SPQR

PAX

ROMANA

MANUAL

WARNING

Fixed or stationary images can do irreversible damage to the cathode tube of your TV by marking definitively with luminophores. This is the reason we recommend that you avoid using video games repeatedly or for extended periods of time on wide screen projection TVs.

WARNING EPILEPSY

Before a video game is use by you or your child.

Certain people may suffer from epileptic fits or lose consciousness after viewing certain types of blinking lights or light sources in our daily environment. These people are exposed to fits when they watch certain televised images or when they play certain video games. These phenomena may appear even if the subject has no such medical history or has never suffered from an epileptic fit beforehand.

If you or a member of your family has already suffered from symptoms linked to epilepsy (fits or consciousness) in the presence of luminous stimulation, please consult your physician before use.

We recommend that parents be attentive to their children when playing video games. If you or your child show the following symptoms: dizziness, vision problems, contraction of the eyes or muscles, loss of consciousness, orientation problems, involuntary movements or convulsion, stop playing immediately and consult a physician.

PRECAUTION TO BE TAKEN IN EVERY CASE WHEN USING A VIDEO GAME

Do not stay too close to the screen. Play at a good distance from the television screen and as far as allowed by the connection cable.

Use video games preferably on small size screens.

Avoid playing if you are tired or if you lack sleep.

Make sure that you are playing in a well lit room.

When playing, take a ten to fifteen minute break every hour.

MANUAL

I - GAME INSTALLATION AND GENERAL TROUBLESHOOTING

A. INSTALLING PAX ROMANA

1) Insert the CD into your CD-ROM drive

2) If the autorun mode of your computer is active, the installation will start automatically when you insert the CD into the drive.

3) If the autorun mode of your computer is disabled, double-click on "My Computer" on the Windows(R) desktop. Double-click on the CD-ROM drive icon.

4) If the installation program does not start automatically, double-click on "Setup.exe" and follow the on-screen instructions.

B. CONFIGURATION INSTRUCTION

To Launch the game, from the Windows(R) desktop, double-click the shortcut that was created during installation.

If you want further configurations options, select:

MINIMUM SYSTEM REQUIREMENT	Windows® 98/2000/ME/XP
	Pentium® II 500 MHz or Equivalent Processor
	128MB Ram
	DirectX® Compatible Sound and Video Cards
	16x CD-Rom Drive
RECOMMENDED SYSTEM	Windows® 98/2000/ME/XP
	Pentium® III 750 MHz or Equivalent Processor
	256MB Ram
	DirectX® Compatible Sound Card
	16 MB 3D Accelerated Video Card
	16x CD-Rom Drive

TROUBLESHOOTING

If you are having problems running the game please follow the guidelines below.

• Does your PC meet the minimum specifications for the game?

• Make sure you are using the latest version of DirectX. Install the latest drivers for your display adapter and sound card (Compatible with your DirectX version).

• Shut down any other programs you have running before starting again.

GAME UPDATES

Updates, if needed, will be made available at the following www address: http://www.paxromanagame.com.

COMMUNITY FORUMS

The user community for Pax Romana can be found at http://forum.antikgames.com. Here you will find the most recent FAQ as well as discussions on strategies and user mods (user made add-ons and changes to the game). Make sure you drop by for the latest information about our games but also to meet other people with a genuine interest in strategy games.

C. UNINSTALLING PAX ROMANA

Click on Startup/Programs/DreamCatcher/Pax Romana and select Uninstall.

II - BECOME MASTER OF ROME

The player represents a famous historical character, as well as the political faction he is leading. To win, a player must be active in:
• Politics
• Economics
• Warfare

A. OBJECTIVES
• Avoid Rome's external defeat or internal crumbling, i.e. a Collective
• Win the scenario, either through Sudden Death victory conditions or in the long run;
• Earn victory Points from specific missions,
• Prevent other players from winning a Sudden Death victory.

