this map item to the city.





In the example in the left screenshot, the city of Durocortorum has nine tiles within its range, highlighted by the white squares. White indicates that the tile is unoccupied. Additionally, six resource mines are within the 3-tile range around the city, but only three of them are connected; different qualities of connection are indicated by different shades of blue, as explained previously. The other three mines highlighted in brown are connected to other cities. A temple (left of the city) is also within the 3-tile range; this connection is indicated by the blue highlight around it.

If the city is damaged and needs emergency aid, none of the connected resource mines can benefit from this connection, as indicated by the red highlight in the right screenshot.

Resource mine that lies within a 3-tile range of a city and/or blacksmith increases its resource production (cities and blacksmiths act as production multipliers). If a resource mine lies within the required distance from two blacksmiths or two cities, it is always connected only to one of them (one blacksmith and one city).

The resource multipliers (cities and blacksmiths) that lie within a 3-tile range around the resource mine are highlighted in colors indicating the quality of connection, as explained above. Resource multipliers that lie within the required distance but aren't affecting production are highlighted in white. You can see the same information in the tooltip.



In this example, three production multipliers are situated within the 3-tile range around the selected iron mine (city of Girba, city of Capsa, and blacksmith). Every mine can be connected to one city and one blacksmith only, which in this case are the city of Girva and the blacksmith. The city of Capsa lies within the required distance but the mine is already connected to another city, therefore Capsa has no effect on the mine production and is thus highlighted in white. If it happens that Gira is damaged and the connection is broken, the mine will be automatically connected to Capsa instead.

8.3.2. HIGHLIGHTED UNITS

The highlights for units are related to their basic actions such as move, attack, or build. When you select a unit, different color highlights appear, each depicting a different action that the unit can execute and the location where it is possible.



Yellow-brown shows all the positions where the unit can go within the limit of its current movement points. Yellow color means the terrain is easier and not all movement points will be used, and the darker the brown the more difficult the terrain and higher movement penalties apply.

For example, in this case the Roman legionary unit can move to several tiles. The yellow indicates that if the unit moves there, it will have still some movement points left. If it moves to a dark brown tile it will use all its movement points and will not be able to move farther (or attack) even if it encounters an enemy.



Yellow-brown with cross shows a position where a new city can be founded.

Blue with cross is reserved for settler and nomad units, and shows tiles where a city can be founded within the limit of the unit's current movement points. As this is the main task for settlers and nomads, it has a special highlight.



Red represents enemy units, cities, resources, or buildings that are within striking distance and could be attacked in the current turn. The only way to enter the tile is by attack.



For example, in this illustration three enemy positions can be attacked: the mine, the military unit, and the city of Panormus. The Roman Principes cannot enter these tiles without attacking the enemy map items.

8.3.3. CURSOR HIGHLIGHTS

Yellow indicates that an action has been selected. When you move the cursor over neighboring tiles, the cursor shows you if the tile is accessible and how many turns it will take to reach the tile.

Red indicates that this move is not allowed at the moment; the tooltip offers more information.





8.3.4. SUPPLY HIGHLIGHT

All ground units must be supplied with food, other resources, and armaments (beside regular resource usage constituting its maintenance (turn) costs). If they're too far from a supplier (city, naval unit, wagon) the supplies are not delivered in time or in full, and the unit starves. This has a profound effect on the Army and General Morale (see also *16.11. Supply Management*).

To see which tiles are already out of supply, turn on a Supply area highlight. Click on this icon at the bottom of the Map menu or press **[F9]**; note however that when the supply highlight is on, no other map highlight is visible! Supplied tiles are not indicated, whereas unsupplied tiles are highlighted in red. Details for a particular tile are shown in the tooltip.



Units that have a so called "Self-sufficient" improvement do not need any supplies, and so this highlight does not apply to them.

The Supply management feature can be completely turned off at the beginning of the game in Game Options (*Main Menu → Game Options → Supply Management*).

9. RESOURCES

Resources play a vital role in the game; nothing can be built without them, and running out means existing units and structures et al., even society itself, will be at risk. Therefore, resource management is of key importance for the day-to-day running of the state and for maintaining a strong army. Each game starts with a fixed set of resources.

Four resources are extracted from mines and quarries: gold, iron, stone, and coal. Other resources are obtained from the land (food, wood), or are produced in or derived from cities (citizens, knowledge, influence, happiness). In general, all resources are used on a daily basis, and as suggested above, lack of one can be cause of a chain reaction leading to a

breakdown of all main functions in the country (i.e., lack of food leads to reduced population which leads to unhappiness and revolts).

Resources are used to cover so called:

- building costs which represent the money, material and workforce needed to build new units, cities, buildings, and improvements
- maintenance (turn) costs which are resources needed every turn for city and building upkeep, and to keep your military hale

The importance of resources in *Aggressors: Ancient Rome* cannot be overstated; much attention should be devoted to maintaining a healthy resource balance. All resources, except for happiness, are tradable.

9.1. MINED RESOURCES

Mineral resources extracted from mines are indispensable for building new cities, buildings, or one's army, as well as maintaining them. The location and number of mineral deposits is fixed at the start of the game, and are represented by 3D models on the map.

 **Gold** – acquired mainly from gold mines, but can also be produced in cities with a "Trading" improvement. Gold is used for recruiting and maintaining army units, for construction of new cities, buildings, and infrastructure. Lack of gold can paralyze the army as there is no money for their pay.

 **Coal** – acquired from coal mines; used mainly by cities and blacksmiths for their maintenance (turn costs).

 **Stone** – acquired from stone quarries; needed for all construction and repair works in cities and other buildings.

 **Iron** –acquired from iron mines; used by cities for recruitment of new army units and their improvements.

9.1.1. SIZE

Production rate of every mine is related to its size, which is displayed in the lower right corner of the Unit Menu. The basic size of all mines is 1, but it can be increased by connecting the deposit with nearby cities and blacksmiths via dirt and paved roads. As mentioned, cites and blacksmiths act as multipliers of resource production (see also *11. CITIES* and *10. BUILDINGS*).

Every such connection increases the size of the mine, and different connections can be combined. However, each connection is included in the calculation only once (e.g., if a mine is connected over land with two blacksmiths, only one is considered in the calculation). Therefore choose a blacksmith's location wisely to avoid overlaps.

The table below shows how mines can be connected to cities and blacksmiths and how their size increases.

Basic size =1

CONNECTION	INCREASE
Outside 3-tile range around a city or blacksmith	-
Within 3-tile range around city	0.33
Within 3-tile range around city connected by dirt road	0.33
Within 3-tile range around city connected by paved road	0.33
Within 3-tile range around blacksmith	0.33
Within 3-tile range around blacksmith connected by dirt road	0.33
Within 3-tile range around blacksmith connected by paved road	0.33

In the example above, the iron mine is connected with the city of Girba by paved road and to a blacksmith overland (no road built). The size is calculated as follows: basic size + connection to city overland + connection to city by dirt road + connection to city by paved road + connection to blacksmith overland (1+0.33+0.33+0.33+0.33 = 2.2).

As previously noted, keep in mind that rivers affect the connection between mines and cities and/or blacksmiths: If a mine is located on the same tile as



the river, it is not negatively affected by the river. However, if it's positioned opposite the city and/or blacksmith, the connection does not bring any benefit unless a bridge exists there as well. Similarly, if sea tiles lie between the mine and the city/blacksmith – there is no multiplication effect from the city/blacksmith.

Connection of a mine to a city or blacksmith is noted in the tooltip of the mine. It is also denoted by colored highlights on the map as explained in *8.3. Map Highlights*.

The production of a damaged mine is naturally lower and it decreases with every turn. Mines that sustain heavy damage (emergency aid needed) produce no resources until repaired. You're notified about changes in damaged mines every turn in your report list (see also *7.17.3. Reports*).

It is important to note that productivity of the resource mine also depends on the type of government (see also *16.1. Government*).

The size, production and consumption of the individual mines are shown in the Map item detail window (see *7.15 Map Item Detail Window*).

9.2. HARVESTED RESOURCES

Food and wood are resources that have to be grown and/or harvested by your people.

Wood – obtained from forest and hills and in smaller amounts also from plains and jungle that lie within city range (but not on the tile where the city is built). Wood from forests outside of a city range can be also "mined" (Cut Wood action), but the forest will be depleted and wood will no longer be produced there. Wood is used for all construction and repair works.

The table below shows yields from different terrains per turn. The numbers represent 100% yields from the tile. The yearly yields can be higher or lower depending on the type of government in place (see also *16.1. Government*).

TERRAIN TYPE	AMOUNT/TURN/TILE
Forest	0.2
Hill	0.2
Jungle	0.15
Plain	0.05

Food – food is produced on fertile tiles (plains, grasslands, sea, scrub) that lie within city range. Arable land on a tile with a river is extremely fertile, and gives *twice* as much food than usual for the terrain type (e.g., a grass tile gives normally 1.0 food units per turn, but if the tile lies on a river it gives 2.0 food units per turn; see table below).

Food is not produced on the tile where a city is located, but it can be produced on tiles with other buildings. Food is consumed by all your people and units. It cannot be stored, and thus two thirds of excess is thrown away at the end of each turn.

Fields and farms created outside of a city range won't be harvested! Also, if a city is damaged its food yields are decreased.

Water tiles produce the most food (fish) and coastal areas are in general good for building new cities. However, should the city be besieged, those

water tiles where an enemy vessel is positioned, will not be harvested as no fishermen would be allowed out of the city.

9.2.1. AGRICULTURAL LAND IMPROVEMENTS

With growing knowledge, more advanced agricultural methods can be employed to increase the tile yields. There are two types of agricultural improvement: field and farm (see also *5.5 Land Improvements*). They can be built only on plains and grasslands.

Field is a basic cultivating method that increases the tile food production by 200%. Farm is a more advanced method that can be only built on tiles where a field has been already created. It increases the tile food production by 300%.

The table below shows agricultural yields from different terrains per turn. The numbers represent 100% yields from the tile. The yearly yields however can be higher or lower, depending on the type of government in place (see also *16.1. Government*).

TERRAIN TYPE	AMOUNT/TURN/TILE	FIELD	FARM
Grass	1.0	2.0	3.0
Water	0.6		
Plain	0.5	1.0	2.0
Forest	0.3		
Jungle	0.3		
Scrub	0.1		

9.3. CITY RESOURCES

Citizens, knowledge, influence, and happiness are resources that are produced in or generated by cities only. Their production increases with the size of the city. Production rate is also affected by the type of government (see also *16.1. Government*).

 **Citizens** are born in cities, and the natality rate in the state and in every city can be controlled through birth rate policy grants as previously explained. The size of the population changes slightly from turn to turn depending on birth rate grants, cities lost or conquered, immigration and emigration (see *7.9. Birth Rate Policy Window* and *16.6. Birth rate*). As also described above, population growth in cities can be increased by 200% through building temples within a 3-tile range from the city (see also *10.1. Temple*).

Number of citizens is not the same as the population count shown in the State window. "Citizens" are that segment of your populace that can be used for field and construction works, as army recruits, etc.

 **Knowledge** is generated in cities, and its production is directly linked to the size of the city. Accumulated knowledge points are used to research new technologies, and its production can be increased in every city by building the "Philosophy School" and "Academy" improvements.

 **Influence** is also produced in cities, and likewise its production is directly linked to the size and importance of the city (larger cities have higher production rates). You can similarly increase the production of influence by building city improvements (e.g., Philosophy School and Academy).

Influence can be used to feed rebellious moods in other players' cities to either ignite revolts against local rule – which can make it easier for you to take over the city – or even to provide enough incentive so that a city or region joins your empire without starting a war. However, this action will not go unnoticed, and your opponent will be informed about your activity on his territory, which will naturally negatively affect your relations.

You can use influence on all foreign cities within a maximum distance of 10 tiles from one of yours. Apply it by clicking on the city you want to influence and executing the "Influence" action. You can perform this action several times in one turn on the same or different cities, provided that you have sufficient resources for it. You can apply influence on enemy or friendly cities (influencing enemies requires more resources), but you cannot use it against cities of states with whom you have formed a confederation or federation.

The amount of influence points required to affect the moods in a foreign city depends on a number of factors: size of the city; distance from your border; General Happiness in your land; whether the target is a capital or less important town; its morale and happiness; whether it's enemy or friendly; your general attitude toward the opponent; and Army Morale of the opponent toward you.

You can make your cities less vulnerable to such an action from your opponents by building an "Obedience" improvement (see also *14.1. Improvements for Cities and Buildings)*. Keeping a military garrison in a city or standing on the city tile (they are called urban guards in such a case) prevents the city from switching sides at least temporarily. Even so, if influence is applied long enough, the General Morale of both the military unit and the city drops, and eventually the unit will desert and the unprotected city will then most likely follow. However, such an assemblage of conditions makes it rather difficult and expensive for an opponent to take over a city.

Influence can only be used to affect foreign cities when the General Morale game option is enabled (*Main Menu → Game Options → General Morale*).



Happiness is not generated or produced anywhere; it is an indicator of the overall mood of the population. We distinguish two types of happiness in the game: General and Local.

General Happiness represents the mood of people in the entire country, and is derived using a combination of many variables:

- type of government – certain types of government are better accepted by the citizenry than others (e.g., despotism faces the most resentment from the population, whereas in a democracy people feel heard and are therefore happier).
- abundance or lack of resources – sufficient reserves of resources speak of prosperity and stability, which naturally pacifies people, whereas the opposite – especially a food shortage – causes widespread anxiety.

- designated capital city – a country without a capital is more susceptible to corruption, which feeds general public's distrust toward their rulers; General Happiness can decrease by 50% if the country has no capital.
- successful military campaigns – territorial expansion and bounty from conquered territories feed people's pride in their nation.
- size of army – people want their homes and families to be safe, and a decent standing army fosters a sense of protection. If the army is too small, people will not feel secure, while conversely, if the army is too large they'll view growing military expenses with displeasure. Thus, finding a good balance is crucial.
- slave trade – people generally look upon the trafficking of humans with distrust, albeit buying slaves is less provocative for the populace than selling them.

Local Happiness represents the mood of one city, calculated separately from, and affected by, other factors than those mentioned above:

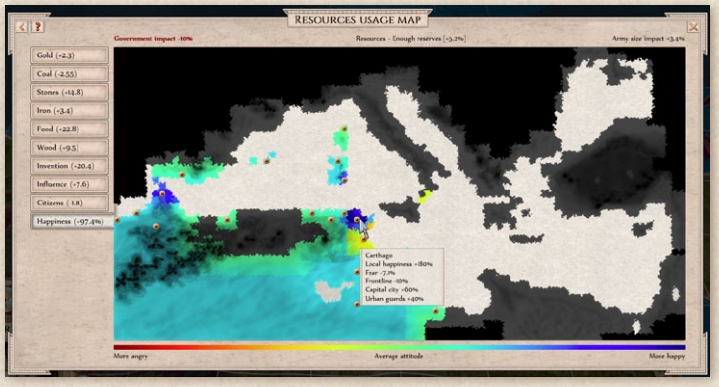
- army presence – people feel safer and therefore happier if there is a military unit stationed on the same tile as the city (so called urban guard). If a rebellion spreads in the city, these forces will help crush it.
- city improvements – building cultural or social improvements in the city (e.g. Amphitheater, Civil Service) can support the good mood of the citizens.
- border proximity – cities lying closer to a foreign border are more concerned for their safety than cities farther from potential sites of conflict. This feeling is amplified if the border is with a state with whom you are currently at war.
- proximity of a battlefront – approaching foreign armies create a natural fear for lives and livelihoods.

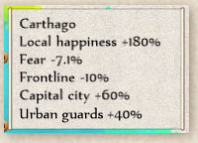
- fear of enemy – Army Morale of your units influences how frightened people will be in cities lying close to the border with a particular state (e.g., low Army Morale versus Romans negatively affects happiness in cities that lie on the border with the Roman Republic).
- repair works – if a city is damaged (needing repair or emergency aid), people demand that it is repaired so that they can feel secure again. If this need is ignored, revolts and unrest can spread to other parts of the empire.
- proximity of a capital city – cities that lie close to a capital feel more important and respected.

Higher happiness positively affects Army Morale and cities and units are more resistant to foreign influence. Low happiness on the other hand decreases army morale, increases emigration, and causes revolts or even civil wars; additionally, low happiness cities and units are more willing to join stronger nations.

As an initial warning of generally low happiness, the national banner in the Map Menu will appear torn.

The impact of these different factors on local happiness is shown in the Happiness tab in the Resource Usage window (see also *7.11. Resource Usage*





Map). Hovering with the cursor over individual cities on the Resource Usage Map, the tooltip provides you with detailed information on what's affecting happiness in that particular city.

In example above, happiness in Carthago is very high. As you can see in the tooltip, the fact that Carthago is a capital city and a military unit is stationed therein (urban guards) positively impacts the Local Happiness of its people. On the other hand, seeing that enemy units operate nearby (the frontlines) makes the population feel unsafe, and that has a negative impact. At the top of the map, you also see that the government has a negative impact on General Happiness in the country, whereas abundance of resources and army size have a positive effect.

9.4. RESOURCE PANEL

The state of the resource reserves is shown in the Resource Panel in the State Menu. The panel provides a quick overview of currently available resources and their increase or decrease as compared to the previous turn.



If you hover with the cursor over one of the resources in the panel, the tooltip provides some detail about the fluctuation of your resource reserves.

Currently available amount – this is the number below the resource icon in the Resource Panel, and it's also the first line in the tooltip (e.g. Gold 18.9).

Last turn resources – this line in the tooltip indicates the amount of the resource available at the beginning of the last turn, followed by the amount by which the resource has increased/decreased in comparison with the start of the current turn (e.g., last turn resources (93.9) [+20.1] means that at the end of the previous turn you had 93.9 gold, and this amount increased by 20.1 at the start of the current turn).

Last turn traded resources – indicates the amount of the resource that was added or deducted from the reserve due to trade (e.g., last turn traded resources gold [-3.06] means that due to trading commitments, 3.06 gold were deducted from the reserve during the previous turn).

Last turn surplus/loss – shows the difference between the resource's production and usage due to maintenance (turn) costs of units, cities, and buildings. A positive number means that the production of the resource is sufficient to cover the maintenance cost. A negative number means that the production of the resource does not cover the maintenance costs (e.g., last turn surplus/loss [+23.1] means that after deducting the amount of gold needed for maintenance, a surplus of 23.1 gold was produced last turn).

Surplus/loss two turns back – this line shows the same information but during the turn before last. You can thus see how costs are briefly trending.

Colors used emphasize how dangerous low production is:

Red numbers indicate that if no significant yield increase is forthcoming this turn, based on low current reserves, the function of your units, cities, and buildings might be affected (e.g., in the above example food reserves are dangerously low).

Orange numbers indicate that there has been a significant change in the production or consumption of the resource compared to the previous turn. This can be either positive or negative (e.g., in the above example the knowledge and citizens resource yields decreased or increased in such a way that might be of interest to you).

Yellow numbers indicate that the yearly production of the resource is not sufficient to cover your consumption; however, the gap between consumption and production is smaller than the prior turn. (E.g., in this case gold, coal, and iron have a negative yearly production; you're using them faster than you can produce them. Even so, the yellow numbers show that you managed to shrink the gap between your production and consumption rates since the previous turn.)

No action is free; every one you execute requires some amounts of one or more resources. You can see where most of your resources are used or produced in the Resource Usage window (see *7.11. Resource Usage Map*).

Lack of resources can be dealt with by trading; raiding other cities; pillaging your own towns if necessary; increasing resource production by connecting mines with cities and blacksmiths by roads; building improvements; and reducing birth rate grants.

10. BUILDINGS

Developed infrastructure is an indicator of prosperity. Smart rulers will look after the needs of his or her country, build new cities and roads, maintain steady resource production, etc.

The game allows you to build special types of buildings that have a great impact on the military, economic, and social life of the country. Not all buildings are available from the beginning of the game; this is dependent on the level of technological development.

A list of buildings that you can currently build can be found in the Build Facility window (see also *7.14. Build Facility Window*). As mentioned, the list is not finite; some will become available later in the game when your nation reaches the required technological level. Buildings are not built by other units (e.g. Settlers) like cities. You select the building from the list and then simply click on a location on the map where you want it to be constructed. Resources and several turns will be needed to complete the construction.

For more information on available actions and improvements, see *13. ACTIONS* and *14. IMPROVEMENTS*.

10.1. TEMPLE

In addition to their obvious religious importance, temples were historically places of great political and cultural significance, and thus in *Aggressors: Ancient Rome* they also have a major impact on cities located in their

vicinity. As mentioned, temple increases population growth in cities that lie within a 3-tile range from it by 200%. This applies to all cities within that range unless they are already connected to another temple. Cities so affected are highlighted by a dark blue color when you click on the temple (see also *8.3. Map Highlights*).

Temples need gold every turn for their everyday activities and maintenance (turn costs).

10.2. BLACKSMITH

As described earlier, a blacksmith is a building with a great economic impact as it increases the yearly production of mineral resources (gold, coal, stone, and iron). Blacksmiths can be built only within a 3-tile range from your city (i.e., you cannot build a blacksmith near a foreign city if one of your cities is not near enough). This slightly limits your ability to increase production in mines that lie far away from your urban centers; you may have to build a city closer to such resources first, before you are able to build a blacksmith there.

Blacksmiths increase the production of mines that lie within a 3-tile range, but not overseas! (See also *9.1 Mined Resources*).

Blacksmiths use coal and iron for their everyday function – maintenance (turn) costs. These can be reduced by building an "Economical Blacksmith" improvement (see also *14.1. Improvements for Cities and Buildings*).