COLLECTIVE DEFEAT
The players will suffer a Collective Defeat either if:
• Rome is defeated: the city of Rome is captured by a foreign opponent and the Republic sues for peace;
• Rome's Pleb reaches such a dissatisfaction level (-100 level) that it rises in revolt and slaughters all the Senators.

PERSONAL DEFEAT
A single player will suffer a Personal Defeat either if:
• His Faction leader is assassinated after he has been appointed Consul for Life, at any time before scenario end;
• He has reached –100 or lower in Popularity, at any time.

SUDDEN DEATH VICTORY
Awarded to a player's faction when:
• Faction leader is Consul for Life, and 10 years have elapsed since nommination;
• Faction is Plutocrats and twice as rich as the second wealthiest faction in Rome;
• Faction is Populists and twice as popular as the second most popular faction in Rome;
• Faction is Aristocrats and twice as influential as the second most influential faction in Rome.
Normal Scenario Victory
Won by a player with the most victory points.

B. SCORES AND PERFORMANCES
Visible through the statistics in the Domus and by clicking on the faction emblem.

C. TUTORIAL
Select a scenario among those offered. Each of these scenarios will present you with a specific section of the game.

D. START-UP

NEW GAME

Select which type of campaign, then which scenario you want to play.

Scenarios in Pax Romana are grouped into two distinct categories:

- Strategic Campaigns: you are head of state of the Roman nation. Your main task is to contend with Rome's external enemies and conquer the world for the glory of the Republic. These campaigns are not available for multiplayer games.
- Political Campaigns: you are playing one Roman political faction from a choice of six. Multiplayer games are allowed, with other players acting as opposing Roman factions. These campaigns have the full set of rules and are the most complete and challenging ones.

LOAD GAME

Select the game icon you want to play to reload it.

SAVE AND EXIT GAME

Options/Save menu is accessed by clicking on the door sprite in the main interface or by pressing the Escape key.

MULTIPLAYER GAME

Pax Romana shows real deep interest and challenge in multiplayer games.

- To really enjoy your multiplayer campaigns, we recommend that all players have at least a 512 Kb/s connection and a TCP/IP protocol.
- The host will be the one choosing the scenario among those available in the Political Campaigns list. He will also be the only one in charge of game speed and saves.
- The Pause function is deactivated in multiplayer mode.

TYPE OF CONNECTION

- Local Area Network (LAN): once the automatic search of games is done, you can join any existing game, or host a new one.
- Internet: you must know the Internet IP address of the host to join a game. To determine your own IP address, please follow the instructions below. Unless you have a static connection, your IP address will change every time you connect to the Internet.

DETERMINING YOUR IP ADDRESS

- Make sure you are connected to the Internet
- Under the start-menu, choose Run.

Win98/ME

- Type winipcfg and click OK.

Win2000/XP

- Type cmd and click OK.
- In the new window type ipconfig and press ENTER.

III - COMMANDS, INTERFACE & MAP

A. COMMANDS

- Move map: move the mouse cursor to the edge of your screen in the desired direction.
- Zoom in/out: Page Up/Page Down keys. There are four possible zoom levels.
- Game menu: click the Door icon (in the tutorial) or the Esc key (game only).
- Pause: most commands can be entered while paused (Pause key), but they will be executed only after the Pause is off.
- Change game speed: +/- keys.
- Validate all messages or action windows: Return key.
- Cycle through map display modes: Tab key.

B. INTERFACE
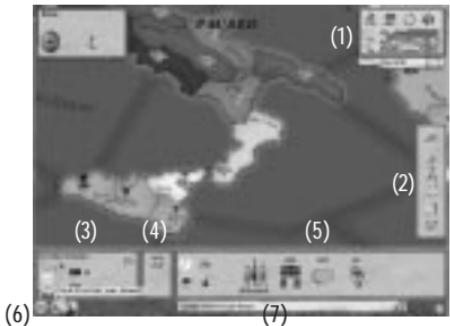
MINI MAP BOX

(1) In the small map of Europe (top right-hand corner), click on the location you want to go. The map window then centers on that area.

Click on the map mode buttons to disply military, economic, diplomatic and administrative maps. The gold icon on the left indicates the amount of gold in the treasury of Rome. Rome plebes status is also displayed in this area (people's content, from -100 to +100). The date and speed controls are located at the bottom of the box.

REGION INFORMATION

To get information about a region (current owner, terrain and features, presence of city, population, military situation… depending on selected map mode), simply click the region.

ACTION PANEL

(2) Located in the middle right-hand side of the screen. Unavailable actions are grayed-out.

THE BOTTOM INTERFACE

(3) Left section: displays faction leader's (i.e. YOU) name and face, and all information relevant to the current map mode. Top right button shows a detailed list of your (military) assets.

Clicking on the leader's face gives entry to the Domus (your game management center). Clicking the faction emblem switches the display to view your current score compared to other opponents' scores.

(4) Central section: Stratagems. Unavailable stratagems are grayed-out.

(5) Right section: displays information relative to the selected item, with sub-buttons for details and other item's selection. In some buildings in Rome, also displays your capital of action points relative to the current location, plus the gauge and slider used to spend them.

(6) Messages & Chats: first button at the bottom left of the screen opens a chat box in multiplayer games. Second button displays in-game messages history (events, actions, etc...).

(7) Log: this window records everything that happened during the game. If you think you've missed something, you can enlarge its size and scroll through it.

C. MAP MODE AND FEATURES

FOG OF WAR

Fog of War (called FoW hereafter) represents the fact that players will have only a limited visibility of units other than their own during the course of the game. This visibility will be affected by adjacency, diplomacy, population, events and stratagems. A player will see:

- his own owned and controlled territory,
- all territories (both land and sea) where he has an army or a fleet (i.e. unit),
- all territories adjacent to the same,
- all territories where he controls the city.

Otherwise, FoW applies to all territories where above conditions are NOT met. In Military mode, every unit present in such territories will be hidden to player, but this will be dynamically adjusted with movement and diplomacy. Diplomatic effects will give full visibility of:

- units of allied nations,
- units adjacent or within the territories of all allied nations

Finally, FoW is altered by the play of some specific stratagems, such as Spy, Traitor or Reconnaissance.

MILITARY MAP MODE

Displays regional terrain and weather, storms at seas, plus all military units and action features (e.g. looting). FoW in vigor. Used for all military action in the game.

ECONOMIC MAP MODE

Regions are colored according to wealth (the darker the richer). Displays animated sprites for economic constructions underway and icons of events affecting economy (e.g. revolts). No FoW.

DIPLOMATIC MAP MODE

Regions are colored according to ownership. Capitals identified by large nation shields, while control by enemy in owned territory indicated by small shield in region. Buttons allow toggling through the alliance and relation modes, where nations are colored from red to green shades according to level (red is bad, green is good). Roman embassies are indicated by animated sprite. No FoW.

ADMINISTRATIVE MAP MODE

Regions are colored according to level of afministration (the darker the better). Displays animated sprites for economic constructions underway and icons of events affecting economy (e.g. revolts). No FoW.

SNOW AND STORMS

Snow appears every year depending on meteorological patterns. Storms can appear randomly in sea zones.
In both cases:
- Speed of movement is highly decreased,
- Attrition losses increase,
- More frequent during winter.

IV - POLITICAL MODE

A. FACTIONS

The core of the game is represented by the Political Factions, each being led by a player or the computer. There cannot be more than six playable factions.

FACTION LEADERS

A player represents the Faction Leader and controls a group of assets, such as:

Senators: members of the Senate, as is the Faction Leader. The game database holds 180 senators. They have to adopt or defeat motions. They also are candidates for the various magistrate jobs of the Roman Republic, and can be military leaders and province governors as well.