10.3. SHIPYARD

Shipyards, as might be expected, have mainly a military purpose, allowing the construction of warships as well as smaller vessels. It can be built only on water tiles within a 1-tile range from a city (i.e., you cannot build a shipyard near a foreign city if one of yours isn't near). It's a so referred to as a "specialized builder", albeit each shipyard can specialize in only one type of naval unit at a time.

There are three types of naval units:

- Boat – basic naval unit for transferring mobile units short distances
- Galley – advanced vessel for transporting units longer distances
- Trireme – superior naval unit best used as a warship

You can change the specialization of a shipyard as long as you have enough resources (see also *13. ACTIONS*). Not all types of naval units are available at the beginning of the game; some unlock only when your nation reaches the required technological level.

A shipyard also acts as a "serviceman", which means that other units can be repaired and improved there (depending on its specialization). It's important to note that a specialization for more advanced unit types still allows you to repair and improve basic unit types (e.g., if a shipyard is specialized in building Triremes, you can repair, improve, and upgrade Boats and Galleys, here although you can't build the latter).

10.4. STABLE

The stable is another purely military building, as it is used to breed horses and train mounted units. Stables can be built on tiles within a 3-tile range from one of your cities (i.e., you cannot build a stable near a foreign city if one of your cities is not near).

Stables are also "specialized builders" and "servicemen", as above. The type of unit that it can be built or serviced here depends on the specialization of the facility, which can be changed according to your situation (see also *13. ACTIONS*).

Several types of cavalry units appear in the game, but again, not all are available from the beginning. Some will become available later in the game, but there are five different army "factions", and you can build only units belonging to yours. However, if you conquer an enemy stable with a specialization to build another faction's units, the facility will retain its specialization; further, if you've reached the particular level of development (basic, advanced, superior units) you will be also able to use this specialization in other builders of your own.

Each faction has three types of cavalry units. The most basic can be built also in cities with the particular specialization, whereas advanced and superior cavalry units can be built only in stables. The main difference is the cost, as building cavalry in cities is more costly than in stables and takes more time. Relevant details about cost, maintenance (turn costs), etc. are included in the tooltip.

It is important to know that stables specialized in building advanced and superior cavalry units can also service less advanced cavalry units. (E.g., the Roman faction includes Milites cavalry (basic), Principes cavalry (advanced) and Legionary cavalry (superior). Milites and Principes cavalry units can also be healed and improved in a stable with Legionary cavalry specialization.)

10.5. FORT

The "fort" is a defensive structure that can be built over several tiles that actually creates a wooden manned wall or palisade. It should be used either to protect strategically important points such as a capital city, or it can be built in other places for tactical reasons such as protecting a narrow pass between mountains or to guard a vulnerable river bank.

A fort can be built only on tiles within a 3-tile range from one of your cities. If you plan to raise the structure in a remote region, you need to build a city there first.

Forts can be built over several tiles to create a long wall. One military unit can man three segments of the wall, meaning it defends the segment of the fort where the unit is currently located as well as the adjacent portion on each side. For example, a fort stretching over five tiles will need two military units to guard the whole structure.

If the fort is attacked where two defending units are within the attack range, the stronger unit will lead the defense.

A fort is also a "container"; up to two military units can be held in one segment of the fort at a time, each receiving a 60% defense bonus and 10% attack bonus ("Unload and Attack" action).

A fort can be upgraded to a Defensive Wall (see below), but isn't a prerequisite.

10.6. DEFENSIVE WALL

The defensive wall has a stronger defensive character that a simple fort. Similarly, a wall can be built over several tiles to create a solid barrier against an invading army, and ideally – once they are researched and can be afforded – are used to protect critically important locations.

The wall can be built only on tiles within a 3-tile range from your city (i.e., you cannot build one near a foreign city if one of yours isn't close by). If you want to build it in a remote region, you need to build a town there first in order to have people to man it.

Like forts, the defensive wall can hold inside two military units at a time, albeit each receives a 100% defense bonus and 20% attack bonus ("Unload and Attack" action).

As with the fort, walls can be built over several tiles and are likewise defended (q.v. above).

10.7. PATROL TOWER

The patrol tower is a purely military structure with both defensive and attack purpose. Superior visibility and attack range make it very useful, especially in border regions to guard strategically important outpost(s) such as mines, border cities, etc. It's best used as a vantage point to patrol large areas and give early warning if enemies are spotted.

Again, a patrol tower can be constructed only on tiles within a 3-tile range from your city, but it cannot be built in sections. Its defense strength is not particularly high as if conditions allow it is good to build a defensive structure in front of it (e.g. fort).

11. CITIES

All great empires had an extensive network of cities and settlements. Arguably, the main wealth of a state is generated not on land but in urban centers in the form of pottery/glassworks, textiles and other secondary agricultural industries such as breweries and wineries, as well as myriad luxury goods, much of which would be produced for trade. Cities are thus the corner posts of the state, and urban infrastructure further supports a realm's level of cultural, political, and social sophistication.

Whatever the future holds for you, you will always rely on your people and your cities. Cities are the main source of workforce and army recruits and trading hubs.

Cities have a number of properties such as size, specialization, defense and attack strength, etc., that refine their role in the game. For more detail, see *7.15 Map Item Detail Window* and *7.16. Map Item Type Window*.

11.1. FOUNDING A NEW CITY

All units can lay foundations for a new city, however, settlers and nomads are best equipped for such a task. Military units can also build a city but their primary purpose is different, so it will take them longer and the costs will be higher than if you use settlers and nomads. Besides, keep in mind that building new army units is more expensive than building settler units, and so using soldiers to do settlers' work is wasteful. However, there might be situations when such an act is profitable, e.g. transport of the military unit home would be too expensive, etc.; in this case they may be "retired" and given their own plots of land, so to speak (an historic practice that became fairly commonplace in Rome, at least). Only units at full strength (not damaged) can build a city. Perhaps needless to say, the unit will be consumed by the task!

	CITY BUILT ON BARE LAND		CITY BUILT ON CITY FOUNDATIONS	
	Building Costs	Turns	Building Costs	Turns
Settler/ nomad	 10 1 1	2	 3.4 0.34 0.34	1
Infantry unit	 20 6 3	4	 20 6 3	4
Cavalry unit	 25 10 5	5	 25 10 5	5

For example, tasking a settler with building a brand new city will cost you 10 wood, 1 gold, and 1 stone, and will take 2 turns to lay the foundations. Assigning the same task to an infantry unit will cost you 20 wood, 6 gold, and 3 stone, and will take 4 turns.

Cities can be built on suitable terrain only (plain, grass, forest, scrub, hills) that provide sufficient supplies, especially food. If you build a city on a tile surrounded by mountains, the city will likely not be able to sustain itself.

Cities cannot be built less than one tile from one another – i.e., adjacent – and they cannot be built on a tile where a building or resource is already located (tile is taken).

It can happen that an already existing settlement is abandoned and left to decay. Its foundations remain on the tile, and can be used as building material for a new city, decreasing the building costs by one-third (see the table above). City foundations are shown on the map and also in a tooltip as city foundations. If you do not utilize the ruins in time, nature will reclaim the settlement, the rubble disappearing after several turns.

11.2. CITY RANGE

As touched on previously, city range is an area around the city from which the city obtains basic supplies such as food and wood; resources produced on each tile can be seen in a tooltip for each tile. Clicking on the city brings up the square tile-highlight showing which tiles lie within range (see also *8.3 Map Highlights*).

The size of the city range is directly related to the size of the city (bigger cities have larger city range), which means that the city population is foraging in a wider area around the city.



City size 1-2



City size 3-4



City size 5



City size 6



City size 7



City size 8



City size 9-15

11.3. CITY SIZE

A city's size is shown on the left of the city label on the map, and also in the lower right corner of the Unit Menu. The Citizen resource is derived from the population in all your cities (the tooltip for each city reveals the actual number of citizens in the selected city). Your citizens are the main source of workforce and army recruits, and thus a small population limits your ability to build new units (see also *9.3. City Resources*).

As we have learned, you can increase the size of your cities by supporting higher birth rate through state and local grants (see also *16.6. Birth rate*), as well as by building temples (see also *10.1. Temple*).

The city size only serves to give you a rough scale with which to compare different cities. However, you should be aware that having many small cities does not equal a few very large ones; e.g., two size 2 cities have a smaller combined population than one at size 4.

Not to belabor the point, but citizens are the main source from which you draw your army recruits and workforce. However, this means that by building a new unit in a city you are effectively depleting the population of this and all neighboring cities! Furthermore, after a certain threshold the citizenry might start rebellions, perhaps going so far as to abandon the city and letting it fall into ruin.

However, city size also has a very important side effect: The larger the city, the stronger its defenses. Cities of size 1 have a default defense strength of 2, but this increases by 10% with each increment of size; e.g., city size 2 = defense bonus 10%; city size 3 = 20%, etc.

11.4. CITY PRODUCTION

We have mentioned elsewhere that cities are the only producers of citizens, knowledge, influence, and happiness – city "resources". Production of knowledge and influence is related to city size both in terms of production as well as consumption. Also mentioned previously, the daily running of cities requires resources as turn costs (food to sustain population, stone, iron, wood to maintain structures and build new ones). The amount of resources consumed by cities depends on the city size – larger cities naturally have higher needs. These maintenance (turn) costs can be reduced by building the "Economical City" improvement (see also *14.1. Improvements for Cities and Buildings*).

The size of the city therefore has a major impact on the number of resources produced and consumed in it. You can see how rates change with size in the Map Item window (see also *7.16. Map Item Type Window*), and you can check the Resource Usage map to see where most are produced or consumed (see also *7.11. Resource Usage Map*).

Resource production and consumption in a city can be regulated through some improvements (e.g. Trading).

Happiness as a general mood of the city population is not "produced" but is derived from many factors (see *9.3. City Resources*). Low happiness leads to slower population growth, and if the city is damaged, there is no growth at all. E.g., if a city was plundered and sustained damage, the populace doesn't feel safe, and general unhappiness spreads. Every successive turn this continues the population will decline as people move out to seek a better life. If the city is not repaired ("Repair" or "Emergency Aid" action) it can even lead to complete abandonment of the city (see also *16.12. Migration*).

11.5. CITY SPECIALIZATION



Cities function as centers where new units are built, and existing units are improved and repaired. These functions have elsewhere been termed "builder" and serviceman". Again, specialization indicates what type of unit can be built, trained, or repaired/healed here. The specialization is shown below the city name in the Unit menu. If the field is blank, it means that the city has no specialization yet (and so no units can be built there until a specialization is set).



Like buildings, city specialization can be changed to suit the needs of the state. This is achieved by clicking on the "Change Specialization" action button which opens the Specialization window. Here you find a list of all unit types that can be built here, including its different properties (attack, defense, movement points), maintenance costs per turn (turn costs), and the cost of a new unit (build inside costs). It also shows the cost and number of turns needed to change the specialization.

Unlike buildings, a city can be specialized in building several unit types. Every time you change a specialization, the previous one will be retained so that several unit types can be built in the same city without changing back.

As touched upon before, every army faction consists of basic, advanced, and superior units. This means for example that if a city is specialized in

building advanced unit types, basic unit types can be repaired, improved and upgraded here. For example, Barbarian armies can have Warriors (basic), Axemen (advanced), and Elite Axemen (superior). A city with one specialization for Axemen can only build Axemen, but Warriors can be repaired, improved, and upgraded here.

11.6. IDLE CITY

Although cities have a fundamental role in *Aggressors: Ancient Rome*, history shows us that the best way to manage urban centers is often to let them mind their own affairs without close oversight. The natural life of cities was regulated by local politics, and not much by imperial or royal whim. Cities, their population and resources, would mobilize only during perilous times when necessary war preparations had to be made, and then it was in their own self-interest to do so, although they'd need direction as to what to produce, where to send it, etc.

Cities' main in-game function is to generate wealth in the form of resources (gold, food), and to build and maintain military and non-military units. Both these functions require that part of the city capacities and resources are channeled outside of the city, and so its resource production will be smaller. When a city is "working" on something, the production of knowledge and influence is decreased by 20%.

An "idle" city means that it is currently not directly working on any new unit or improvement. Its population goes around their daily business and the city actually grows and develops faster, as it can use its full resources for itself. However, there are a number of improvements that you might want to add to cities, and with a growing empire the micromanagement can get quite tedious. For convenience, all idle cities create a loop, and you can go through them one by one by pressing **[Ctrl+Spacebar]**. If you have the Extended UI setting option turned on, you can also use the Switch to next idle city button  that appears in the Unit menu (see also *6.5. Unit Menu*). This additional control allows you to give a "Skip" command to a city and so remove it from the loop for the current turn.

11.7. CAPITAL CITY

Your capital city has a unique position amongst all your cities: It's the center of your empire, housing your government from whence your power and will is promulgated. A few other things make it stand out from the rest of your urban centers.

Capital city is denoted with a national banner and a capital's size in its label is in a star shape instead of round. Capitals generally have higher resource production rates as the most important city of your state. (Thus, it's good strategy to keep its size as big as possible to make the best of its higher production rates.) Finally, it also increases Local Happiness of cities in its vicinity.

If your country does not start the game with a capital city, you should set one as soon as possible for at least one good reason, i.e., a state without a capital is more susceptible to corruption; people do not trust such decentralized governmental officials, negatively affecting General Happiness. Nonetheless, you should consider the position of your capital; building it close to a border might risk it being overrun by an invading army before you can react to a threat. You should also take into account the terrain and its significance for defense (see also *5.3. Terrain* and *Terrain Features*).

You can change your capital city, but it is an important step and should not be taken lightly. Transferring all governmental and administrative apparatuses of the state requires time and resources, and ought to be ordered only if the situation really demands it.

Moving your capital to another city is not always possible, for example if it's currently besieged and there's no way out. In such a case you can try a sortie and/or bring an army to break the siege, or you can let the city fall and then choose a new capital.

You can change the capital city from the State window ( *State window* →  *Capital city*). A list of cities that could become your next capital will appear; choose one by simply clicking on it. The list might not include all your cities; it depends on the available resources and the current situation

of the city in question. Moving a capital to a very large city requires more resources than into a small town. Therefore, if you do not have enough resources or perhaps the city is besieged and not accessible, it will not show in the list of possible new capitals.

In case your capital city is captured or destroyed, do not leave your country long without selecting a new seat of government. A country without a capital city is vulnerable!

11.8. CITIES ON THE MAP

Cities on the map are represented by models of cities. Each has a name, which is by default designated automatically (*Main Menu → Game Settings → Player → Automatic city naming*), but you can turn this function off and name the cities yourself by clicking on the city name in the Unit menu.

City label – each city is marked on the map with a city label which contains the name of the city and its size. The label color denotes the relationship between yours and other states:

- beige label – your own cities
- red label – enemy cities
- grey label – friendly cities (state with which you maintain peaceful relations)
- green label – allied cities (Defense Pact, Brothers-in-Arms Pact, Confederation)

You can turn off the city labels in the Game settings (*Main Menu → Game Settings → Player → Hide city labels*).

There are also other symbols to show which cities are "busy" and which are idle.

"Serviceman" works – this icon indicates that the city is building a new unit, repairing, improving, or upgrading an existing unit.

 **Ongoing works** – indicates the city is "busy" improving itself (building a city improvement, repairing itself).

 **Damaged** – the city sustained damage and needs to be repaired. Until repaired, the city has limited functionality – no unit can be built, repaired, or improved here; no city improvement can be constructed; local happiness is negatively affected. The yields from the tiles within the city range remain the same but the production of other resources from the city is reduced by 50%. The city population can also be negatively affected.

 **Heavy damage** – this icon indicates that the city is severely damaged – it's on fire! – and extensive repair works (Emergency Aid) is needed. No unit can be built, repaired, or improved here; no improvement can be made, until the city is fully repaired. Tiles within the city range do not produce any resource yield until the city is at least partially restored (tiles so affected are highlighted in red). Production of all other resources generated by the city is stopped entirely. Finally, as mentioned, people will start leaving; in extreme cases when the city is left in ruins, it can even be completely abandoned.

11.9. ACTIONS AND IMPROVEMENTS

The number of actions a city can perform on its own is relatively small, but if a unit appears nearby or even on the same tile, the number of actions increases significantly. All actions that can be executed are represented by the action buttons in the Unit menu. Not all actions are available at all times, and not all available actions can be executed. For example, the "Repair" action appears only if the city is damaged, yet even then it might not be possible to execute the action if you have insufficient resources.

Cities have the Auto-heal ability, which means that it recovers 3-5% of its defense strength every turn when the city is in need of "Repair" (only; not "Emergency Aid"!). This process is automatic and does not require any resources.

For more information on all actions, see *13. ACTIONS*.

Cities can improve their infrastructure by building military, economic, social, or urban improvements that can have a major effect on its defensiveness and resource production, as well as its cultural and social life.

You can use the Strategic Overview **[F4]** to see which improvements are built in which cities (see also *7.10. Strategic Overview Window*). In case you want to improve several cities in one turn and you do not want to click on them one by one, you can use the **[F4]** to open the Strategic Overview, apply the improvement filter, and then simply click on the city on the map, initiate the "Build Improvement" action, and carry on to the next city by pressing **[F4]** again.

Alternatively, use the Switch to Next Idle City button **[Ctrl+Spacebar]** to go through a loop of all idle cities (see above).

For more details on all improvements, see also *14.1. Improvements for Cities and Buildings*.

12. UNITS

With the possible exception of cities, units are the most important entities in the game, and they are divided into several groups:

- Non-military
- Military
  - Infantry units
  - Cavalry units
  - Naval units
  - Vehicle

These groups are further divided into types (see also *8.1. Map Items*).

Every unit has a number of unique properties defined by its type. Some are constant (e.g. capacity), and some are variable meaning that they can change during the game (e.g., attack and defense strength, movement points). For the list of all properties and their descriptions see *7.15. Map Item Detail Window* and *7.16. Map Item Type Window*.

If you've been following along, you know by now that all units are built either in cities or in buildings (stable, shipyard) that are specialized in building certain unit type, and that the same applies for repairing, improving, and upgrading. More detail follows.

12.1. NON-MILITARY UNITS

12.1.1. SETTLER

Settler is the only purely non-military unit in the game. Settlers represent your main workforce, those who till and toil, and they're indispensable for the economic growth of the empire. Settlers' only purpose is building cities and infrastructure, cultivating arable lands, etc., and are not equipped to take part in military operations. Thus, they have no attack strength, but they can defend themselves even though their ability to do so is very limited.

12.1.2. NOMAD

Nomads are the original inhabitants, hunter-gatherers living off the land before the civilized nations introduced a division of labor and began to settle and cultivate. They are a combination of non-military and military units, similar to settlers in the way they can build cities, but they also have a small attack strength which means that they can also take up arms in an aggressive posture, if necessary.

12.2. MILITARY UNITS

Military units are those whose primary task is to guard and defend the country and to engage in offensive military operations. Individual types are not equally strong; each is suited to different terrain and a different style of battle. For detailed information about their properties, see also *7.15. Map Item Detail Window* and *7.16. Map Item Type Window.*

12.2.1. INFANTRY AND CAVALRY UNITS

There are five factions in the game:

- Roman
- Greek
- Carthaginian
- Persian
- Barbarian

Each employs special unit types, differing mainly in the following properties:

- ability to fight on certain terrains (e.g., Barbarian units perform better in forest whereas Roman-faction units are better on flat terrain)
- attack and defense strength, which is directly linked to their training (e.g., Romans are generally stronger, their organized fighting style making them superior to Barbarians)
- movement points on different terrains (e.g., Barbarians can move faster through forest and swamps)

Each faction has three types of infantry and three types of cavalry units. They are listed below from basic to advanced to superior unit types (e.g., Roman Milites (basic), Principes (advanced) and Legionaries (superior).

ROMAN FACTION

- Milites
- Principes
- Legionaries
- Milites Cavalry
- Principes Cavalry
- Legionary Cavalry

Roman units are generally strong and disciplined with a great attacking power, superior on open terrain such as plains and grassland, but vulnerable in difficult terrain such as forests and hills.

GREEK FACTION

- Peltasts
- Hoplites
- Phalangites
- Peltast Cavalry
- Hoplite Cavalry
- Hippeis Cavalry

Greek armies consist of relatively well trained and equipped units whose fighting style favors flat open terrain such as plains and grasslands. They are in general less successful on difficult terrains such as forests, jungles, and hills.

CARTHAGINIAN FACTION

- Melee Infantry
- Swordsmen
- Sacred Band
- Melee Cavalry
- Swordsman Cavalry
- Numidian Cavalry

The Carthaginian army relied heavily on mercenaries, and so it lacked the discipline and die-hard battle-readiness of Roman or Greek forces. However, Carthaginians have higher mobility and are trained to perform well on the flat terrain of North Africa such as plains and deserts, and their cavalry is among the best in the game.

PERSIAN FACTION

- Spearmen
- Pikemen
- Silver Shields
- Spearman Cavalry
- Lancer Cavalry
- Companion Cavalry

The Persian army is relatively weak and slow, but their cavalry is superior to all others'. They fight well on flat terrain, but do not favor one particular type.

BARBARIAN FACTION

- Warriors
- Axemen
- Elite Axemen
- Warrior Cavalry
- Axeman Cavalry
- Elite Axemen Cavalry

Barbarian armies lack the organization and discipline of the standing armies of civilized nations, but they have high mobility on almost all terrain. They best perform in difficult terrain such as forest and hills, whereas they're more vulnerable when fighting on open terrain such as plains and grasslands.

12.2.2. NAVAL UNITS

Naval units are the same for all factions, differing only in their capacity to carry cargo and passengers, their mobility, and attack strength. All naval vessels are able to cross open water.

- Boat – basic naval units that are not built to withstand storms on the open sea and are vulnerable if too far from the coast
- Galley – warship with enhanced capacity to carry passengers
- Trireme – superior warship with high mobility and attack strength

12.2.3. VEHICLE UNITS

There is only one vehicle unit type in the game: the (transport) wagon. Its higher mobility is useful when transporting foot soldiers over long distances, and keeping units supplied (see also *16.11. Supply Management*).

12.3. BUILDING NEW UNITS

As explained previously, all units (infantry, cavalry, naval, and vehicle) can be recruited and built only in cities and/or specialized buildings.

- Infantry – all infantry can only be built in cities.
- Cavalry – all cavalry can be built in stables, yet basic cavalry units can also be built in cities. This is, however, more costly and takes longer.
- Naval – all naval units can be built in shipyards, but basic naval units (boats) can also be built in cities. Again, this is more costly and takes longer.
- Vehicle – vehicles (wagons) can be built only in stables, where there are horses.

As mentioned, cities, stables, and shipyards can be builders and servicemen, but to be able to function as such they have to be specialized; specialization is shown below the name in the Unit menu (see also *11.5. City Specialization*). You can use the arrows next to the Specialization field to scroll through the list of unit types or refer to tooltip for a list the full list. Cities can be also specialized in building several different unit types; by changing specialization you add the new unit types to the list of those that can be built in the particular city. Such a city can also service other units than just those in which it is specialized.

For example, the city of Roma is specialized in building Settler units. By changing its specialization to Principes (advanced unit of Roman faction), you'll be able to build both Settlers and Principes there. Yet you can also heal, upgrade, or improve Milites (basic unit of Roman faction), as the city's specialization is for the advanced unit type of this faction – Principes.

Conversely, stables and shipyards can be specialized in building *only one* unit type at a time. When you change its specialization, the previous one will be replaced (not added!). Even so, the serviceman function described above works the same. You can repair/heal, upgrade, and improve such unit types that are inferior to the one in which the builder is specialized (e.g. Shipyard with specialization for Triremes, can also service, upgrade, and improve Boats).

By default only units of your faction can be built in your empire, however, you can learn to build units of other factions by conquest and political alliances. We explained previously that if you conquer a city specialized in building a unit of a foreign faction, the city will retain the specialization and you can continue to build these units in this and all other cities provided that you can already build units of this level. That is, if you don't yet have the technology, the specialization will "downgrade" to a lower level within this foreign faction.

For example, you're playing Celtic tribes, and so far you can only use Warriors which are the basic unit type within the Barbarian faction. If you conquer a Roman city specialized in building Principes (advanced unit type in Roman faction), the specialization of that city will downgrade to Milites (basic unit type in Roman faction).

On the other hand, if you join forces in a federation with another nation or annex a nation that has army units of a different faction, the knowledge of building these foreign units will be shared with you and so you'll be able to use this specialization throughout your empire.

This knowledge is permanent, meaning that even if you lose the city building foreign faction units, you will never lose the ability to build them in other cities.

The ability to build units of other factions can be especially useful if you are expanding into regions where these units have superior fighting strength (e.g., it's better to use local Barbarian units to conquer hilly and forested regions, as they're better suited to fighting in these difficult terrains).

Not all unit types are available from the beginning of the game; some will only become available later when your nation reaches the required technological level.

Every military unit receives an automatically generated name. This function can be turned off in Game Settings (*Main Menu → Game Settings → Player → Automatic unit naming*). You can rename the unit yourself by clicking on the name in the Unit Menu.

12.3.1. BUILDING AND TURN COSTS

Building costs are resources needed to build a new unit, and of course vary depending on the type of unit. Turn costs are resources that a unit consumes every turn for maintenance. When you have insufficient resources to cover maintenance (turn) costs, units will not be able to carry out your commands, and its general morale will drop, which in turn increases the probability that it deserts or disbands.

12.3.2. UPGRADING UNITS

Basic and advanced units can be upgraded to superior unit types *within their own faction*. Units can be upgraded in any city or building specialized to build a more advanced unit type. A basic unit can be upgraded directly to a superior type, but it will be more costly.

For example, Milites (basic unit in Roman faction) can be upgraded in the city of Roma which has the specialization to build Legionary units (superior unit in Roman faction). You can upgrade the Milites to Principes (advanced unit) or even to a Legionary (superior) here.

12.4. MOVING UNITS

All units have the ability to move around the map using their movement points.

Movement points – this icon indicates the allotment of movement points available to every unit for the current turn. Its current total movement points are shown in the Unit menu. Movement points are used up in almost all actions.

It probably goes without saying that infantry, cavalry, and vehicle units can move only on land, and naval units only on open water. Infantry, cavalry, and vehicles – ground units – need to board a naval unit to cross the sea. Ground units can move simply over land but their mobility is increased on dirt and paved roads (see also *12.6. Unit Properties*). Crossing a river at any point is rather slow, but using bridges is faster (see also *5.4. Terrain Features*).

You can move freely on your own tiles, but you can enter tiles that belong to another nation only under certain conditions:

- war – you can conquer enemy tiles and by this attach them to your empire.
- treaty – you can move into tiles of another nation if there is a "Homeland Movement" treaty or "Road Usage" treaty agreed between you.

Movement on foreign territory is slow; you can use roads but they won't increase the mobility of your units.

To move a unit you need to first select it and then with an action button or the default action "Move", mark a location on the map where it should go. You can send it farther than its movement points allow in the current turn; the yellow-brown arrow line and small numbers indicate how many turns will it take to reach the final destination. The unit will move automatically at the end of every turn until it reaches the selected location, except for the last (reaching the final position) when it moves at the beginning of the turn. In case you change your mind, you can cancel the move and order a new one.

If you choose a destination where the unit cannot go, this will be indicated by a red cursor and the tooltip information will clarify the reason (e.g., land unit cannot walk on water).

Units' movement ability can be increased with several improvements (e.g., Forced march, Mountaineer, etc.). For more details see *14. IMPROVEMENTS*.

12.5. REPAIRING AND HEALING UNITS

Damaged or injured units can be repaired or healed in cities and/or buildings that have specialization for this type of unit – the so called "serviceman". Quick information where they are located can be obtained in the Strategic Overview (see also *7.10. Strategic Overview Window*). Simply select the unit type in the tabs on the left, and the dots on the map will show you not only your units but also their builders and servicemen.

Another way to quickly find the nearest serviceman is to select the damaged or injured unit and then hover over a city or building; the tooltip shows where the unit can be repaired or healed.

All mobile units have an **Auto-heal** ability that counts on the unit's own restorative functions and intrinsic medics, carpenters, et al. Damaged units recover 3-5% of their attack and defense strength every turn, which makes the process free but regaining full strength very lengthy.

There are also "Self-heal" and "Recover" actions that help units regain strength when damaged or injured (see also *13. ACTIONS*). Both of these actions rely on the ability of the unit to restore partially its attack and defense strength on its own without the need to use a serviceman. The units will be virtually immobilized during the process and their ability to defend themselves drastically reduced if attacked.

Self-healing can be imagined as the basic medical care soldiers got in military camps; the time required to restore their full strength would be directly linked to the severity of their injuries, but note that although this action is also free.

The **Recover** action can be imagined as replenishing the ranks with new recruits or conscripts. This means Recover can be only executed when a unit is close to a city from which the new recruits can be drawn. This way you can get men and their basic equipment and armaments, but no proper training; thus, the unit recovers its strength, but its experience points are reduced. Note that its loyalty and morale may be affected if the cities from which the replacements are drawn have low loyalty and/or general morale. This action requires resources to attract men to join the army.

On the other hand, the **Heal inside** action **[X]** can be executed only when a unit is moved into a city with the correct specialization (you can imagine that there is a recruitment and training center, storage with armaments and equipment, etc.) Using the "Heal inside" action restores the full strength of the unit much faster and in fact costs less.

Generally, the more injured or damaged a unit, the better it is to send it to the nearest city to "Heal". Naturally there could be situations when this isn't possible, which would be the right time to use "Recover" and "Self-heal".

The "**Medics**" improvement is an option that enables a unit to recover its strength automatically over several turns without any additional costs (see also *Unit Improvements*).

12.6. UNIT PROPERTIES

As noted elsewhere, every unit type has different properties in terms of Attack and Defense Strength, Movement points, and terrain bonuses; see the following table.

	3	3	2			
Desert	-20%	-10%	2	0.5	0.25	
Forest	-40%	-30%	2	0.5	0.25	
Grass	+30%	+40%	1	0.5	0.25	
Hill	-40%	--	2	0.5	0.25	
Jungle	-50%	-40%	2	0.5	0.25	
Mountain	-10%	+20%	-1	2	1	
Plain	+30%	+40%	1	0.5	0.25	
Savannah	--	--	2	0.5	0.25	
Swamp	-40%	-40%	2	0.5	0.25	
Sea	--	--	-1	0.5	0.25	

All these properties and bonuses are represented by the following icons:

Attack Strength – the attack power of the unit

Defense Strength – the defense power of the unit

Movement points – how mobile the unit is on different terrains

Movement bonus on dirt road – how many movement points it needs on a particular terrain where a dirt road is available

Movement bonus on paved road – how many movement points it needs on a particular terrain where a paved road is available

For example, Milites has default 2 movement points per turn. It needs 2 full movement points to cross a tile with desert terrain, 0.5 movement points if there is a dirt road, and 0.25 on a paved road.

Capacity – how many units can be held inside

12.6.1. NON-MILITARY UNITS

SETTLER

		1	2			
Desert	n/a	+10%	2	0.5	0.25	
Forest	n/a	+20%	2	0.5	0.25	
Grass	n/a	--	1	0.5	0.25	
Hill	n/a	+60%	2	0.5	0.25	
Jungle	n/a	+10%	2	0.5	0.25	
Mountain	n/a	+50%	n/a	2	1	
Plain	n/a	--	1	0.5	0.25	
Scrub	n/a	--	2	0.5	0.25	
Swamp	n/a	-20%	2	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

NOMAD

	2	2	2			
Desert	-10%	+10%	2	0.5	0.25	
Forest	+30%	+20%	2	0.5	0.25	
Grass	--	--	1	0.5	0.25	
Hill	+40%	+60%	2	0.5	0.25	
Jungle	+20%	+10%	2	0.5	0.25	
Mountain	+30%	+50%	n/a	2	1	
Plain	--	--	1	0.5	0.25	
Scrub	+10%	--	2	0.5	0.25	
Swamp	-40%	-20%	2	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

12.6.2. INFANTRY - ROMAN FACTION UNITS

MILITES

	3	3	2			
Desert	-20%	-10%	2	0.5	0.25	
Forest	-40%	-30%	2	0.5	0.25	
Grass	+30%	+40%	1	0.5	0.25	
Hill	-40%	--	2	0.5	0.25	
Jungle	-50%	-40%	2	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+30%	+40%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-40%	-40%	2	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

PRINCIPES

	4	4	2			
Desert	-10%	--	2	0.5	0.25	
Forest	-30%	-20%	2	0.5	0.25	
Grass	+50%	+60%	1	0.5	0.25	
Hill	-30%	+10%	2	0.5	0.25	
Jungle	-40%	-30%	2	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+50%	+60%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-30%	-30%	2	0.5	0.25	
Sea	--	--	n/a	n/a	n/a	

LEGIONARIES

	6	5	2			
Desert	-10%	--	2	0.5	0.25	
Forest	-20%	-10%	2	0.5	0.25	
Grass	+50%	+60%	1	0.5	0.25	
Hill	-20%	+20%	2	0.5	0.25	
Jungle	-30%	-20%	2	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+50%	+60%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-20%	-20%	2	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

MILITES CAVALRY

	2	2	6			
Desert	-20%	-10%	2	0.5	0.25	
Forest	-40%	-30%	2.5	0.5	0.25	
Grass	+30%	+40%	1	0.5	0.25	
Hill	-40%	--	3	0.5	0.25	
Jungle	-50%	-40%	3	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+30%	+40%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-40%	-40%	3	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

PRINCIPES CAVALRY

	3	3	6			
Desert	-10%	--	2	0.5	0.25	
Forest	-30%	-20%	2.5	0.5	0.25	
Grass	+50%	+60%	1	0.5	0.25	
Hill	-30%	+10%	3	0.5	0.25	
Jungle	-40%	-30%	3	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+50%	+60%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-30%	-30%	3	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

LEGIONARY CAVALRY

	3	3	6			
Desert	-10%	--	2	0.5	0.25	
Forest	-20%	-10%	2.5	0.5	0.25	
Grass	+50%	+60%	1	0.5	0.25	
Hill	-20%	+20%	3	0.5	0.25	
Jungle	-30%	-20%	3	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+50%	+60%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-20%	-20%	3	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

12.6.3. GREEK FACTION UNITS

PELTASTS

	3	3	2			
Desert	-20%	-10%	2	0.5	0.25	
Forest	-30%	-20%	2	0.5	0.25	
Grass	--	+20%	1	0.5	0.25	
Hill	-40%	+20%	2	0.5	0.25	
Jungle	-40%	-30%	2	0.5	0.25	
Mountain	-10%	+20%	n/a	2	1	
Plain	+20%	+20%	1	0.5	0.25	
Scrub	--	--	2	0.5	0.25	
Swamp	-30%	-30%	2	0.5	0.25	
Sea	n/a	n/a	n/a	n/a	n/a	

HOPLITES

	4	4	2				
Desert	-10%	--	2	0.5	0.25		
Forest	-20%	-10%	2	0.5	0.25		
Grass	+20%	+30%	1	0.5	0.25		
Hill	-20%	+30%	2	0.5	0.25		
Jungle	-30%	-20%	2	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+40%	+40%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-20%	-20%	2	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

PHALANGITES

	5	4	2				
Desert	--	--	1.5	0.5	0.25		
Forest	-10%	--	2	0.5	0.25		
Grass	+20%	+40%	1	0.5	0.25		
Hill	-20%	+40%	1.5	0.5	0.25		
Jungle	-30%	-10%	2	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+40%	+40%	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-10%	-10%	2	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

PELTAST CAVALRY

	2	2	6				
Desert	-20%	-10%	2	0.5	0.25		
Forest	-30%	-20%	2.5	0.5	0.25		
Grass	--	+20%	1	0.5	0.25		
Hill	-40%	+20%	3	0.5	0.25		
Jungle	-40%	-30%	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+20%	+20%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-30%	-30%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

HOPLITE CAVALRY

	3	3	6				
Desert	-10%	--	2	0.5	0.25		
Forest	-20%	-10%	2.5	0.5	0.25		
Grass	+20%	+30%	1	0.5	0.25		
Hill	-20%	+30%	3	0.5	0.25		
Jungle	-30%	-20%	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+40%	+40%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-20%	-20%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

HIPPEIS CAVALRY

	3	3	6				
Desert	--	--	2	0.5	0.25		
Forest	-10%	--	2.5	0.5	0.25		
Grass	+20%	+40%	1	0.5	0.25		
Hill	-20%	+40%	2.5	0.5	0.25		
Jungle	-30%	-10%	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+40%	+40%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-10%	-10%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

12.6.4. CARTHAGINIAN FACTION UNITS

MELEE INFANTRY

	3	3	3				
Desert	+10%	+20%	1.5	0.5	0.25		
Forest	-30%	-20%	2	0.5	0.25		
Grass	--	+20%	1	0.5	0.25		
Hill	--	+20%	3	0.5	0.25		
Jungle	-10%	--	2	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+20%	+20%	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-30%	-20%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

SWORDSMEN

	4	3	3				
Desert	+20%	+30%	1.5	0.5	0.25		
Forest	-20%	-10%	2	0.5	0.25		
Grass	+10%	+30%	1	0.5	0.25		
Hill	+10%	+30%	2	0.5	0.25		
Jungle	--	+10%	2	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+30%	+30%	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-20%	-10%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

SACRED BAND

	4	4	3				
Desert	+30%	+30%	1.5	0.5	0.25		
Forest	-20%	--	1.5	0.5	0.25		
Grass	+10%	+30%	1	0.5	0.25		
Hill	+10%	+30%	2	0.5	0.25		
Jungle	--	+10%	1.5	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+40%	+30%	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-10%	-10%	3	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

MELEE CAVALRY

	2	2	7				
Desert	+10%	+20%	1.5	0.5	0.25		
Forest	-30%	-20%	2.5	0.5	0.25		
Grass	--	+20%	1	0.5	0.25		
Hill	--	+20%	3	0.5	0.25		
Jungle	-10%	--	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+20%	+20%	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-30%	-20%	3.5	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

SWORDSMAN CAVALRY

	3	3	7						
Desert	+20%		+30%		1.5		0.5		0.25
Forest	-20%		-10%		2.5		0.5		0.25
Grass	+10%		+30%		1		0.5		0.25
Hill	+10%		+30%		2.5		0.5		0.25
Jungle	--		+10%		3		0.5		0.25
Mountain	-10%		+20%		n/a		2		1
Plain	+30%		+30%		1		0.5		0.25
Scrub	--		--		1.5		0.5		0.25
Swamp	-20%		-10%		3.5		0.5		0.25
Sea	n/a		n/a		n/a		n/a		n/a

NUMIDIAN CAVALRY

	4	3	7						
Desert	+30%		+30%		1.5		0.5		0.25
Forest	-20%		--		2.5		0.5		0.25
Grass	+10%		+30%		1		0.5		0.25
Hill	+10%		+30%		2.5		0.5		0.25
Jungle	--		+10%		3		0.5		0.25
Mountain	-10%		+20%		n/a		2		1
Plain	+40%		+30%		1		0.5		0.25
Scrub	--		--		1.5		0.5		0.25
Swamp	-10%		-10%		3.5		0.5		0.25
Sea	n/a		n/a		n/a		n/a		n/a

12.6.5. PERSIAN FACTION UNITS

SPEARMEN

	3	3	2						
Desert	+10%		+20%		1		0.5		0.25
Forest	--		+10%		2		0.5		0.25
Grass	--		+20%		1		0.5		0.25
Hill	-10%		+10%		2		0.5		0.25
Jungle	-30%		--		2		0.5		0.25
Mountain	-10%		+20%		n/a		2		1
Plain	--		--		1		0.5		0.25
Scrub	--		--		1		0.5		0.25
Swamp	-30%		-20%		2		0.5		0.25
Sea	n/a		n/a		n/a		n/a		n/a

PIKEMEN

	4	3	2				
Desert	+20%	+30%	1	0.5	0.25		
Forest	+10%	+20%	2	0.5	0.25		
Grass	+10%	+30%	1	0.5	0.25		
Hill	--	+20%	2	0.5	0.25		
Jungle	-20%	+10%	2	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+10%	+10%	1	0.5	0.25		
Scrub	--	--	1	0.5	0.25		
Swamp	-20%	-10%	2	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

SILVER SHIELDS

	4	4	2				
Desert	+20%	+30%	1	0.5	0.25		
Forest	+20%	+30%	2	0.5	0.25		
Grass	+20%	+40%	1	0.5	0.25		
Hill	--	+30%	1.5	0.5	0.25		
Jungle	-10%	+10%	1.5	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+10%	+10%	1	0.5	0.25		
Scrub	--	--	1	0.5	0.25		
Swamp	-10%	-10%	2	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

SPEARMAN CAVALRY

	2	2	7				
Desert	+10%	+20%	1.5	0.5	0.25		
Forest	--	+10%	2.5	0.5	0.25		
Grass	--	+20%	1	0.5	0.25		
Hill	-10%	+10%	3	0.5	0.25		
Jungle	-30%	--	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	--	--	1	0.5	0.25		
Scrub	--	--	1.5	0.5	0.25		
Swamp	-30%	-20%	3.5	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

LANCER CAVALRY

	3	3	7				
Desert	+20%	+30%	2	0.5	0.25		
Forest	+10%	+20%	2.5	0.5	0.25		
Grass	+10%	+30%	1	0.5	0.25		
Hill	--	+20%	2.5	0.5	0.25		
Jungle	-20%	+10%	3	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+10%	+10%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-20%	-10%	3.5	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

COMPANION CAVALRY

	4	3	7				
Desert	+20%	+30%	2	0.5	0.25		
Forest	+20%	+30%	2.5	0.5	0.25		
Grass	+20%	+40%	1	0.5	0.25		
Hill	--	+30%	2.5	0.5	0.25		
Jungle	-10%	+10%	2.5	0.5	0.25		
Mountain	-10%	+20%	n/a	2	1		
Plain	+10%	+10%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	-10%	-10%	3.5	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

12.6.6. BARBARIAN FACTION UNITS

WARRIORS

	3	3	3				
Desert	-30%	-20%	2	0.5	0.25		
Forest	+30%	+30%	1.5	0.5	0.25		
Grass	-30%	-20%	1	0.5	0.25		
Hill	+20%	+40%	3	0.5	0.25		
Jungle	+10%	+20%	3	0.5	0.25		
Mountain	+20%	+20%	n/a	2	1		
Plain	-30%	-20%	1	0.5	0.25		
Scrub	--	--	2	0.5	0.25		
Swamp	+10%	+10%	2	0.5	0.25		
Sea	n/a	n/a	n/a	n/a	n/a		

AXEMEN

	3	3	3				
Desert	-20%	-10%	2		0.5		0.25
Forest	+40%	+40%	1		0.5		0.25
Grass	-20%	-10%	1		0.5		0.25
Hill	+40%	+50%	2		0.5		0.25
Jungle	+30%	+30%	2		0.5		0.25
Mountain	-10%	+20%	n/a		2		1
Plain	-20%	-10%	1		0.5		0.25
Scrub	+10%	+10%	2		0.5		0.25
Swamp	+20%	+20%	2		0.5		0.25
Sea	n/a	n/a	n/a		n/a		n/a

ELITE AXEMEN

	4	4	3				
Desert	-20%	-10%	2		0.5		0.25
Forest	+50%	+50%	1		0.5		0.25
Grass	-20%	--	1		0.5		0.25
Hill	+40%	+60%	2		0.5		0.25
Jungle	+30%	+40%	2		0.5		0.25
Mountain	-10%	+20%	n/a		2		1
Plain	-20%	--	1		0.5		0.25
Scrub	+10%	+10%	2		0.5		0.25
Swamp	+20%	+20%	2		0.5		0.25
Sea	n/a	n/a	n/a		n/a		n/a

WARRIOR CAVALRY

	2	2	7				
Desert	-30%	-20%	2		0.5		0.25
Forest	+30%	+30%	1.5		0.5		0.25
Grass	-30%	-20%	1		0.5		0.25
Hill	+20%	+40%	2.5		0.5		0.25
Jungle	+10%	+20%	3		0.5		0.25
Mountain	+30%	+50%	n/a		2		1
Plain	-30%	-20%	1		0.5		0.25
Scrub	--	--	2		0.5		0.25
Swamp	+10%	+10%	3		0.5		0.25
Sea	n/a	n/a	n/a		n/a		n/a

AXEMAN CAVALRY

	2	2	7				
Desert	-20%	-10%	2		0.5		0.25
Forest	+40%	+40%	1.5		0.5		0.25
Grass	-20%	-10%	1		0.5		0.25
Hill	+40%	+50%	2.5		0.5		0.25
Jungle	+30%	+30%	3		0.5		0.25
Mountain	+30%	+50%	n/a		2		1
Plain	-20%	-10%	1		0.5		0.25
Scrub	+10%	+10%	2		0.5		0.25
Swamp	+20%	+20%	3		0.5		0.25
Sea	n/a	n/a	n/a		n/a		n/a

ELITE AXEMAN CAVALRY

	3	3	7				
Desert	-20%	-10%	2		0.5		0.25
Forest	+50%	+50%	1.5		0.5		0.25
Grass	-20%	--	1		0.5		0.25
Hill	+40%	+60%	2		0.5		0.25
Jungle	+30%	+40%	2.5		0.5		0.25
Mountain	+30%	+50%	n/a		2		1
Plain	-20%	--	1		0.5		0.25
Scrub	+10%	+10%	2		0.5		0.25
Swamp	+20%	+20%	3		0.5		0.25
Sea	n/a	n/a	n/a		n/a		n/a

12.6.7. NAVAL UNITS

BOAT

	1	1	4	1			
Desert	n/a	n/a	n/a		n/a		n/a
Forest	n/a	n/a	n/a		n/a		n/a
Grass	n/a	n/a	n/a		n/a		n/a
Hill	n/a	n/a	n/a		n/a		n/a
Jungle	n/a	n/a	n/a		n/a		n/a
Mountain	n/a	n/a	n/a		n/a		n/a
Plain	n/a	n/a	n/a		n/a		n/a
Scrub	n/a	n/a	n/a		n/a		n/a
Swamp	n/a	n/a	n/a		n/a		n/a
Sea	--	--	1		n/a		n/a

GALLEY

	2	2	8	2		
Desert	n/a	n/a	n/a	n/a	n/a	n/a
Forest	n/a	n/a	n/a	n/a	n/a	n/a
Grass	n/a	n/a	n/a	n/a	n/a	n/a
Hill	n/a	n/a	n/a	n/a	n/a	n/a
Jungle	n/a	n/a	n/a	n/a	n/a	n/a
Mountain	n/a	n/a	n/a	n/a	n/a	n/a
Plain	n/a	n/a	n/a	n/a	n/a	n/a
Scrub	n/a	n/a	n/a	n/a	n/a	n/a
Swamp	n/a	n/a	n/a	n/a	n/a	n/a
Sea	--	--	1	n/a	n/a	n/a

TRIREME

	5	3	12	1		
Desert	n/a	n/a	n/a	n/a	n/a	n/a
Forest	n/a	n/a	n/a	n/a	n/a	n/a
Grass	n/a	n/a	n/a	n/a	n/a	n/a
Hill	n/a	n/a	n/a	n/a	n/a	n/a
Jungle	n/a	n/a	n/a	n/a	n/a	n/a
Mountain	n/a	n/a	n/a	n/a	n/a	n/a
Plain	n/a	n/a	n/a	n/a	n/a	n/a
Scrub	n/a	n/a	n/a	n/a	n/a	n/a
Swamp	n/a	n/a	n/a	n/a	n/a	n/a
Sea	--	--	1	n/a	n/a	n/a

12.6.8. VEHICLE UNIT

WAGON

	1	14	2		
Desert	n/a	--	2	0.5	0.25
Forest	n/a	--	3	0.5	0.25
Grass	n/a	+30%	1	0.5	0.25
Hill	n/a	+40%	3	0.5	0.25
Jungle	n/a	-10%	3	0.5	0.25
Mountain	n/a	+20%	n/a	2	1
Plain	n/a	+30%	1	0.5	0.25
Scrub	n/a	--	2	0.5	0.25
Swamp	n/a	-30%	3	0.5	0.25
Sea	n/a	n/a	n/a	n/a	n/a

13. ACTIONS

All map items can execute a number of actions, but of course not all map items can carry out the same actions (e.g., Settlers cannot attack as they have no attack strength). Some actions are active only when they can be carried out (e.g., "Repair" becomes active only when a city, building, or resource is damaged). If an action isn't executable at a given time, the reason is shown in the tooltip (e.g., lack of resources).

13.1. BUILD [B]

 This action is available for "builders" only (cities, stables, and shipyards); it orders a new unit to be built. The type of new unit is determined by the specialization of the builder, and the cost and number of turns needed is shown in the selector and tooltip.

13.2. CHANGE SPECIALIZATION [N]

 This action opens a Specialization window with a list of available specializations. Clicking on one adds it to the specialization of the builder in case of a city, or the selected unit type will *replace* the previous specialization in case of a stable or shipyard. The cost and number of turns needed for the change is shown in the selector and the tooltip.

13.3. BUILD IMPROVEMENT [CTRL+V]

 Available for cities and buildings. The button opens an Improvement window with a list of improvements available. The list is not exhaustive; some improvements become available during the game. The function, cost, and number of turns needed to build the improvement is shown in the selector and a tooltip.

13.4. REPAIR

 Available only for a city, building, or resource mine when damaged. The repair costs and number of turns needed are shown in the tooltip.

13.5. EMERGENCY AID

This action is available only for a city, building, or resource mine that's severely damaged, and its most important infrastructure needs to be saved before regular repair work can begin. The cost and number of turns needed is shown in the tooltip. As mentioned, leaving a city, building or resource mine in this state without remedy negatively impacts General Morale; people start emigrating (applies to cities); and resource yields are degraded (applies to mines and cities).

13.6. MOVE UNIT [G]

Commands a selected unit to move to a new position (see also *12.4. Moving Units*).

13.7. CANCEL MOVE [Q]

This action cancels a previous "Move unit" or "Build Route" order given to this unit so it can carry out another action. This is useful when situation suddenly changes and you need the unit for another action or when you accidentally give a wrong order.

13.8. SELL UNIT [L]

Allows you to sell a unit or building. This is only possible if the unit or building is at full strength (not damaged). The number of turns needed and the amount of resources you'll receive is shown in the tooltip. Should it happen that the unit or building is damaged before it's sold, you can lose some or even all of the resources you would gain. The unit or building will be inactive until it is sold – i.e., it ceases production. Selling a unit or building might be useful when you do not need it, its transport would be too expensive, or when you're experiencing a lack of resources and you need to cut maintenance (turn) costs.

13.9. DESTROY UNIT

This desperate action allows you to remove a unit or building. The action takes one turn, and you receive a small amount of resources back; destruction naturally gives you fewer resources than selling it. This action might be useful when you urgently need additional resource and cannot get them in any other way. The advantage is that you can destroy units and buildings that are damaged and you can't afford to repair them. However, building a new unit or building is more expensive than repairing an existing one.

13.10. SKIP TURN [E]

Puts a unit on standby this turn, meaning that the unit stays active (waiting for an order), but you do not want to give it an order in this turn. If you use Automatic Unit Selection function or the Next Unit button (or **[Spacebar]**), the unit will be removed from the loop of active units until next turn (see also *8.2. Ordering Map Items*). The same applies using the Extended UI setting option to cycle idle cities (see also *11.6. Idle City*). If you change your mind you can manually select it again to give it a command.

13.11. SLEEP [CTRL+E]

This action allows you to keep a unit on standby indefinitely, meaning that the unit stays active (waiting for an order), but you do not have any orders for it. If you use the Automatic Unit Selection function or the Next Unit button (or **[Spacebar]**), the unit will be removed from the loop of active units until you manually select it again or until an enemy unit appears within line of sight (see also *8.2. Ordering Map Items*). You can manually select it again to give it a command in the same turn if you change your mind.

13.12. BUILD FIELD/FARM [I]

Only settlers can cultivate the land on which it stands. As mentioned, two stages of agricultural development are available: field and farm (farm is an upgrade of a field). They can be built only on certain terrains and they increase food production from the tile. The same button is used for building both (see also *9.2.1. Agricultural Land Improvements*).

13.13. BUILD DIRT/PAVED ROAD [R]

 Again, this action is available only for settlers, and it orders the unit to build a road on the tile where it stands. A paved road is an upgrade of a dirt road, and the latter must be built first, though the same button is used to build both (see also *5.5.1. Roads*).

13.14. BUILD ROUTE

 This action allows settlers to build a road over several tiles, e.g., from a city to a mine or vice-versa. You need to select a location to which the route should be built, and the arrow line and numerals show the number of turns needed to complete it. A dirt road will be built if you cannot yet build paved roads (you don't have the necessary technology/invention). To upgrade a dirt road another "build route" command will be required when you discover the relevant technology. However, if you already know it, you can build a paved route in a single "step", but you'll still use as many resources as if you build it in two steps (dirt and then paved road). This action is useful when you do not want to give the "build road" order for every tile (see also *5.5.1. Roads*).

13.15. DESTROY ROAD

 Allows you to destroy an existing road on the tile. This might be useful when you need to stop or slow down an invading army.

13.16. BUILD BRIDGE

 Settlers can build a bridge over a river. In general units need extra time to cross a river, and some cannot cross at all without one. A bridge will otherwise reduce the time needed to cross. A bridge is also required to build a road connecting both sides of a river.

13.17. DESTROY BRIDGE

 This action allows you to dismantle a bridge. Any mobile unit with the exception of a wagon can do it. Useful when you want to slow down an invading army.

13.18. REPAIR BRIDGE

 Settlers (only) can repair a damaged bridge.

13.19. BUILD TOWN

 This action allows you to lay foundations for a new city. Non-military and military ground units can build a town, but as noted previously the building costs and number of turns needed differ depending on the unit type (see also *11.1. Founding a New City*). The performing unit will be removed from the map, and a town will appear on the map.

13.20. ATTACK UNIT [T]

 Available only to units with an Attack strength, it allows you to launch an assault on an enemy map item (see also *15. WAR AND COMBAT*).

13.21. FORTIFY [F]

 This action orders a unit to build an entrenchment around itself. It increases the defense strength of the unit by 40% and its the fortify bonus can be further increased by some improvements (e.g. "Security"). Note that this is only a temporary structure that will be torn down as soon as the unit moves again. A unit must have full movement points to Fortify.

13.22. UPGRADE UNIT

 Upgrading units to more advanced types will be necessary to keep up in the arms race. You can upgrade units in appropriate builders and servicemen. Resources and turns needed are shown in the selector and the tooltip (see also *12.3. Building New Units*).

13.23. LOAD UNIT [H]

 This action permits moving a unit inside a so called container (cities, buildings, naval and vehicle units have a capacity to transport or shelter other units). As mentioned, it's used to transport ground units over long distances

or overseas, or to strengthen defenses of a city or building (see also *15. WAR AND COMBAT*); it also lets boats move into port. Units inside containers aren't included in a loop of active units; they must be manually selected. In order not to forget, it's represented by this shieldabove the container.

13.24. UNLOAD UNIT [U]

 Allows the removal of a unit from a container and position it back on the map. Note that units cannot load and unload in the same turn!

13.25. UNLOAD ALL [CTRL+U]

 Unloading all units at once prevents having to do it one-by-one. However, only those that have enough movement points left may do so (e.g., see above re: loading/unloading in the same turn).

13.26. UNLOAD AND ATTACK [CTRL+T]

 This action allows you launch an attack with units inside a container. Usually a unit will use all its movement points to disembark, and has to wait another turn to be able to launch an attack; with this action you spring a surprise attack. However, although this applies to units held in cities and ships, those in wagons may not launch surprise attacks in this manner. Further, if the attacking unit is aboard a ship, the Attack strength of the attacking unit will be decreased: 50% if inside a boat; 40% if in a trireme; 20% in a galley. If the unit has a "Amphibious" improvement there is a +30% increase in the Attack Strength, thus offsetting the negative impact of the container.

13.27. TRAIN [V]

 Improvements are granted through training in builders or servicemen; you'll find the list of available improvements when choosing it (see also *14.1.1. Military Improvements*). Units built in cities can be trained in any city regardless of its specialization, likewise for those built in stables and shipyards.

13.28. RAID [P]

 This action allows you to use military units as bandits. They will attack all active enemy trade routes that pass within their movement range and loot their goods. The unit does not risk any harm by this act, but it does use all its movement points and its defense strength *decreases* by -50%, so it will be vulnerable to any unexpected attack (see also *16.5. Raids*). The action itself will be executed after end of the turn.

13.29. CANCEL RAID

 Cancels the "Raid" order. The unit receives all its movement points back and can then be given another order (see also *16.5. Raids*).

13.30. PILLAGE

 This action allows you to order one of your military units to plunder your city, building, or resource mine. You will receive number of resources from the action, but the pillaged item will sustain damage that will need to be repaired. Small cities can be even destroyed completely. Perhaps needless to say, General Morale of the city and the Local Happiness of its people will plummet. If you plunder a city that you just conquered, the attitude towards you is already very low. However, if you plunder a city that's been yours for a long time, people will hate you for it. This action should be used as a last resort during an acute lack of resources, or if you decide to use the scorched-earth policy in the face of an invading army.

13.31. HEAL INSIDE [X]

 An injured or damaged unit can be fixed by builders or servicemen as explained under *12.5. Repairing and Healing Units*.

13.32. SELF-HEAL

 A damaged unit can partially heal itself without the need to move the unit into builder or serviceman. The action "heals" its attack and defense strength by 10% per turn. It costs no resources, but the unit will use all its movement

points, and a defense penalty of -50% will apply in event the unit is attacked. As also mentioned before, the action can be used every turn, eventually leading to full recovery, but it will be a long process and the unit will be very vulnerable during that time. See also *12.5. Repairing and Healing Units*.

13.33. RECOVER

 This action allows a damaged unit to regain 20% of its attack and defense strength without the need to send the unit to a builder or serviceman. However, this is only possible if the unit is within 3 tiles of one of these buildings (belonging to you or an ally). Similar to "Self-Heal", the unit uses all its movement points by this action, yet a defense penalty of -60% applies if it's attacked. The total amount of resources needed is 30-50% higher, and the recovery process is longer than by using the "Heal" action. Recover is useful when no builder or serviceman is close enough and you need to keep your units on the front. See also *12.5. Repairing and Healing Units*.

13.34. CUT WOOD

 Settlers (only) can clear forested areas to increase your reserves of wood. The forest will be completely destroyed and no wood will be produced from the tile anymore. The terrain on the tile will be transformed into plain (see also *5.3. Terrain*).

13.35. DRAIN TERRAIN

 Settlers (only) can drain wet terrains such as jungle and swamp. By doing so the original terrain will be transformed – jungles become forests and swamps become grasslands.

13.36. INFLUENCE

 This action allows you to apply your political influence in foreign cities without involving the military. By spreading your influence you support rebellious moods and increase the chances that the city starts revolting against its owner, or it may even voluntarily become part of your empire.

Click on the city in which you want to increase your influence and then click on this action button (see also *9.3. City Resources*).

14. IMPROVEMENTS

Prosperity goes hand-in-hand with modernization. All strata of society can benefit from new discoveries, infrastructure, and innovations.

The game allows a wide range of improvements to be used to enhance the basic functions of cities, buildings and units. Improvements can be obtained in four ways:

- Improve and Train actions – improve cities, buildings, and resource mines by using the "Build Improvement" action; improve units by using the "Train" action (see also *13. ACTIONS*).
- in battle – when a unit, city, mine, or building is engaged in a fight, it can "learn" new skills and obtain an improvement.
- accomplishment – when an Objective or State decision is successfully completed, units and cities can obtain an improvement as an accomplishment.
- local management – cities can obtain improvements as a sign of a good management. No action is required; this is a randomly generated event. You receive a report when this happens.

Units built in cities can obtain improvements in any city regardless of its specialization. The same applies for units built in stables and shipyards.

Some improvements have upgrades, but the more advanced versions of the improvement can be built only on the previous level (e.g., Stockade → Palisade → City Walls).

The different levels are marked by colors:

 Basic (e.g. Stockade)

 Advanced (e.g. Palisade)

 Superior (e.g. City Walls)

Not all improvements are allowed for all map items (e.g., Stockade can only be used in cities). Similarly, not all are available from the beginning of the game; some become available later with technological advancements. Finally, certain improvements might not be available at a given time; in such cases the tooltip provides reasons (e.g., insufficient resources).

The list of improvements the unit, city, or building has already obtained is shown on the side of the Unit Menu (see also *6.5. Unit Menu*).

14.1. IMPROVEMENTS FOR CITIES AND BUILDINGS

Aggressors: Ancient Rome features multiple improvements that can be built in cities and buildings to better their infrastructure, defenses, prestige, and social situation. Improvements enable higher production rates, strengthen defenses, and multiply yields. Each can have a major impact on the economic and military importance of the city or building.

14.1.1. MILITARY IMPROVEMENTS

SCOUTS

As mentioned previously, every map item has a 1-tile visibility range (2 if positioned on a hill), meaning that all tiles lying within a 1(2)-tile range are fully visible. This improvement increases the default range to 2(3) tiles. This should prove very useful especially in border regions. See also *5.2. Map Visibility*.

DEFENSE

This improvement increases the defense strength of a city or building by 50%. Other defensive improvements are cumulative; e.g., Defense + Stockade = 90%; Defense + Palisade = 120%; Defense + City Walls = 150% defense bonus. This improvement has no effect if there is a unit inside the city, attackers must first attack the unit. See also *15. WAR AND COMBAT*.

STOCKADE

This basic defense structure increases the defense strength of the city by 40%. It can be combined with a "Defense" improvement, granting a 90% defense bonus (see also *15. WAR AND COMBAT*). Unlike a "Defense" improvement, a unit inside a city with a Stockade has its defense strength augmented by 40%.

PALISADE

This is an upgrade of a Stockade; it increases the defense strength of the city by 70% (not cumulative). Combined with a "Defense" improvement the effect is a 100% defense bonus (see also *15. WAR AND COMBAT*). A unit inside a city with a Stockade benefits equally from the improvement's 70% defense strength bonus.

CITY WALLS

The upgrade of a Palisade increases the defense strength of the city by 100%. It can be combined with a "Defense" improvement, granting a 150% defense bonus (see also *15. WAR AND COMBAT*). A unit inside such a city also increases its defense strength by 100%.

DREAD

This improvement provides the city or building with a terrifying reputation; when an enemy unit appears within a 1-tile range, the defense strength of the enemy unit drops by 20%.

14.1.2. ECONOMIC IMPROVEMENTS

TRADING

This improvement increases the production and income of the city while at the same time reducing its maintenance (turn) costs. Smaller cities with this improvement will generally produce more than they consume, but with a growing size the city needs more and more resources, and it can slide back into the red even with this improvement.

ECONOMICAL CITY

Decreases the maintenance (turn) costs of a city by 50% (see also *9.4. Resource Panel* and *11. CITIES*).

ECONOMICAL BLACKSMITH

Decreases the maintenance (turn) costs (coal and iron) of a blacksmith by 50%.

14.1.3. URBAN INFRASTRUCTURE IMPROVEMENTS

CIVIL SERVICE

Improves city administration by reducing corruption, which in turn protects the city from public revolts and uprisings that are caused both by local unhappiness and triggered as random events.

SEWAGE SYSTEM

Improves sanitation, and the city is protected from plague.

RESISTANT

Protects the city in case of earthquake or siege. It will sustain only minor damage instead of being destroyed.

HOSPITAL

This improvement allows the restoration of all injured units to full strength without incurring any costs. A city with this improvement can heal any injured unit regardless of its specialization. The healing process starts automatically once the unit enters the same tile as the city (no other action is required). The time needed for the unit to be fully restored depends on the extent of its injuries.

14.1.4. SOCIAL IMPROVEMENTS

OBEDIENCE

This improvement protects against the influence of other states. If another player tries to use the "Influence" action on one of your cities, this

improvement will offset its impact, albeit there is still a slight chance of local revolts (see also *9.3. City Resources*).

PHILOSOPHY SCHOOL

A city employing this improvement increases its production of Knowledge points and Influence resources. The bonus depends on the size of the city, since large cities produce more of these resources than small towns (see also *9.3. City Resources*). Only cities of minimum size 3 qualify for it, however.

ACADEMY

This improvement upgrades the "Philosophy School", above, naturally having greater impact on the production of Knowledge points and Influence resources. The larger the city, the more the production rate is affected (see also *9.3. City Resources*). It can be built only in cities of minimum size 5.

AMPHITHEATRE

Having a place to attend thespian performances increases Local Happiness in and around the city. The biggest effect is in the city itself, where this improvement increases the happiness level by 40%, but the effect fades with distance.

14.2. UNIT IMPROVEMENTS

Special training for your units grants special skills that enhance their fighting ability.

14.2.1. AMBUSH

Units with this improvement use 10% of its attack strength to launch a surprise attack on an enemy unit that appears adjacent. This attack does not require any action; it happens automatically. The unit does not sustain any damage and does not use any movement points in the ambush.

14.2.2. CITY RAIDER

A unit with this improvement is trained for city conquest, and as such its chance to capture an enemy city is 50% higher than others'.

14.2.3. AMPHIBIOUS

Quick disembarkation and assault ability is granted to units with this improvement.

14.2.4. COMMANDO

Units with this improvement can use roads inside enemy territory. Generally, movement in hostile environs is slow as scouting ahead to preclude ambushes negates the road benefit; "Commando" cancels the effect.

14.2.5. DEFENSE

Similar to cities, this improvement increases the defense strength of a unit by 30% (consider it better armor and tactics).

14.2.6. DISCIPLINE

This improvement partially insulates your military units against some of the negative effects of war. Army Morale and General Morale usually suffers when the army faces a string of lost battles; this decreases those negative effects (see also *15.2.5. Army Morale*).

14.2.7. BLITZ

A unit can attack twice per turn instead of the default one.

14.2.8. FORAGER

This improvement reduces the maintenance (turn) costs of a unit to nothing. Nonetheless, it cannot be granted via normal training; only units that you have at the start of the game might have it (this is pre-defined).

14.2.9. ASSAULT

Increases the Attack Strength of a unit by 30%.

14.2.10. SECURITY

Increases a unit's Defense Strength by 75% *when the unit is fortified.*

14.2.11. PATHFINDER

This improvement grants a 30% movement point bonus.

14.2.12. SCOUTS

Improves the visibility range of a unit by 1 tile. Units has a 1-tile visibility range (2 if positioned on a hill), meaning that all tiles lying within a 1(2)-tile range are fully visible. This improvement increases the default range to 2(3) tiles.

14.2.13. MEDICS

The unit starts healing itself automatically when injured or damaged while keeping its fighting abilities throughout the healing process; still takes several turns to reach full strength, but the unit improves its attack and defense strength every turn by 25% of its *current* strength. This improvement is therefore good for healing minor wounds, but heavy injuries would take many turns to heal this way.

14.2.14. PATRIOT

The unit's Defense Strength is increased by 40% if stationed on a tile with a friendly city or building (except shipyard).

14.2.15. INDOMITABLE

A unit with this improvement receives additional movement points when badly damaged to increase its chances to withdraw to safety.

14.2.16. MOUNTAINEER

This improvement is for Settler and Nomad units only, allowing them to cross mountains without roads. No unit can cross mountains by default, except via a road. Thus, a settler with this improvement can enter mountain terrain and build a road there, which then allows other units to cross mountains.

14.2.17. DREAD

Like "Dread" caused by buildings, the reputation of unit's with this improvement decreases the Defense strength of adjacent enemy units by 20%. When the units separate, Defense returns to normal.

14.2.18. SELF-SUFFICIENT

This improvement makes a unit fully independent of supplies from the rear. It is trained to provide for itself and as such it has a great advantage to other units that need to keep their supply lines passable and open. Units with "Self-sufficient" improvement are best equipped to spearhead an attack deep into enemy territory. This improvement is not possible to train or acquire any other way, only units that you have at the start of the game might have it (this is pre-defined). See also *16.11. Supply Management.*

14.2.19. SNEAK ATTACK

A unit can launch an extra attack if multiple enemy map items stand adjacent. When a unit with this improvement attacks from a tile that has more than one enemy item/unit adjacent, the unit automatically launches an extra attack on one of the other enemy items/units.

14.2.20. ELITE

Unlike other improvements that affect either Attack, Defense, or Movement, this one enhances *all three* by 20% each.

14.2.21. STALWART

This improvement increases the chances of a unit to defend itself when multiple attacks are launched against it in the same turn. Number of defenses is by default one per turn, meaning that the unit can use its full defense strength only once each turn. If it is attacked more than once, its defense strength drops by 30% with every new attack that turn; on the other hand, units with this improvement have two defenses, so it can defend fully vs. two attacks in one turn.

14.2.22. TENACIOUS

This improvement increases the chances a unit will withdraw to safety with minimal Defense strength when it is on a brink of death.

14.2.23. FORCED MARCH

Grants 50% movement bonus on dirt and paved roads.

14.2.24. WITHDRAWAL

This improvement increases the chances of withdrawal into safety up to 25% when unit was defeated in a fight.

15. WAR AND COMBAT

Ancient times were no different than other eras of human history; war has always been part of life, and as such it has been replicated in the game to simulate real world conditions as much as possible – the game is called *Aggressors*, after all...

So, whether you wish to play as a ruthless warrior-king or a cultured doge of a vast trading empire, the world is full of those who hunger for power, and thus it will be impossible to avoid conflict for long. The game starts in an era full of violence; the complex web of diplomatic relations is based on previous real world events; it's up to you how they'll develop further.

15.1. DECLARATION OF WAR

Expanding the limits of your empire and increasing your political and military dominance will not be possible without proving your military superiority on the battlefield.

You can therefore declare war on another player through the Diplomacy window (see also *7.3. Diplomacy Window*). The general political situation and the quality of relations you maintain have a profound impact on the way your opponents perceive you. Waging war against multiple players erodes others' attitudes toward you as they become suspicious of your intentions.

Similarly, declaring war on a player with whom you maintained long-lasting good relations or even formed a political alliance (e.g., Brothers-in-Arms, Federation or Confederation) will negatively impact relationships with all other states.

Some political alliances bind you to stand by your political allies even in times of crisis (e.g., Defense Pact, Brothers-in-Arms). If a third party declares war on your ally, you will automatically enter into a state of war with the aggressor as well – and vice-versa, of course. This might completely throw out of balance all your other relations, and care will have to be taken to bring the situation back under control (see also *16.3. Foreign Relations*).

Needless to say, other players can also declare war on you; such a change in your relations will arrive via a pop-up notification at the start of a new turn.

15.2. BATTLE DETERMINANTS

War is the instrument of the powerful used to rule and control. Only the strongest and most cunning will win; the weak will be defeated and subjugated. War is also a craft, and thus you need to know what factors determine the outcome to be able to plan and execute a successful strategy.

15.2.1. UNIT PROPERTIES

All map items have a number of unique properties that define their attack and defense strength and their fighting abilities. As explained previously, the default properties of every map item type are shown in the Map Item Type window (see *7.16. Map Item Type Window*). The current unit properties are shown in the Unit menu (see *6.5. Unit Menu*) and in the Map Item Detail window (see *7.15. Map Item Detail Window*). For comparison of all types of map items and their properties, see *12.6. Unit Properties*.

ATTACK STRENGTH

Every military unit has an Attack strength defined by its type (e.g., Nomad has a basic Attack strength 2, whereas a Legionary's is 6). This is the main assault power the unit uses to strike an enemy. The Attack strength changes

depending on the conflicts the unit goes through, and can be modified by various factors described elsewhere.

DEFENSE STRENGTH

All map items as well as units can defend themselves; again, their Defense strength is defined by type (e.g., cities have base Defense strength 2, whereas a Phalangites unit has Defense 4). Defense strength also changes depending on previous battles.

DEFENSE BONUS

Where a unit did not move in the turn when it was attacked, a small defense bonus is added to its current Defense strength (up to 30%). This accounts for it being fresh and presumably ready for the assault, versus a foe that may be exhausted from a march.

NUMBER OF ATTACKS

Every unit has by default only one attack per turn, and so you need to consider where it would be used best. However, this property can be increased using the "*Blitz*" improvement.

NUMBER OF DEFENSES

Similar to attacks, every unit has a default one defense attempt per turn, which means that it uses its full defense strength only once per turn. If it is attacked more than once in one turn, it cannot use its full defense strength again but uses only a fraction of it (70% versus second attack; 40% third attack; 10% fourth). This stat can be increased using the "*Stalwart*" improvement.

15.2.2. BONUSES/PENALTIES

A number of ways to improve the fighting abilities of military units exist in the game. The bonus or penalty received is shown in the tooltip before an attack, and also after a battle in the Battle Result window. Some apply to both attacker and defender (e.g., Army Morale, Terrain Effects, etc.), and some apply only to one of them (e.g., Fortify bonus applies only to the defender).

FORTIFY BONUS

A unit receives a Defense strength bonus if it's Fortified when attacked.

TERRAIN EFFECTS

This could be a bonus or penalty depending on if the unit is on terrain where it can use its fighting abilities well or vice-versa (see also *12.6. Unit Properties*).

TRAINING BONUS

Bonus received for any military improvement the unit has acquired.

READINESS

Defense bonus received when the unit did not move in the turn it was attacked (q.v. above).

ARMY MORALE

Bonus or penalty applied for high or low army morale.

EXPERIENCE

Bonus points acquired from experience in previous battles.

GENERAL MORALE

Penalty applied for low General Morale of the unit.

LOYALTY

Penalty for low Loyalty of the unit.

SPECIALIZED ATTACK

Bonus or penalty for launching an attack from inside a container ((“Unload and Attack” action).

AMPHIBIOUS BONUS

For *14.2.3. Amphibious* improvement.

TERRAIN MODIFIER ON ADVANCE

Defense terrain bonus or penalty the unit receives if it wins an attack and moves to the enemy's tile.

15.2.3. TERRAIN EFFECTS

Terrain effects on combat have been covered in *5.3. Terrain*; *5.4. Terrain Features* and *12.6. Unit Properties*. Check back there if needed for reminders of the bonuses and penalties for certain units in a given terrain, as well as the effects of natural barriers such as rivers and mountains.

15.2.4. IMPROVEMENTS

As mentioned, a wide range of military improvements can provide a unit with special skills enhancing their fighting ability. You should consider which improvements are needed for your military strategy, and use these in such situations where you can maximize their benefits. For more information, see *14. IMPROVEMENTS*.

15.2.5. ARMY MORALE

Not all enemies are equal, neither in actual battle prowess or reputation. Some are known as ferocious and merciless, others as disorganized and timid. A unit's Army Morale is in part determined by the feelings instilled in it when facing a particular enemy. The unit can have great morale against one opponent but very low against another. Consider the Army Morale of those units you are sending into battle and try to increase it if possible (see also *15.2.5. Army Morale*).

15.2.6. EXPERIENCE

Units and some other map items that have been seasoned in many battles carry – apart from scars – invaluable experience that will benefit in other military engagements. Battle experience is shown in the column of the pillar in the Unit Menu. Experience is calculated in points from 0-100, where 100 is maximum. Its effect is only positive, and at its maximum doubles the Attack and Defense strengths of the unit (see also *16.9. Experience*).

15.2.7. GENERAL MORALE

Internal affairs in the country, strong military leadership, sufficient provisions during military campaigns – all these and other factors determine a unit's General Morale. When it's dissatisfied with its commanders or you

are unable to provide sufficient supplies to keep your units happy and healthy, their mood suffers. This naturally negatively affects the fighting abilities of such units. Keep this in mind when building an attacking force or defense posts (see also *15.2.7. General Morale*).

15.2.8. LOYALTY

Units from foreign lands forcibly annexed into your empire usually do not want to fight under your colors. Their reluctance to perhaps face their own people limits their fighting abilities (see also *15.2.8. Loyalty*).

15.3. ATTACK AND DEFENSE

Fortes fortuna iuvat (fortune favors the bold); however, reckless action may win a battle but not a war! Your military plans should be thoughtful but flexible.

In the role of attacker, you see the main combat stats of your unit in the Unit window; additional information is shown in the tooltip once an attack action is selected.

In general, you do not see the properties of enemy units. Even so, all good generals had their spy networks and paid well for any information about the enemy especially as battle approached. Once your unit comes within striking distance from an enemy unit, partial information about the enemy becomes visible to you. This includes:

- Attack Strength
- Loyalty
- Unit Morale
- Units inside a container (if present)
- Specialization (applicable for builders only)

You're still unable to view details such as Defense Strength, improvements, etc. However, once battle commences, full properties will be revealed in the Battle Result Window, as well as the Unit Menu if you click on the enemy. There are always important lessons to be learned!

15.3.1. ATTACK

Armed conflict is daily fare in the world unfortunately. In general, you should carefully consider your situation and weigh your chances when planning and launching an attack on any enemy unit, city, or tile; assess the strength of your and enemy units, their positions, terrain limitations, experience, improvements, and fortifications.

Planning a military campaign is not only about planning the next battle. You need to think through where to send your units; which strategically important points you have to take or defend; where to use "soft power" (e.g., Influence), and where to use a bigger hammer.

LAND CONQUEST

You'll claim every tile you step on without a fight, unless occupied by a non-friendly city, building, resource mine, or unit. Advancing far into enemy territory can split enemy forces, but at the same time extra care will have to be taken to keep supply lines open to your units spearheading the invasion (see also *16.11. Supply Management*).

If you have a federation or confederation with another player and you cross his territory to fight an enemy on his border, the tiles you conquer will be attached to the country of your ally (not yours!).

CITY CONQUEST

Taking a city can be accomplished in one of three ways: Use Influence (see *9.3. City Resources*) and try to increase the chances that the city will revolt; use force; or lay siege to the city.

You can lay a siege to enemy city by occupying all adjacent tiles and keeping at least one military unit to guard it. People in the city start to starve as they have no supplies, the General Morale of the city and Local Happiness plummets. The situation deteriorates with every turn and unless reinforcements are sent to help them, the city either surrenders or all its people starve to death and the city is destroyed.

Capturing a city brings you all its resource reserves. However, it's not always desirable to conquer one town after another. Often city structures are

damaged after a siege and you have to invest heavily in repair works, which will deplete resources that you might need for further military activities. As mentioned before, if a city is left unrepaired, local happiness plunges and unrest can spread to other parts of the empire; people start leaving the city and the population drops.

All this also negatively affects General Morale, which again adds to the danger of new rebellions and increases the risk of the city rejoining your opponent. General Morale normalizes itself over time, but until then, it's risky to leave a city with low General Morale un-garrisoned.

Newly conquered cities need time to become fully integrated into your empire. Their loyalty towards their new master is low, and depending on cultural differences it can take decades to assimilate them. As a result, fighting units built in these cities are weaker, as they do not want to fight under your banner (see also L). This can have a profound impact on your advancements, as you either build new units that are weaker or you'll have to bring them from your original cities, which will take you time.

Capturing a capital city is a turning point in any war. As also explained previously, a country without a capital is weak and vulnerable; see *11. CITIES*.

15.3.2. DEFENSE

You should never forget to keep your back covered and prepare fallback positions in case the tide of fortune suddenly changes. A few enemy units in the heart of your lands can cause serious damage, break important supply lines to your fighting units, and paralyze the country for several turns – which could be the decisive moment of the war (not in your favor).

RESERVES

It's good strategy to keep a few ground units at the rear to be able to react fast in case of a surprise attack from an unexpected side or to stop an invading army penetrating deep into your territory. Military reserves (garrisons) also increase Local Happiness in nearby cities and so prevent public unrest.

CITY DEFENSE

City defense is increased with the size of the city; see *City Size*. City defense is further enhanced if the town is built on hills, and by building defensive improvements (see also *14.1. Improvements for Cities and Buildings*). You can protect it further by holding a unit inside. When such a city is attacked, the unit will take on the role of a defender; if it's defeated, the unit is destroyed but the city stays intact with its full defense strength (until attacked again should a new garrison fail to arrive in time).

UNIT DEFENSE

Units should always use the advantages terrain offers. Every ground unit can also fortify its position. It may be a basic entrenchment, but if built on a good position (e.g. hill), it can stop the enemy forces for long enough for you to prepare another line of defense or march to their relief.

It's important to know that if more units are stationed on one tile and this tile is attacked, the unit with the best Defense strength will be chosen automatically to deal with the aggressor.

Don't forget about special skills through *14. IMPROVEMENTS*.

15.4. BATTLE OUTCOME

As you can see from the list of battle determinants above, it isn't easy to predict the outcome of a battle, just as it's not possible in real life. However, all good generals keep spies and are at least partially informed about the numbers and strengths of the opponent.

Generals' Advice – a summary of information available to you is combined in the so called Generals' Advice, which shows in the tooltip during a planned attack. It's purely textual information that gives you an indication of the battle outcome, albeit the level of accuracy of such a prediction is dependent on how much you know about the enemy (see above), as well as on the difficulty level (easier difficulty means more accurate information).



In some cases Generals' Advice is not available, for example if you are planning an attack on defense structures such as a Defensive Wall or fortified cities.

Nonetheless, even if you think you hold all the cards, there's always a slight chance that the battle will not turn out as predicted.

A battle can have four possible outcomes:

- victory – your unit proves superior and crushes the enemy
- draw – forces on both side were equal and no decisive outcome was achieved
- defeat – enemy unit was stronger and your unit has been beaten
- massacre – enemy unit proved to be far superior and your unit was obliterated

The summary of the battle, what factors resulted in this outcome, and what forces are left is shown in the Battle Result window (see *7.17.2. Battle Result Window*).

16. GAME MECHANICS

The various game mechanics of *Aggressors: Ancient Rome* have been designed to reflect historical accuracy as much as possible. None of them stand alone; most are connected and affect each other. One decision can seem like a minor change, but its effects might be far-reaching.

16.1. GOVERNMENT

Many ancient rulers wanted to usurp power for themselves, since they saw themselves as chosen by the gods. But none could rule and manage the whole country without the support of other classes of society, especially advisors and counselors.

Simply put, government is a system of organization of the state. Small, homogenous societies can bend to a rule of one (despotism), but a more socially stratified society perceives their needs and rights differently (e.g., monarchies), and conversely, when notions of egalitarianism take hold (democracies), so too are new governing systems required to address all such differences.

While, as we have suggested, there are several government types in the game, not all are available from the beginning; some become available later when your nation reaches a certain level of development.

Your government can be changed from the State window (*State Window → Government*). Resources and time is needed to implement such far-reaching changes in the administration of the country, so an interim government is installed in the meantime. During this time of turmoil resource production will be considerably lower than usual. The amount of resources and number of turns needed for a change of government is shown in the selector.

In game, the specific government in a country especially affects resource management, happiness, and army morale; effects are summarized in the table below:

										Army Morale
Despotism	70%	120%	150%	140%	70%	70%	30%	70%	70%	110%
Monarchy	90%	110%	140%	110%	100%	90%	70%	80%	100%	85%
Aristocracy	80%	130%	150%	100%	120%	110%	100%	60%	90%	90%
Republic	120%	110%	120%	80%	120%	120%	110%	90%	105%	105%
Empire	90%	110%	130%	120%	130%	100%	60%	120%	80%	120%
Democracy	140%	80%	110%	70%	150%	120%	50%	130%	120%	90%

As you can see, choice of government has great impact on the country.

16.2. RESEARCH

Building a strong army and ruling with an iron fist can bring vast regions under your command, but to really elevate your nation into a bastion of civilization, you'll need to invest in more than just a few advanced combat units. Science and philosophy spark imagination, igniting into dreams, lighting the flame of ambition for a better life.

Every nation starts the game with a different set of technologies (and inventions). All are displayed in an Invention tree, which is accessible from the State window ( *State Window* →  *Invention Tree*).



16.2.1. INVENTION TREE

This is a graphical representation of your technological research scheme. The sequence of technologies in the tree isn't accidental; it builds on previously known technologies and tries to follow a certain logic structure. Scientific advancements are linear, so you cannot skip any link in the chain as you would lack vital knowledge needed to make and understand the next discovery. One technology unlocks other branches, and thus you can follow your own path through the tree depending on which discoveries you might find most useful at the moment.

As mentioned earlier, the invention tree can be fixed or you can shuffle the order of technologies. Additionally, although not all technologies are known from the start and some are hidden until you unlock the previous link in the chain, you can make all the technologies in the tree fully visible. Remember this is only possible before starting a game in the Game Options (see *2.3. Getting Started*).

Every technology unlocks new invention – new types of unit, building or government, and new improvements.

16.2.2. KNOWLEDGE POINTS

These are required to be invested in technological research. We've learned that Knowledge Points are generated by the city population and increase with the growing size of the city (see also *9.3. City Resources*), and can be further increased by improvements (e.g. Philosophy school or Academy) (see also *14.1. Improvements for Cities and Buildings*). Finally, note that you can also trade Knowledge Points, but you cannot make direct exchanges for technologies.

16.2.3. CONDUCTING RESEARCH

Research can start when you have a sufficient level of knowledge (knowledge points and other resources). A pop-up window will alert you to choose a technology that you want to work on by bringing you to the Invention Tree window. Review *7.6. Invention Tree Window* for a refresher.

16.2.4. CHANGING RESEARCH PROJECTS

It's very possible that the situation in your country can change abruptly, and different inventions might become more or less important. Simply choose another available technology from the Invention Tree and confirm its research. Progress on the previously researched technology will be saved, and it can continue later from the point where you interrupted the process without losing the already invested resources and time. However, a small resource penalty will have to be paid to re-initiate suspended research.

16.2.5. RESEARCH TIME

You can accelerate research if you are willing to invest more in it. If you have sufficient gold and knowledge points, a pop-up window will appear where you can modify the research time. Of course, this will increase the research costs; you'll find details in the tooltip. However, there is a minimum time needed, and you cannot accelerate research beyond this limit.



The number next to the slider shows the number of turns needed to complete the research project.

Note that technological dominance is one of the available victory conditions. You can assert dominion by making science a priority of your game strategy and reaching such a level of technological development that no other nation could possibly match you (see also *16.16. Victory Conditions*).

16.3. FOREIGN RELATIONS

The ancient Mediterranean just before the advent of the game was a region with numerous established "civilized" nations that were strong enough to survive the political power games and solidify their positions. But times are changing, and a number of nomadic tribes are entering the region from all directions, seeking their own hegemony (or simply seeking to survive). A new balance of power is in the offing, and the world is at the brink of a long war from which only one nation will achieve greatness.

Aggressors: Ancient Rome supports an unlimited number of players. Through exploration of new regions, trading, or diplomacy, you'll come into contact with the other nations. Of course, diplomacy requires that you maintain some kind of contact with all the nations known to you.

There are four basic types of relations: peace, war, federation, and confederation. You can find an overview of the nature of your foreign relations in the Political Map window (see *7.2. Political Map*). The national banners represent those nations you've already met; those you haven't met aren't displayed.

Practically any move you make or any action you take can have positive or negative impact on your foreign relations. Other players for example look at who you're at war with; who your friends are; if you fight "fair" or use sly practices such as laying siege to enemy cities. The list could go on, but would never be exhaustive. The point is, you're never dealing with just one opponent, since every other player takes into consideration your dealings with the rest in determining how to react to you.

Peace - this indicates that... well, you're at peace. You can enter into a number of mutual political agreements, treaties that improve and deepen the relation (see below).

War - war is the opposite of peace. War is also the default relation with nations that you have not yet encountered.

Confederation - this indicates an agreement of collaboration where one player is a master who controls the foreign policy of both states, but each player keeps control over their military and economy.

Federation - this is a union of two or more states in which the administrative center is concentrated in one capital and the whole federation is governed by one player the master. He has a full control of foreign policy, the economy, and military. If a federation proposal is made to a human player, he always becomes a master.


When you're part of a union of states (federation/confederation), the banners are combined to indicate the "master" in the relationship.

Annexation - merges two countries into one with a single ruler. The subjugated nation ceases to exist.

16.3.1. FEDERATION, CONFEDERATION, AND ANNEXATION

The nature of mutual relations can change rapidly. Every player has his own ambitions, and the political world is so fluid that nothing can be taken for granted. Long term peaceful relations do not mean that you won't find yourself face-to-face with an invasion forces belonging to a player you

thought your ally. Consider carefully the web of international relations to judge what state would be most beneficial, and be wary.

INTERNATIONAL RELATIONS

An incoming proposal of a federation or confederation mean that you're looked upon as such a strong player that another wants to join you. However, such a union can pose many difficulties and challenges. For one thing, the reason they want to ally with you in the first place is so that you (hopefully) won't attack them; meanwhile, they use the alliance to grow stronger, either with the intention of backstabbing you or else gaining enough strength to take out a rival while under your protection (or both). Moreover, an allied nation can grow into strong opposition if the people feel you are not looking after their needs, and the union can disintegrate from the inside.

Such an agreement also affects your relations with other players. That is, creating a federation with a player who is a mortal enemy of another of your neighbors will surely send reverberations of resentment or at least unease echoing through the corridors of your international relations.

It is important to know when two states merge, the relations of the newly created nation to other players will always be the least favorable condition of the two founding states. For example, Athens is merging with Epirus; Athens maintains peaceful relations with Sparta, whereas Epirus is at war with Sparta. The merger state will be in war with Sparta. Alternatively, if Athens is in an alliance with Sparta, and Epirus has only a peace agreement with them, the merger state will have peaceful relations with Sparta while the alliance is rendered null and void.

You can review the current state of international relations before entering into any political agreement that would affect your existing foreign relations by clicking on this button  at the bottom of the Proposal window.

JOINT TERRITORIAL CONQUEST

Under the confederation agreement you pledged to stand by each other's side, and that also applies to land conquests. We've mentioned that if you send your units through the territory of the confederate state and they seize

new land on their border, these tiles will not be added to your state but to your ally! In this relation you are not looking at your individual interests but at those of your confederate, and so creating enclaves of your land on their border would be counter-intuitive. However, if your unit conquers new lands from a tile that does not abut your partner, it will be claimed for you.



In this example, the Roman Republic and Celtic Tribes formed a confederation. The Roman soldier is currently within the Celtic territory, and if he moves to any of the unowned tiles, those will be added to the Celtic state not the Roman.

CANCELLING AGREEMENTS

The federation and confederation agreements can be cancelled at any time by either party. In the case of a confederation, it only means that the foreign policies will be again separated. In respect of a federation where the territories, units, and all policies were shared, the split is a bit more complicated. Each nation receives back the territory that it had when it merged, and all lands gained afterward will be divided in a way so as not to create enclaves. Cities are divided using the same principle. As for units, they'll be divided depending in which city or building they were built. Resources that each nation receives from the joint reserves are calculated based on number of cities.

16.3.2. MUTUAL TREATIES

Foreign relations with individual countries are managed through the Diplomacy window (see *7.3. Diplomacy Window*).

Treaties are mutual agreements that strengthen certain aspects of the relation. The proposal for such cooperation can be offered by either party, and also modification and changes can be proposed by either player. The treaty is always completely bilateral, meaning that it applies to both players equally. The treaties that can be agreed upon are as follows:

- **City Visibility** – both players see the cities of the opponent even if these lie outside of the visibility range (see also *5.2. Map Visibility*).
- **Tile Visibility** – both players see all tiles that belong to the opponent including all units, cities, buildings, and resources on those tiles. Note that units that are not within the opponent's lands are not visible (e.g., ships on open water are not visible, as sea tiles do not belong to any state).
- **Map Item Info** – each player can see the properties of the opponent's map items that are visible to him. You can see the properties in the *Unit Menu* and the *Map Item Details Window* once you select the opponent's unit just like your own.
- **Unit Visibility** – both players see all mobile units of the opponent no matter on what tile they stand, but their unit properties stay hidden.
- **Trade Routes** – each player agrees to allow traders of the opponent through his country, meaning that a trade route established in your territory can be used by the opponent (see also *16.4. Trade*).
- **Supply Support** – both players agree to provide supplies to the units of the opponent (see also *16.11. Supply Management*)
- **Map Exchange** – mutual exchange of available maps. This includes the country of the opponent, as well as sea tiles and unowned territories visible to him.

- **Homeland Movement** – each player allows free passage of the opponent's units through his country. These units do not increase their mobility when travelling on roads in the country.
  - **Road usage** – players agree that passing units can use roads and so move faster through the opponent's country. This agreement is only possible as an addition to the "Homeland Movement" treaty.
- **Defense Pact** – this alliance binds players to support each other when war is declared on one of them (e.g., if you have a Defense Pact with someone and another country declares war on your partner, you automatically enter into a state of war with them as well).
- **Brothers-in-Arms** – this alliance is an extended version of Defense Pact and binds the players to support each other in any military operation regardless of who is the aggressor. This means that if your brother is the aggressor, you automatically declare war on whoever they attack – and vice-versa. (Note that this and Defense Pact don't change current relations; they only apply to the future.)

Apart from the above-mentioned diplomatic missions, you can also employ more subtle pressures on the development of international relations. You can demand from other players to abort their peaceful overtures and declare war on a third party, break trade agreements, and so on. If such a request is aimed at you, by complying you'll strengthen relations with the player who sent it.

While we've already described how your relations with other players affect the attitude of other states towards you, it also has a great impact on the morale of your armies. As Army Morale is always measured in face of a particular enemy, a history of (non-)violence with a given opponent affects their attitudes as well (see also *15.2.5. Army Morale*).

16.4. TRADE

Certain ancient civilizations would not have developed into such formidable states if they didn't exchange goods and ideas with others. Trading with other countries can be extremely beneficial. At the root of the law of supply

and demand grows the truism that what one state has in abundance, another might need, thus creating a basis for long-standing commercial relations. Profitable and lasting trade also contributes to increasingly good bilateral relations between two states (see Attitude in *18.7. Diplomacy Window*).

Once again, all resources are tradable except for happiness. Tools to arrange and modify a trade exchange are here: *7.5. Trade Window*. Descriptions of the different types of trade agreements follow.

16.4.1. SLAVE TRADE

Exchanging citizens for other resources (or presumed war captives) is allowed, and can be very useful especially if you need to increase your workforce. However, it is generally not perceived well by the population, and it can negatively affect happiness. Buying slaves is less provocative than selling them, as the latter makes them uncertain (if they might be next), which they do not like. There are certain limitations to slave trade. You can trade a maximum of 5% of your citizens per turn, and you need a minimum number of citizens to be able to start trading them.

16.4.2. TRADING KNOWLEDGE

Knowledge can be seen as basic procedures – formulae, equations, philosophies; you know, basic high school/university curriculums – that can be exchanged with other states. As mentioned, the direct trade of technologies or inventions is not allowed, but through trading Knowledge points, states can increase their own research basis.

16.4.3. TRADE ROUTE

Trade can only exist between two states when each knows at least one city of the opponent (the city is visible to the opponent). The route can go overland as well as overseas. When you make a trade agreement, the current overhead costs are calculated, but this can change over time (e.g., an enemy blockades the route). Every turn the least risky route with the lowest overhead costs is identified and used for the ongoing trade. If the

overhead costs reach a certain point when the trade is no longer profitable, the agreement is automatically cancelled (see also *7.5. Trade Window*).

To be able to enter into any kind of commerce with other nations, trade routes between the countries have to be established.

The best trade routes with the lowest overhead costs lead over improved roads, then on rivers (the two trading cities have to lie on the same river), then sea and land with no roads. Here again there's quite a difference if the trade route goes over mountains rather than through plains.

Trade routes can cut through the territory of a third state if you have a "Trade Routes" treaty (see *16.3. Foreign Relations*).

Trade routes can be:

- Active – currently used for exchange of goods. The dashed line that represents the trade route is moving.
- Inactive – the trade route has been established, but there's currently no trade deal agreed between the states.

All countries with whom you can trade – i.e., Trade Route is established between your countries – are listed in the Trade Overview window (see *7.4. Trade Overview Window*).

There are several ways to display trade routes:

- Trade route button – this button in the lower part of the Map Menu displays all established trade routes leading to your empire (active or inactive), and all active trade routes of other states. All are represented by dashed lines on the main map.
- Political map – all your established trade routes are shown as dashed lines (see *7.2. Political Map*)
- Trade window – the mini-map in the Trade Window displays the best trade route to another player at the moment (see *7.5. Trade Window*).

16.4.4. RISK OF ROBBERY

The threat of raids is part of trading life. The longer the trade route, the higher the risk of bandits or pirates attacking the caravan/merchants. Short routes crossing only the territory of the trading states are safest. If traders have to go through a third country or unclaimed territories, or use sea routes, the risk of losing the goods to bandits is considerably higher.

It isn't possible to lower this risk, other than using the safest routes.

16.4.5. CANCELLING TRADE AGREEMENTS

This is an option available any time to any trading party, or it will happen automatically as mentioned above. Should it happen that one of the trading parties becomes unable to provide the agreed amount of resources, the exchanged goods on the other side will decrease proportionally and you receive a warning that the trading conditions are no longer being met.

16.5. RAIDS

Where there are goods and money, there are bandits and pirates who live off the loot. But not only renegades who act on their own can be a threat to your traders; state-sponsored raiding is even more dangerous, as it is aimed at harming the interests of the country.

All military units can be used as bandits and pirates in the service of the state. On the one hand it can be another way to obtain resources, but more importantly these incidents on the trade route can weaken the enemy, especially if he is depending on regular deliveries.

Military units (except vehicles) can raid foreign merchant caravans and vessels on *active* enemy trade routes, both on land and sea, that lie within their current movement range (e.g., a boat with 4 movement points can only attack trade routes that lie within a 4-tile distance). If more than one enemy trade route passes through its movement range, the raiding unit attacks *all* the enemy trade routes within its reach.

You can display all the active trade routes by clicking on the Trade Route button in the lower part of the Map menu. Here you can find those used by enemy trading caravans and execute "Raid" action against them (see also *6.3. Map Menu*).

Most of your military units simply take their chances by attacking enemy traders in the guise of pirates and bandits, yet some unit types are especially well equipped for such a task: galleys and triremes have a 50% and 100%, respectively, higher chance to succeed than all infantry or cavalry units.

Increase the chances of success by:

- using units that have a greater movement range (e.g., galley, trireme), as they can cover larger area through which more than one enemy trade route might pass.
- moving the unit as close to the trade route as possible, or position it between several trade routes so that the longest possible sections of the trade route(s) lies within its movement range to extend the exposure to raiders.
- using more units within the same area to increase the chances of at least one being successful.
- using units best equipped for such a task, mentioned above.

The raiding unit risks no direct harm through raiding, however, it will use all its movement points by this action, and its Defense strength decreases by 50%, so it'll be very vulnerable in case of an enemy reprisal.

Raid is not executed until the end of the turn, allowing its cancellation any time during the turn. The unit will then get back all its movement points and will be able to receive a new order.

The only way to defend your own traders is to keep the trade routes safe by keeping a military unit(s) nearby.

It's important to note that not only state-supported units raid trade routes; it can also be done by anonymous marauders, in which case the loot is lost.

When negotiating a new trade deal or even when some exchanges are already agreed, you should pay attention to the **risk of robbery** which is calculated for all trade deals (see also *16.4. Trade*). The risk of robbery only indicates how vulnerable and exposed the trade route is to "anonymous" bandits, but it does not (and cannot!) include the chances that another state orders raid on this trade route. You can find information on the risk of robbery in the Trade windows (see also *7.5. Trade Window*).

Again, the "Raid" feature can be completely turned off at the beginning of the game in the Game Options (*Main Menu → Game Options → Raids*).

16.6. BIRTH RATE

There is no empire without population; an empty land sows and reaps no fields, builds no cities, trades nothing, produces nothing. You need a state administration, advisors, and above all, you need a strong army.

16.6.1. CITIZENS RESOURCE

"Citizens" are the main indicator of the size of your population who can work or be recruited into the army. This resource is generated in cities only (see also *9.3. City Resources*).

National development and military strength rely on the steadily increasing size of the city population. However, the people need resources to sustain themselves (especially food, but cities also use gold, coal, stone, and iron). It's therefore important to balance the size of the population against your resource reserves and your need for new recruits and workers.

Growing city population allows you to build your empire and your army faster. Larger population means more men who can be drafted to the army. However, recruitment of new units has a negative impact on population growth in the city and its vicinity. Dwindling population size in cities will limit your ability to build new units. On the other hand, uncontrollable growth of city populations puts undue pressure on the country's food and resource reserves, which can be equally disruptive to its development.

16.6.2. STATE AND LOCAL GRANTS

As we've touched upon already, "grants" support higher natality rates in the cities, and the population size can be regulated using these tools. Again, State or Local grants either encourage or decrease the birth rate on both national and regional level; State grants apply to all cities within the empire, whereas a Local grant applies only for a particular city; modify them in the Birth Rate Policy window (see *7.9. Birth Rate Policy Window*).

Increasing grants will translate into higher costs in gold, stone, and wood, which are all required to build new houses and infrastructure for larger families.

The impact of the changes initiated by the birth rate grants cannot be precisely predicted (as in real life). You can and should adjust the grant(s) according to your current situation and needs; yet their impact won't be visible immediately, meaning that several turns are needed to assess if the changes encouraged through the grants are satisfactory or further adjustments are needed.

16.7. GENERAL MORALE

All parts of your empire – units, cities, buildings, resources – are affected by wide-ranging developments inside and outside your borders. The peoples' spirits can be dampened when they feel neglected or misused. Therefore, General morale is an indicator of how satisfied a given unit is with its leadership, or how cities, buildings, and resource mines are managed.




This icon inside the Unit menu indicates decreasing General Morale (see also *6.5. Unit Menu*); when the icon isn't displayed, it's at maximum. The General Morale level normalizes itself over time, as people tend to adjust to their new conditions.

When General morale is too low, military units lose their courage and will to fight under your banner, and defections to opponents become more frequent. Cities with low General Morale may rebel and start to call for independence; further, they're more willing to listen to overtures from another state. General Morale of units will be negatively affected if a new unit is built or repaired in a city with low General Morale.

General morale is determined by several factors:

- **Supply Management** - units spearheading your invasion forces need to be constantly supplied with food, armaments, etc. Losing this connection with the rear is seen as a sign of a bad military leadership, and as such it has a negative impact both on the physical state and the spirit of the unit (see also *16.11. Supply Management*).

- **Foreign Influence** - in a city where another player is increasing his Influence naturally compares what's offered to what it has, and the General Morale in the city dwindles as a result (see also *9.3. City Resources*).

- **Merging States** - new regions of the empire can be negatively affected after a merger of two states in a federation, confederation, or through annexation. It depends on the previous relations of the state and the general attitude toward each other.

- **Lack of Resources** - all units, cities, and buildings need a constant influx of resources to maintain their function; so called maintenance (turn) costs. If these cannot be satisfied, confidence in state bureaucracy and leadership falls, and General Morale suffers.

- **Damage** - leaving a city, building, or resource damaged (needing Repair or Emergency Aid) decreases General Morale.

- **Pillage** - the mood in a city, building, or resource mine will drop immediately if your own units plunder and damage it.

- **Change of Ownership** - when a map item is conquered by another player or is taken over through Influence, its General Morale temporarily decreases.

You can improve the General Morale of the units by:

- **Repair or heal** them in cities with high general morale.
- **Discipline improvement** – give a unit the "Discipline" improvement.

The General Morale feature can be completely turned off at the beginning of the game in Game Options (*Main Menu → Game Options → General Morale*).

16.8. ARMY MORALE

Courage, pride, loyalty, and above all the desire to prove oneself in battle – the credo of virtually all great military minds in history. The mood in the ranks is very important factor in determining if your forces can win a battle, let alone the war.

When two armies meet for the first time, they do not know what to expect from each other, and so their Army Morale is equal. However, a series of victories or defeats, conquered or lost lands, cities, or buildings, affect Army Morale; this in turn has a major effect on the outcomes of the future conflicts.

Army Morale is in indicator of how ready and willing the soldiers are to engage a particular enemy on a battlefield.

There is no general Army Morale! It changes depending on what enemy your soldiers face.

Low or high Army Morale will shift towards average over time if there is no military activity versus a particular opponent for many turns.



Current Army Morale can be found in the Army Morale window, which is accessible from

the Diplomacy window (*Diplomacy Window* → *Army Morale*). The colored bar indicates the level of Army Morale towards a particular player.

Naturally, it's the task of the supreme commander to keep morale high. If the esprit de corps seems to dwindle, you have several tools at hand to boost the morale of your armies; these are represented by the four buttons in the Army Morale window:

These tools are not available at all times; reasons are given in the tooltip.

16.8.1. PROPHECY

Ask an oracle to show you the future! Luck can swing on each side, so the chances are 50/50 that victory will be prophesied. If the troops believe the prediction, the army morale will increase by 30%, but if the troops are not persuaded by the seer's vision, you might face higher rates of desertion among you units.

16.8.2. PROPAGANDA

The safest way to boost Army Morale. It requires some resources, and you cannot use it too often without losing credibility, but the effects are always positive. Army Morale can be increased through Propaganda by a maximum of 10%. The final percentage depends on the amounts of available resources committed.

16.8.3. STRATEGY REVIEW

Analyzing and reviewing tactical plans can persuade the troops that you still have a chance to win. There is a 70% chance that it will have a positive effect on your units, and if successful, it boosts Army Morale by 15% at most. The good thing is that you only risk the resources needed for the review.

16.8.4. SPEECH

A motivational speech is part of the commander's arsenal. When Army Morale hits a critical level, you can try to convince your troops that victory

is still possible. The probability that they believe you is 70%, and the gains are high; if successful, morale can be increased by up to 35%. However, if you fail to convince them, the damage can be devastating; you'll face revolts and even increased levels of emigration.

Army Morale is an optional feature that can be turned off at the start of a new game in Game Options (*Main Menu → Game Options → Army Morale*).

16.9. EXPERIENCE



A seasoned warrior knows the hardships of war, but he has also tasted victory and praise. The experience from being in the heart of a battle gives him a definitive advantage against a raw recruit.

Units and some other map items (city, fort, patrol tower, and defensive wall) collect experience points throughout the game; maximum is 100. Experience level is shown as a brown column on the pillar of the Unit Menu. A map item can obtain experience points in combat (more if it emerges from the battle victorious and less if it's defeated), and through all military improvements. However, 30% of the accumulated experience points will be lost if the unit or map item is upgraded and when you use "Recover" action.

Experience points have only a positive effect on attack and defense strength. One hundred experience points *doubles* Attack and Defense Strength of the map item. Experience points also increase the chance that a unit will escape to safety if it's at a brink of death.

16.10. LOYALTY

Identification with one nation or culture was very strong in ancient times; fear and suspicion of the unknown – and especially strangers – was commonplace. A city or force (other than mercenaries) belonged to certain group, where its



loyalties generally lay. Should it be forced to join another faction, its natural distrust has to be curbed before it becomes a fully integrated member of the new society. Loyalty can thus be interpreted as discipline, willingness to fight under your banner, and along with morale, reinforces courage in the face of an enemy.


Loyalty is displayed inside the Unit menu with thisicon (see *6.5. Unit Menu*). When the Loyalty icon is not displayed, it means it's already maxed out.

When you conquer a foreign city its population will look upon you with distrust. Their Loyalty to you will be low, and it might take decades to build trust and to integrate them fully into your empire.

Low Loyalty affects probability of rebellions or desertions and resistance to starving. The concept of Loyalty has a significant impact on your ability to conquer remote territories; the farther from the center of your empire, the more you have to rely on newly conquered cities to provide supplies and replacements for military units.

A city with low Loyalty will transfer this feeling to all units built and repaired there. Such units are weak, their fighting ability compromised. Loyalty of conquered territories differs depending on the cultural similarity of the nations. For example, if the Roman Republic conquers an Epirean city, the immediate Loyalty will be low, but the city will become Roman in its soul within a generation, or about 20 years. However, if Rome conquers a Celtic settlement, the gulf between cultural differences is much wider, and therefore it might take up to seven *decades* to bridge them.

If you retake a city that was yours in the past, its Loyalty also drops; how much depends how long the city was held by the opponent and how integrated it is now in his empire.

The Loyalty concept can be completely turned off at the beginning of the game in Game Options (*Main Menu → Game Options → Loyalty*).

16.11. SUPPLY MANAGEMENT

All mobile units need to be supplied with food and other necessities. The supply network consists of three elements:

- **suppliers** – cities, naval and vehicle units that supply other units and don't have to be supplied themselves
- **supplied units** – all infantry and cavalry units except for settlers
- **independent** – all buildings as well as settler units can provide for themselves and do not need to be connected to the supply network

It requires careful planning to keep all your units supplied. When you plan an attack over land, you should also put some Settler units behind the lines to build roads and new cities to keep the supply infrastructure strong. You can also keep a wagon(s) and/or naval unit(s) between the front lines and the nearest city to keep supplies flowing.

If you plan a surprise naval attack on coastal positions, you should be ready to keep a naval unit nearby as a supplier for the ground units that otherwise are left on enemy coast without support.

Should your plans backfire and your force is left without supplies without a quick remedy to the situation, you might consider using the unit to build a city (even if it is not the most efficient way to use military units). Alternatively, a suicide attack may be warranted; at least you could inflict some damage before the unit is destroyed.

You can toggle this feature at the beginning of the game in Game Options (*Main Menu → Game Options → Supply Management*).

16.11.1. SUPPLY AREA [F9]


Suppliers can outfit dependent units up to a limited distance, which is determined by terrain (supply lines are longer on flat terrain such as grass and plain, shorter in hills). Supply depot range can be increased with roads (see *5.5.1. Roads*).

A damaged city that needs repair has limited supply capacity; its supply range can be reduced by 50%! The more the city is damaged, the shorter its supply lines. The capacities of damaged naval units and wagons can be reduced to 30%.

A heavily damaged city (in need of "Emergency Aid") cannot function as a supplier at all until it is repaired.

Supply area [F9] is a highlight in red tiles that are *not* supplied. It can be turned on by clicking on this icon  in the Map Menu. Be aware that while this highlight is on, no other will be visible (see also *8.3. Map Highlights*).

The supply area is calculated always as the beginning of a new turn, but if you built a new city, the size of the area will be recalculated. Information regarding the level of supplies delivered to a certain tile is shown in the tooltip.

16.11.2. STARVING UNITS

A unit on a tile outside of any supply area begins to suffer. Starving units' fighting abilities are affected: Attack and Defense Strengths are reduced, and they lose courage and discipline (General Morale). This in turn increases the probability that unit will desert or that it will disband. If supplies are not renewed, its situation deteriorates with every turn until the unit is completely destroyed or it deserts.

16.11.3. CITY SIEGE

Conquest of cities can be accomplished not only with a direct military attack; laying siege to a city to starve it out may be an option to limit casualties in your ranks.

A city is starving when:

- **it is surrounded** by unfriendly territory (all tiles around the city belong to enemy states)
- **at least one enemy unit occupies an adjacent tile** (representing a direct threat to the city's trade and supplies)

- **no connection to the outside** (e.g., there is an unowned mountain tile but your units cannot enter mountains)

The situation in a starving city deteriorates every turn: It sustains damage, its General Morale drops, and eventually if no remedy action is taken, it will either be abandoned or voluntarily join an enemy.

When there is a unit in the starving city, standing on the same tile or held inside, it functions as a garrison for order. The reduction in supplies affects both the unit and the city, but the city will be held under control; e.g., it won't capitulate. Regardless, as the unit's morale decreases, it might disband or defect to the enemy, and if this happens the city falls into chaos and will most likely surrender.

The practice of besieging a city is perceived very negatively both by the state whose city is besieged as well as by the city itself. If your city is besieged, your populace's general attitude towards the aggressor will worsen quite significantly. On the other hand, you're the besieger and the city falls, its General Morale will be so low that it will take many years to return to normal.

If one of your cities is under siege, you can either try to break through the enemy lines or, if the city lies on a coast, you can send a naval unit to provide the necessary supply link for the city (the ship needs to enter a tile adjacent to the city).

You'll be notified about your starving units by a pop-up window that appears at the beginning of every turn, and a note will be included in your report list. The same applies if you are the besieger.

16.12. MIGRATION

Throughout the history people were often bound to a certain place – either their own piece of land or a master they had to serve. However, free people could decide where they want to live and how.

The Migration concept works upon the desire of the populace to live in peace. But if their livelihoods are threatened or they fear for their lives or those of their families, people should be free to seek their fortunes elsewhere.

If Local Happiness in the region drops below 100 points and the city is close to a border, dissatisfaction combined with fear of the nation on the other side of the border might motivate some people to move elsewhere. People always prefer to move to cities nearby, but in-game it will be a maximum of four tiles from their birth place. They also prefer their own cities to foreign ones, but in exceptional cases they'll move abroad. The same situation might occur if cities are left damaged (see also *11. CITIES*). The only remedy is to increase Happiness in the city or by moving the border farther away – i.e., removing the threat...

Information about internal migration is always shown in the report list, and, depending on the number of emigrants or arriving refugees, also via a pop-up window.

16.13. OBJECTIVES

While almost all leaders dream of a place in history filled with glory, fame, and wealth, not all of them take the same path to fulfill these aspirations. Many will realize that the only way to achieve their ultimate goals is by setting themselves smaller objectives and moving forward step by step.

As we've covered, each player has a fixed set of short- to mid-term milestones, so called Objectives. They're designed to follow certain historical logic, although it's entirely up to the player whether to follow them or not. These objectives address all aspects of building an empire: developing economic, social, and cultural endeavors; exploiting resources; political and military balance; territorial expansion; etc.

The list of Objectives is accessible from the State window (*State Window* → *Objectives*); see also *7.8. Objectives*. The progress bar shows how close you are to completing it. When you do so, you'll be rewarded by new units, additional resource yields, bonuses affecting the strength of your armies, and the like.

Unlike similar games, in *Aggressors: Ancient Rome* the exact Objective, meaning an explicit list of conditions that need to be met to complete it, is actually hidden. Not many ancient leaders were oracles; they formulated plans and defined goals, but even they couldn't predict what may be required to achieve them (e.g., building a strong standing army is a goal of many rulers, but the strength of armies is relative; having three units of warriors might be a very strong army for a small nomadic tribe but not for an expanding Roman Republic). You'll need to explore the possibilities within your own settings. The progress bar, however, is there to provide guidance and hints that you're (not) going in the right direction.

Objectives, whose goals can be depicted on a map, are shown in the Objectives Map **[F6]** (see also *7.8.1. Objectives Window*).

Not all Objectives are available from the beginning of the game; some unlock later as you progress through existing ones. Note that Objectives are set only for the scenario; if you generate a random world, there will be no Objectives generated for the game. Additionally, the whole feature can be disabled at the beginning of a game in Game Options (*Main Menu → Game Options → Objectives*).

Occasionally, Objectives can be rendered irrelevant during the game, and if so they'll be cancelled (e.g., if a goal is to build city walls in Athens but the city is obliterated, the Objective cannot be completed). You'll be informed when this happens by a pop-up window.

16.14. STATE DECISIONS

Every civilization encounters moments in their long history that cannot be checked through standard procedures usually employed by the government, and in these cases special action is required. Dwindling army morale, growing unhappiness of the population, or looming famine are but a few examples. If you are at your wits' end and you don't know where to turn for help, you can try one of the State Decisions.

These are designed as tools that should *not* be used on a daily basis but rather in extreme situations. State Decisions are there to help you overcome the most difficult moments.

The list of available decisions is displayed in the State Decisions window ( *State Window* →  *State Decisions*). Most of them will become active only when a situation in the country demands it; you'll be notified when one is unlocked in the list of reports. All become locked again when the situation in the country changes or, sometimes, they cannot be executed several turns in a row. Implementing any State Decision is not free, yet it is not known in advance how what the exact costs will be. The list of State Decisions won't be the same for all players to reflect individual differences and level of development.

16.15. RANDOM EVENTS

The game allows for a range of random events, some good, some bad. There's no predictable pattern to them – hence, "random" – but you can adopt certain measures to be ready for them, at least in some cases. When something unusual happens, you'll be notified via a pop-up window at the start of the next turn, as well as in your reports list.

You can turn this feature off at the beginning of the game in Game Options (*Main Menu* → *Game Options* → *Random Events*).

- **Severe Weather!** - weather can change quite abruptly, which often has a destructive impact on food yields. There are either cold or very warm spells, and lands once affected will never recover again.
- **Earthquake!** - the wrath of the gods in the form of an earthquake can happen anywhere in the world, with devastating effects on cities, buildings, and resource mines. It rarely hits only one city but quite often a whole region. You can protect your cities by building the "Resistant" improvement.
- **Plague!** - poor hygiene coupled with highly contagious diseases can cause epidemics that can decimate your population. You can protect your cities by building the "Sewage System" improvement.

- **Bonus!** - sometimes good fortune finds those who look for it. Random amounts of all resources can be "found" (including Happiness) and added to your reserves.
- **Ship Lost!** - weather over the sea changes even more quickly than over land, and ships caught in storms are often lucky if they survive.
- **Revolt!** - pockets of public unrest are to be found everywhere, and when the conditions are right revolts can roll like a tidal wave through a whole region, even going as far as losing a city to an opponent.
- **Desertion!** - loyalty is a precious commodity, and it's not unusual that cities and units sometimes choose to join another master if they feel they can do better there.
- **Trap!** - enemies lying in wait can be a great danger for your patrols. If your unit happens to be near an enemy unit(s), it can get into trouble before it realizes what's happening.
- **Improvements!** - local governors sometimes work independently and build improvements in their cities without a direct order from you.
- **Uprising!** - deep-rooted anger can be stirred by minor actions and then outrage spreads from city to city like wildfire; a new master can even emerge who begins to build his new empire out of the revolting cities.
- **Militia Formed!** - when a city population feels particularly vulnerable and you are not able to provide protection for them, they form a home guard that can be then included into your regular standing army.
- **Public Disturbance!** - this is a semi-random event based on the level of General and Local Happiness in the country. Prevalent unhappiness can cause revolts, looting, and other destructive actions.

16.16. VICTORY CONDITIONS

History illustrates that it is not always the bravest or the smartest or the richest who wins! Every great historical figure had his or her own strategy that didn't rely totally on Fortuna, goddess of good luck.

What's yours? Are you a seasoned military figure who wants to rule the world with an iron fist and requires absolute obedience? Or you are a cunning politician who uses intrigues, political games, and influence rather than military power to get what he wants? Or do you believe that greatness waits for those who bring peace and knowledge to their people?

Whichever strategy is close to your heart, you have a chance to become the acknowledged ruler of the whole Mediterranean!

Win the game by completing any one of the available Victory Conditions; you're not required to complete all of them. You might focus on one or try to get as far as possible with all, although spreading yourself too thin might not be advisable. All stay available throughout the game, and progress towards final victory is constantly calculated and shown in the progress bar in the Victory Conditions window.

If you win, you can continue playing and try to complete another Victory Condition(s). If, on the other hand, another player wins, you can still carry on and try to achieve one of the other conditions first. This, however, is not applicable for the Overall Victory; only one player can win this way, and so you may as well start over if that's what you want, because this time the world has crowned its supreme leader!

The path to victory will certainly not be easy; you'll receive no mercy at the hands of your opponents – of that, you can be sure. Further, what seems a good idea one moment might suddenly turn disastrous. Any path might lead to ruin if not recognized and corrected in time!

Victory Conditions are described in the Victory Conditions window (*7.7. Victory Conditions Window*) and detailed below.

16.16.1. OVERALL VICTORY

Territorial expansion – bring the majority of the known world under your control.

16.16.2. VICTORY POINTS

Conquest of foreign territories and cities brings you points that will accumulate until you reach a victory level set for the particular nation. Refer to the Victory Points Condition map to see what areas and cities will bring you the most.

16.16.3. MILITARY SUPERIORITY

Build the strongest army in the world, so strong that nobody will dare challenge you! The strength of your armies is compared to the combined strength of all opponents (except federation partners). The military strength of your forces includes your own units, partially the units of your federation partner(s) as you are the master of their armies, but doesn't include the armies of your confederation partners. Apart from military strength, you also need to have sufficient food supplies for your soldiers and cities and control a substantial part of the world (this includes areas owned by you, your federation, and confederation partners).

16.16.4. COUNTRY DEVELOPMENT

Become a leading civilization by improving the state infrastructure and management, and building the prestige of your country. This condition requires you to have large cities, some with Academy improvements, substantial income of Influence points per turn, and a high overall number of Influence, Citizen, and Happiness resources.

16.16.5. TECHNOLOGICAL DOMINANCE

Reach such a level of technological progress that no other nation could be a scientific match for you. To fulfil this condition you need to jump ahead of all other nations in the research of technologies, build Academy improvements in your cities, and have a substantial income of Invention points every turn.

17. MAP GENERATOR

The Ancient Mediterranean scenario offers many nations that you can lead, different difficulty levels, and many challenges to spice up your victory soup. But there are always those who want to discover what lies "beyond the sea". For such adventurers we created a Map Generator so that you can discover an infinite number of worlds customized to your wishes.

The Map Generator window can be accessed from the New Game menu (*New Game Menu → Customized World*).



There are a number of settings that can be adjusted to suit your preferences. At the top of the screen you can select the nation you will lead from a dropdown menu. If you prefer to change the name of the state, you can do so as well in the upper right part of the window in the Name of Country textbox.

For each of these options, click on the round button next to the setting to open the Options Window.

- **Map Size** determines how big the map will be. You can choose from a very small to an extra-large map. The size of the world affects the length

and pace of the game; around two hours will be required to conquer a very small world, but days for a very large map.

- **Map Type** determines how the world will physically look. There are five options varying from one large mass of land to a world fragmented into many small islands. This setting also affects the pace of the game and level of conflict, as it is relatively easy to meet other civilizations on one large continent but rather challenging to discover and conquer a world made of hundreds of tiny islands.

- **Map Climate** determines how suitable the world is for humans. Again, choose from five options ranging from a world of plenty with abundance of resources and regions suitable for human settlements, to a world where fertile land is scarce and areas that would support growing populations are very few. This setting will affect how aggressive the game is; in a world where everybody initially has a good livelihood and plenty of living room, wars will come later, whereas in a world where resources are precious, the fight for survival will form a necessary part of your strategy from the beginning.

- **Opponents** sets the original distance between civilizations (not the number of players!). These five options vary from a small number of players settled relatively far from each other to a crowded world where unoccupied space is limited. Also affects the pace and aggressiveness of the game.

- **Difficulty** determines how aggressive the computer players are, and how multifarious their actions. The five options range from an easy level suitable for beginners, all the way to very difficult, recommended in turn to only very experienced players.

- **Development** - determines the starting point of human development, from a world with no human settlements and only a few units roaming the world, to a world where civilizations are already established with advanced units, they have well-developed urban infrastructure, and who are already making progress in science and research.

- **Starting Turn** indicates in which year the game starts.
- **Turn Length** determines how many years one turn will be. Note that this has no impact on the pace of the game!
- **Game Balance** determines if all players start on a similar level or if some players will be more advanced than others. The difference will be in the size of the territory they occupy, number of cities and military units, etc. You can use a scroll bar where Low means very unbalanced, and High means very balanced starting conditions.
- **Player Advantage** adjusts your position compared to the computer players. If you set the scroll bar to Low, you will be disadvantaged against the computer players, whereas High means that you will have better starting conditions. Player Advantage and Game Balance are interlinked, and ultimate equilibrium is derived from both these settings.
- **Resource Abundance** sets the number of mineral resource deposits (gold, iron, stone, and coal) on the map. Low means there will be few of these resources, whereas High means there will be plenty of mines and quarries. This setting affects the competition for resources.
- **Player's Resources Abundance** selects the amount of resources you will have at the beginning of the game, where Low value of course means less resources, High gives you more. This setting together with Game Balance setting determines the final amount of resources for each player.
- **Diplomatic Relations** determines mutual relations between players at the beginning of the game. This only applies for players who have already met (they have mutual border). If set to Low the relations will be unfriendly and prone to open conflict, whereas High indicates you prefer peaceful relations for the game start.
- Independent Cities adjusts the number of independent cities at the beginning of the game. Low means there'll be few cities without an owner, High means there will be more. This setting also depends on the Technical Development setting (if any urban infrastructure is set).

- **Set Government** determines if all players start with the same government or if this will vary depending on which types are already available to them (see also *16.1. Government*).
- **Victory Conditions** allows you to choose which Victory Conditions should be activated in the game. For more details, see *16.16. Victory Conditions*.
- **Game options** allows you to turn on/off a number of optional game features (see also *2.3. Getting Started*).

SECTION TWO – ADVANCED RULES

18. GAME EDITOR

For advanced modders, the game offers a user-friendly and easy-to-master editor that allows you to create completely new worlds of your own design or by using existing maps, as well as to create civilizations of your choice. It also allows access to scripts, and so you can even design your own scenarios with special rules, traits, and features.

But let's start step-by-step. All changes that can be made in an existing scenario or on the map of your choice can be made directly from the built-in editor. The editor allows you to change the look of the map by adding or removing tiles and changing terrains, adding or removing map items, and designing a unique web of diplomatic relations in order to give you maximum freedom in creating your own worlds. We tried to design the editor in such a way as to make its use intuitive and user-friendly, and we hope you'll enjoy the numerous ways of customizing a world to your liking.

When you open the scenario map or a customized map, you access the editor by pressing **[ALT+A]**. The UI changes slightly as the State and Unit Menus are expanded and an additional Map Panel appears in the top middle

part of the screen. The full list of keyboard shortcuts is also revealed in *Game Settings → Keyboard*.

18.1. STATE MENU EDITOR

The State menu in the upper left corner of the screen contains four buttons and one combo box with the names of all available civilizations:

 **State Window** opens the State window as you know it from *State Menu*.

 **Add Unit** opens a list of all units available in the game including all factions and types.

 **Add Building** opens a list of all stationary map items (city and all buildings) that can be added on the map.

 **Add Resource** opens a list of all resource mines.

For more information on adding/removing map items, see also *18.5. Add, Remove and Modify Map Items*.

Civilizations List allows you to choose the nation for which you want to make changes. You can click on the name of the civilization to reveal the whole list with all available nations; another click selects the state you want to alter. It's important to note that all changes you make will be done only for the active civilization; you need to select and makes changes for each individually.

When you make changes for a civilization other than the one you selected as the human player, save the game still as the AI player and then load the game again; the game will go through one full turn and start with the civilization that was selected as a human player. The same will happen if you end the turn while another (not human player) civilization is selected.

For example, after selecting the Roman Republic as a human player and making your fixes, switch the civilization to Epirus and make changes there, then save the game as Epirus; quit and reload the saved game or simply press End Turn. The game will go through one full turn and start with Roman Republic.

18.2. MAP MODIFICATION PANEL

The map panel in the top middle part of the screen allows you to make changes to the map itself, i.e., the distribution of terrain and land topographies. Each button opens a separate window that contains various options to modify map features.

18.2.1. CONTROLS

Within individual windows you'll find additional controls that help you use the tools effectively by rotating the selected map features. The currently active rotation option is colored gray.

 **Leave with current rotation** button indicates that the selected map feature will not be rotated in any way.

 **Rotate 90° to the right** indicates that the selected map feature will be rotated 90° to the right.

 **Rotate 180°** button indicates you want the selected map feature to be rotated by 180°.

 **Rotate 90° to the left** indicates that the selected map feature will be rotated 90° to the left.

 **Remove** button indicates that you want to remove the map feature that you subsequently select on the map.

 **Random rotation** button indicates that the selected map feature will be rotated in a random way

Numeric pad - you can use numeric keys 2, 4, 6, and 8 to rotate the selected map features as well. Additionally, numeric keys 5 and 0 can be also used in some cases as described below.

18.2.2. MAP MODIFIERS

CHANGE TILE OWNER

Allows you to change the owner of any land tile (does not apply for water tiles!) depending on the civilization that you have selected in the Civilization list in the State Menu. You change the tile owner with a simple left-click on the chosen tile. With another click on the same tile you will remove any owner from that tile, meaning the tile will not belong to any empire.

CHANGE TERRAIN

Add or change the existing terrain. By using this tool, you can create islands and change the shape of the land to your liking. Select the terrain type from the list and then simply click on the tile where you want to position it. Be aware that the rotation option above the terrain list needs to be selected before choosing the terrain type itself. You can continue adding this terrain type to other tiles without going back to the window.



The map relief (height above sea level) will be adjusted as per terrain type. This can be changed in various ways (see also *18.3. Create Terrain and a Height (Contour) Map*).

ADD RIVER

Allows you to add, rotate or remove different shapes of rivers. This tool allows design of unique rivers with deltas, multiple springs (sources) or meanders.

You select the shape you want from the list and then click on the tile on the map where the river should flow.



Be aware that if you want different rotation, you need to select the rotation option first. Again, you can continue adding the selected river type to other tiles without going back to the window.



Use numeric keys 2, 4, 6, and 8 that represent direction (S, W, E and N) to connect contiguous river tiles.

The above example started with selecting a spring shape from the list of river types, followed by a press of numeric key 6 and a click on the tile marked A; this starts a river flowing eastward. Pressing numeric key 6 again and clicking on tile B connects the two river parts carrying on east. Repeat the process for tile C, then press numeric key 4, click on tile D, and press numeric key 8; click on tile D again, which connects the river to tile C while curving north.

ADD ROAD

Allows you to add, modify, or remove roads from the map. Choose from the usual dirt and paved roads, and a large number of different shapes so that you can create unique road patterns.



Select a road shape from the list and then click on the tile on the map through which the road will lead. Paved roads are built by default, however, you can switch to dirt roads by pressing numeric key 5 and then clicking on the tile again. Pressing 5 once more toggles paved roads again.



To connect roads on different tiles, use the numeric keys 2, 4, 6, and 8; for a bridge press numeric key 0.

To replicate the above example, select a road type (paved), then press numeric key 4 and click tile A. Press numeric key 5 and click tile A again to change to a dirt road. Then, pressing numeric key 8 and clicking tile B connects a section of dirt road to tile A leading north. By pressing numeric key 2 and clicking on tile C, yet another section of the dirt road is added. Note that if key 2 was not used when creating the road on tile C, the road would not end in the middle of the tile, leaving an unfinished look.

You can also create crossroads by pressing the numeric keys and then clicking on a tile where a road already exists. The shape of the road will be adjusted to accommodate the change of direction or else create a fork that will lead to different tiles.

CHANGE LAND IMPROVEMENT

A number of terrain improvements and landmarks can be added or removed such as fields, farms, or city foundations. Select a land improvement from the list and then click on anywhere on the map. You can continue adding this improvement to other tiles without going back to the window.



The list of land improvements contains a number of testing options which are not used in the game.

CHANGE TERRITORY

Create new and change or remove existing territories. To create a new territory click on button Change Territory, press numeric key 5, and then click on a map tile. New territory will be created and its boundaries will be highlighted in a color. Pressing 5 again and clicking on another tile creates another territory (highlighted in different color).

If you want to add more tiles to one territory, press the numeric keys 2, 4, 6, and 8 that represent a direction, and then click on an adjacent tile to the one(s) that already belong to the territory. This way you can add a larger area to one territory.

To remove a tile from a territory, press numeric key 0 and then click on the tile you want to remove.



Territories are currently used only for Objectives and are not editable. The rules about using territories can be changed only in the scenario file, which is recommended for very advanced modders only.

CHANGE MAP PATTERN

Allows you to change the shape of the tile in order to create unique land and sea areas without repetitive patterns. Click on the button and then on the tile whose shape you want to change. With every successive click the tile pattern will change; this way you can continue until you find the shape you want.

CHANGE VISIBILITY

Set visibility for the selected civilization to one of three types: none (undiscovered), hidden (fog of war), and visible. Once you've selected the civ, click the button and select the option you want. The whole map as well as the mini-map in the lower left corner shows you which parts of the map are invisible and which are already discovered by the civilization.

Once you select the visibility option you'll be able to choose a visibility range, i.e., how many tiles you'll change in one click (1 means 1 tile, 3 means a 3x3 field, etc.). Then simply click on the map and the visibility in the selected area will be changed.

EXPORT HEIGHT MAP

Generates the actual height (contour) map from the current game (both campaigns and customized world maps) that uses the default local points defined for each terrain type, into a new file that can be further edited (see also *18.3. Create Terrain and a Height (Contour) Map*).

SAVE SCENARIO

Saves the current campaign map as a new scenario once you have finished not only with the map itself but with all the modifications of the game settings and features (foreign relations, player borders, etc.).

18.3. CREATE TERRAIN AND A HEIGHT (CONTOUR) MAP

The world is not flat. When changing terrain on an existing map or even creating a new map, you will want to create relief to give the map a genuine appearance. This is handled in three different ways in the game:

18.3.1. LOCAL POINTS

So called "local points" define each terrain type (e.g., mountains rise above sea level higher than grasslands). When you make changes in the terrain types on an existing map (both campaign and customized world map), the local points will be used by default. If you then save the game, the relief of the map will be adjusted according to the local points.

18.3.2. EXPORTED HEIGHT MAP

If you don't want to use the local points and prefer to design the map relief yourself, you can open the campaign or customized world map, make the changes you want, and then click on the Export Height Map button in the Map Modification Panel (see *18.2. Map Modification Panel*).

The current height map will be generated in a separate file saved here:

C:\Users\USERNAME\Documents\My Games\Aggressors Ancient Rome\HeightMaps (where USERNAME is your username). The file should be saved in this folder:

18.3.3. CREATE NEW HEIGHT MAP

Should you wish to create a completely new height map from a scratch, you can do so in another program (e.g. Photoshop, Paint) and then save the semi-transparent PNG file to this location:

C:\Users\USERNAME\Documents\My Games\Aggressors Ancient Rome\HeightMaps. The game will then wholly disregard the predefined local points and use your height map instead.

18.4. UNIT EDITOR MENU

The Unit Menu maintains the same look in the editor, except that two more buttons are added to the Action button bar that allow you to remove the map item or to change all its current properties; see below.

18.4.1. CHANGE MAP ITEM

 Opens the Unit Properties Window **[Ctrl+C]** where you can modify the properties of the selected map item. You can also use the default action "Change Map Item".

18.4.2. REMOVE MAP ITEM

 Remove any map item (you can also use the alternative default action "Remove Map Item").

For more information on adding, changing, and removing map items on the map, see *18.2. Map Modification Panel*.

18.5. ADD, REMOVE AND MODIFY MAP ITEMS

To add map items to the map, you can freely use all map items available in the game regardless of available technology or faction. Use the Add Unit, Add Building, Add Resource buttons in the State Menu. Here you will find a complete list of all available map items including their basic properties (Attack and Defense Strength, Movement points and Capacity), and the tooltip will provide you with additional detailed information. For information on different unit types see *12. UNITS*; for stationary map items refer to *10. BUILDINGS* and *11. CITIES*; for resource mines see *9.1 Mined Resources*.

To add the map item simply select one from the list by clicking on it and then click on the tile where you want the map item to be located.

Beware that game rules still apply so you cannot, for example, put an infantry unit on a water tile, or build two cities directly next to each other. However, all these rules can be changed in scripts.

To remove a map item, click on it and use the "Remove" action button or the alternative default action.

To change the properties of the map item on the map, use the Unit Properties window (see also *18.6 Unit Properties Window*).

18.6. UNIT PROPERTIES WINDOW



All units, cities, buildings, and resource mines have their own set of properties according to type. Additionally, each can have improvements or skills with which to start the game. All can be modified in the Unit Properties Window.

Open the window by selecting a map item on the map and clicking on the "Unit Change" action button **[Ctrl+C]** or using the default action "Unit Change".

The window contains a number of properties, but not all apply to all map items (e.g., Main Unit property identifies the capital city and therefore applies only to cities). Some cannot be modified if it violates current rules. Two types of modifications are allowed:

- setting is changed for the current turn only, e.g. movement points
- setting is changed permanently, e.g. name of the map item

18.6.1. PROPERTIES

Details of properties that can be altered and how to do so (though it should be intuitive) follow.

- **Name of map item** changes the name of the map item permanently.
- **Attack Strength** sets the Attack Strength of the map item in the current turn from values 0-5, where the maximum attack strength is defined per map item.
- **Defense Strength** alters the Defense Strength of the map item in the current turn from values 0.5-5, where the maximum strength is defined per map item.
- **Movement points** sets the number of movement points of the map item in the current turn from values 0-19 depending on the map item type, as above.
- **Fortify bonus** defines the bonus the map item receives when fortified, valued between 1-100%. This setting applies only for map items that can be fortified (e.g., doesn't apply to naval units).
- **Is fortified** applies only to units that can be fortified; has the same function as the "Fortify" action without using any movement points.
- **View range** changes the view range of the map item permanently.
- **Deploy limit** - not yet active.
- **Deploy randomness** - not yet active.
- **Is serviceable** checkbox is ticked if the map item is capable of carrying out orders. You can untick the checkbox and so make the map item incapable of taking any commands in the current turn.
- **Morale** sets the map item's current General Morale between values 1-10 that represent 10-100%
- **Main unit** applies to cities; denotes the capital.

- **Occupied** indicates that the unit is currently being built or serviced (repaired, trained, improved), and the number of turns until it's finished (maximum 5).
- **Loyalty** adjust the Loyalty level of the selected map item between 1-10, representing 10-100%.
- **Specialization** applies only to the builders where units are built/produced. You can set the specialization for the selected map item simply by choosing one from the list. Add more unit types to the specialization by selecting a unit type and holding **[Ctrl]** when clicking on OK. Selecting None will reset the specialization.
- **Finished in** applies only to builders and servicemen (those that can produce, repair, train and upgrade other units). Indicates that the map item is currently building or servicing another unit, and the number of turns before the work is finished (maximum 5).
- **Nr. of Attacks** indicates the number of attacks per turn (0-1).
- **Nr. of Defenses** indicates the number of defenses per turn (0-1).
- **Is broken** applies only to cities, buildings, and resource mines; indicates that the map item is in need of "Emergency Aid".
- **Hidden view range** sets the tile range at which the map item uncovers tiles hidden in the fog of war (by default it's 0).
- **Max deploy radius** - not yet active.
- **Max random deplo**y - not yet active.
- **Is producing** – city or resource is not producing any resources and no units can be built there at this point
- **Experience** adjusts the battle experience of the map item from 0-100 points.
- **Size of unit** applies to cities only (maximum 15).

18.6.2. UNIT IMPROVEMENTS EDITOR



Unit improvements button opens a list of all improvements available for the selected map item. You can add or remove any of them with the exception of behavior acquiring (ability to gain an improvement in battle) and those that are not allowed for this map item (e.g., City on Ruins is not allowed for mobile units).

18.7. DIPLOMACY WINDOW

The web of bi- and multilateral international relations and agreements can set a basis for extremely interesting developments in *Aggressors: Ancient Rome*. Most of the actions available in diplomatic encounters are modifiable from the Diplomacy Window. For details on the information in this window, see *7.3. Diplomacy Window*.

18.7.1. CURRENT RELATION

This is displayed under the name of the civ in the top central part of the window. By clicking on the arrow inside the box, a list of four options will be revealed that give you the possibility to modify relations between individual states. You can choose peace, war, federation, and confederation.

Be aware that if you change the relation from a sovereign state (peace, war) to one of "master-slave" (federation and confederation), the nation for which you are making the change (as selected in the Civilizations list) will be in the role of the master.



18.7.2. ARMY MORALE

Slider allows you to change the current Army Morale of one player towards the other. You're always changing the morale of the selected nation towards the opponent displayed in the Diplomacy Window. The same can be done also in the Army Morale Window which you can access by clicking .

18.7.3. ATTITUDE

Slider indicates the general attitude of one state towards the other and vice-versa.

18.7.4. DELETE RELATION

Resets the relation between the two players to unknown, meaning that they do not know each other. The default relation changes to war, and Attitude and Army Morale to neutral. If the territories of the two players border on each other, the relation will be recalculated in the next turn and they will "get to know each other" again.

18.7.5. SIGN TREATIES

Opens a Treaties window where you can freely modify the depth of this relation. As the treaties are mutual, you don't need to set the same agreements for the other player; this is done automatically.

18.8. RESOURCE MANAGEMENT

As we've learned, resources will play a central role in the effort to build a formidable empire. By modifying the terrain and map features you can change the future prospects of each civilization. However, if you want to modify the resource reserves that each the civilization has, you do so in the State Window.



The Resource Panel is located at the bottom of the window. If you click on one of the resources, an additional window with a slider opens and you'll be able to change the amount which the selected civilization has currently at its disposal. The maximum is 100, but if you open the same window again, you can change it to a maximum of 1000.

The modifications aren't permanent, however, as the resource production and consumption rates are recalculated every turn. For example, if you do not have food for your units and you increase the food resource in the editor, you will most likely survive only few turns before the food resource drops once again.

To permanently affect resource production, you can add a resource multiplier (temple, blacksmith) to the map (see *Add, Remove and Modify Map Items*).

18.9. INTERNAL POLITICS

The political situation at home is as relevant as foreign relations.

18.9.1. GOVERNMENT

The general level of happiness, apart from other factors, is largely derived from the type of government in place. You can access the New Government window from the State Window (*State window* → *Government*) where you'll find a list of all government types available in the game. Change government by selecting one from the list with a simple click. The change will be immediate, without incurring any costs.

18.9.2. CAPITAL CITY

There are two ways to change the capital city. First, you can access the New Capital window from the State Window (*State window* → *Capital city*) where you'll open a list of all cities of the selected nation. Make any a capital by clicking on it. Again, the change is immediate and free. Another way to change the capital city is through the Properties Window. Here you can mark the city that you wish to make a capital as a Main Unit (see *18.6 Unit Properties Window).*

18.9.3. OBJECTIVES

If you're using the Ancient Mediterranean campaign map to create your own scenario, there are already Objectives defined for each nation. You can either keep them or remove them for the selected player. This can be done in the Objective Window by clicking  next to the Objective.

18.9.4. VICTORY CONDITIONS

Again, if you're using the Ancient Mediterranean map, Victory conditions are already defined for each nation; either keep them or remove them by clicking .

18.9.5. STATE DECISIONS

Similarly keep or delete State Decisions .

18.10. RESEARCH

If you wish to make some civilizations more advanced or you just want to give them knowledge of certain technologies, use the Invention Tree accessible from the State Window (*State window* → *Research*).

In the editor all technologies are visible, and you can change their status (developed, developing, available) with a right-click on the technology.

19. NEW SCENARIO EDITOR

Advanced and creative modders who like to build their own maps and scenarios can use all the tools the game offers to make their own unique campaign maps.

19.1. CREATE A NEW MAP



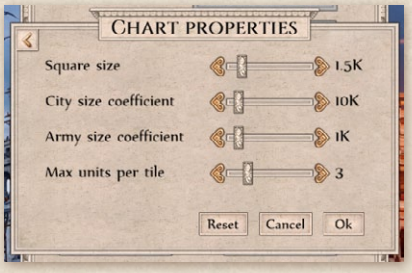
The best starting point is to have a blank map grid on which you build your world. Set the basic conditions in the Create New Map window which you can access from the Main menu (*Main Menu → Create Your Scenario*).

This window contains a number of basic settings that will determine the size and look of your map.

- **Scenario name** gives the scenario a name of your choice.
- **Default terrain** selects the default terrain type that will cover the whole map.
- **Starting turn** sets in which year the game starts?
- **Turn length** sets how many years will pass during one turn and, thus how fast you'll progress through history. Note that this has no impact on the pace of the game!
- **Map width** determines the width of the map (x-axis). Represents the number of tiles, 100 being maximum.
- **Map height** determines the height of the map (y-axis); 100 tiles maximum.

- **Game options** allows you to edit/customize several game features that can be changed only at the start of a new game but *not during the game itself.*

- **Chart properties** opens the Chart Properties window where you can modify map scale, city and army size ratios to population size, and number of units per tile limit



  - **Scale** defines the scale of 1 tile in km2.

  - **City size coefficient** defines the ratio between the number of citizens (Citizens resource) and the size of the population (i.e. population size noted in the State window)

  - **Army size coefficient** sets the ratio between the number of citizens (Citizens resource) serving in the army (i.e., the Citizen resource recruitment cost) and the number of people in the military in general (army size noted in the State window).

  - **Max units per tile** sets how many units are allowed on one tile.

Once you press OK, a new map will be generated. You can then change the terrain, shape of the land, etc. by using the Editor tools (see *18 GAME EDITOR*). Save the new campaign map as a scenario by clicking on the Save Scenario button in the Map Modification panel (see *18.2. Map Modification Panel*).

19.2. CREATE NEW SCENARIO

Once you create your new world, all the tools of the editor can be used to change the look of the map, add players and to set their initial relations, etc.

Note that there will be no active players at the beginning; add players by selecting the nation from the Civilization list and giving them territory, map items, and resources.

Inactive players are marked by this icon  in the top right corner of the Map menu. They can be activated by giving them at least one map item and some territory. You can only save the game as a new scenario with at least two active players!

Save work-in-progress by saving the game (*Main Menu → Save Game*) and continue working on the scenario later. When the world is finished, save the whole setup as a scenario by clicking on the **Save scenario button**  in the Map Modification panel (see *18.2. Map Modification Panel*). The scenario and all related files will be created and will be ready to be played and shared. The scenario is saved with all other scenarios in the list under New Game (*Main Menu → New Game*).

19.3. CREATE NEW MOD

For experienced modders there is also the possibility to create a new mod.

SECTION THREE – STEAM

20. HOW TO WORK WITH STEAM WORKSHOP

Steam Workshop is a place where all available mods, scenarios and saves created by *Aggressors* designers as well as other players are made available for download. Download desired items directly on Steam by clicking on the Subscribe button below the item, or you can do it directly in the game. The same applies if you want to add any of your items to the Steam Workshop to make it available for other players.

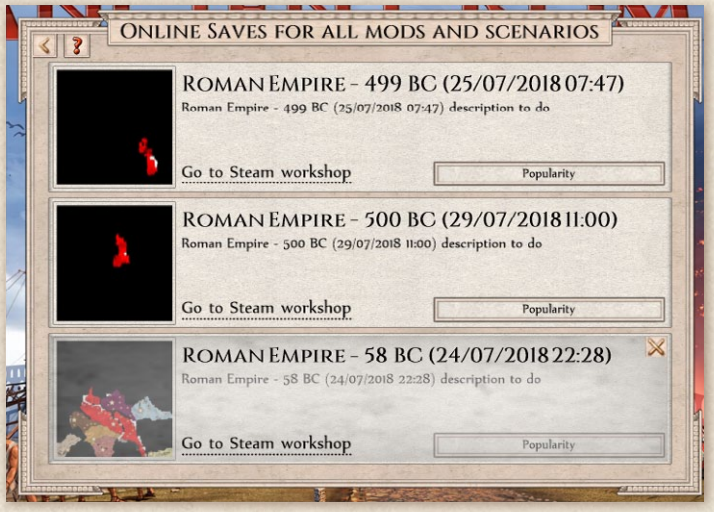
It's recommended to use this functionality in the game, especially when publishing new material!

20.1. DOWNLOAD NEW ITEMS



The *Ancient Rome* scenario has 20 playable factions and the possibility to generate a random world, yet it is always nice to try a different setup, new campaign, or even a new mod. All available saves, scenarios and mods are listed on the Steam Workshop website: https://steamcommunity.com/app/783210/workshop/

When you start the game, the Main Menu appears with the tab called **Additional content**.



Additional content allows you to search through new available mods, scenarios, and saves that were published.

You clearly see those already downloaded on your computer (greyed out) and those that you do not have. The name and description provides basic information about each item. You can also click on the "Go to Steam Workshop" link to go directly to the Steam Workshop website. The Popularity bar shows how well received it was by other players.

By simply clicking on the item it will be automatically downloaded *with all its dependencies* (i.e., if you select a scenario that requires a mod to be downloaded with it, this is done automatically).

20.2. SUBSCRIBE

When you download an item, you'll see it greyed out in the list of available items. This also means that any updates made by the author(s) will be automatically downloaded. The Subscribe button means that you want to receive all updates for the subscribed items.

Unsubscribe by clicking on the X button next to the selected item. You can only unsubscribe those that you have previously downloaded/subscribed (i.e., greyed out items).



20.3. PUBLISH AN ITEM

If you create a new mod, scenario, or a save that you want to share with other players, you can do it directly from the game. Simply start the item you want to publish, open the Main Menu and click on Publish.





You should be careful however, that you also **publish all dependencies** that are necessary for your item to run. For example, if you want to publish a save from the Ancient Mediterranean scenario (official campaign map), you do not need to do anything else; just press Publish. The scenario and mod are already part of the game. However, if you want to publish a save from a mod and scenario that you created, you will need to publish the mod and scenario both. You'll be prompted by a warning message to do so before you can upload the save itself.

Example: You have created your own mod, scenario, and save. When you decided to publish the save, a pop-up message will ask you to first upload the scenario as the save cannot run without it. If you then try to publish the scenario, the same message appears requesting that you first upload the mod without which the scenario will not work.

Maps created by using the Map Generator do not have a scenario; its only dependency is a mod in which you created the map.

IMPORTANT: When you publish an item, it may take up to 20 minutes until it appears in the Steam list and in the list of available items in the Additional Content section in the game. Until then you cannot publish any other item related to this one. Trying to republish the item will not make the process faster.

You can make changes at any time to items you've authored – to improve your mod or scenario setup, for example. Naturally, you want these changes to be also available for the other players who already subscribed these items.





To do so, use the **Republish** functionality to make all the updates available for other players; subscribers receive these changes automatically. Open the item you want to republish, go to the Main Menu and click Republish. Alternatively, open the Additional Content in the Main Menu at the start of the game, find the item you need, and click on Republish. Note that only scenarios and mods can be republished. Saves are always unique and therefore cannot be (only published again).

Each item should have a unique name to distinguish it from the other items already published by you or other players. In case a name is already used, you'll be notified and asked to rename the folder you are about to publish.

As an author, you can also delete any of the items you published directly on the Steam Workshop website.

21. CREDITS

KUBAT

Development
Pavel Kubát

Testing, copywriter, PR
Lucie Pavlačková

Illustrators
Michał Majcher, Zsuzsanna Tasi

3D designers
Matjaž Lamut, Prashant Verma, Mieszko Lacinski

UI designer
Zdeněk Šašek

Special thanks to
Abom Studios (victory video narrator), Michael Lekovski (consultancy)

Extremely helpful beta testers
Cablenexus, Zakblood, gwgardner, Louis "n0kn0k" Stroek and many others.

Proofreaders
Jeff Renaud, Robert Allen, James Whorton

Additional thanks to
Taťána Kubátová, Jakub Semrád, Martin Horecký