Physically, Senators are either:

- In Rome (in the Forum in various numbers, always in the Senate then, except those in prison)
- Outside Rome (i.e. in province as governors, or leading armies, or in diplomatic missions, prisoners of war or in exile)

Equites: businessmen of Rome. They provide cash and business points, as well as popular votes (called Cens) during the annual elections.

Gold: faction's treasury. Actions in the game cost gold. Gold is provided by all assets above, as well as economic investments (infrastructures, trade), warfare and financial actions or events.

Stratagems are received randomly each year by each faction leader.

MEANS

The various tools a player can use during gameplay to achieve victory:

Influence: gained when being elected to magistrate's jobs and succeeding in political actions, administration of state or successful command in warfare. In the end, influence determines victory.

Popularity: gained when organizing games, succeeding in specific political actions and for successful warfare. It is a basis of electoral success.

Administration Points: obtained by expanding your faction, namely recruitment of Equites. Together with gold, they are the basic requirement for investments in infrastructures and trade routes.

Cens: only provided by Equites, and is a key factor in getting elected.

Votes: only provided by Senators. Without Senators, you will not be a succesful Consul (i.e. build Political Agenda), because your motions will be rejected.

Money: key resource for all situations. Actions like recruitment can be made without it, but chances are always highly increased by allocation of financial resources.

B. ELECTIONS AND FUNCTIONS

In the Political Game (automatic in Strategic ones), elections take place every year for the following jobs:

- Major Posts: six in all, players may present candidates directly,
- Minor Posts and Tribunes: these are handled directly and exclusively by the game engine.

MAJOR POSTS

These are the only ones that have a direct gaming importance and thus left open for candidacies that players may directly influence.

MINOR POSTS

Minor Posts bring small but usually appreciable benefits. Their attribution is handled automatically by the game's political engine.

TRIBUNES

Players can influence the vote for the annual election of the 10 Tribunes of the Plebs (i.e. the representatives of the people of Rome). Those tribunes are handled by giving each player as many "Tribune" stratagems as he has gained influence on during elections.

Tribunes are elected on a prorata basis among factions, so there is at least one Tribune given to each faction. Both the Populist and Progressist factions get one automatic Tribune each.

Players may influence the vote for the Tribunician elections by bribing and increase their chances to obtain extra tribunes.

ELECTORAL LAW

Modelled from the various rules, usages and laws that had existed in the Roman republic, Electoral law follows the requirements and conditions below:

- If you are younger than the age required for a post, you get penalized in success chance; you receive a bonus if elected exactly on par with age requirement,
- Same if you have not been previously elected to the post that ranks immediately below in importance,
- You can be candidate to only one post at a time in the same elections,
- You cannot run for a post if you are not in Rome,
- You cannot run for the same post with the same candidate twice in row,
- You cannot be elected to the same post with the same candidate twice in row.

CAMPAIGN ACTIONS

To have a candidate elected to a post, you can either let the vote happen or undertake campaign actions.

Speeches

You can split and spend "Speech points" to influence the election outcome.

Bread Distribution

Click on the bread button (grayed-out if you cannot afford it financially).

- A 30-50% extra success chance for the candidate.

- Cost is based on the current market price of wheat in Italy.
- You are allowed only one per month per candidate.
- No more than the bread you have in stock in total (base one, plus one per each wheat farm you own).
- Trial-risk free.

Elector Corruption
Buy votes.
- Another 10-30% extra success chance to be elected,
- 50-75% extra chance of being prosecuted, with usually heavy fines (or worse if level of justice is harsh).

Electoral Violence
Threaten electorate to obtain votes.
- Risky: −30 to +80% extra success chance
- Cost is not a real problem, chance of success lies on the ruse value of your faction leader.
- 75-99% extra chance of being prosecuted.
Trick: you cannot be prosecuted for electoral misbehaviour during the year when you are elected.

Stratagems
Stratagems will provide the same benefits as the actions above, with no or very little cost and much reduced trial or failure risks.

Support
You can simply opt to support another faction as part of pre-arranged political negotiations or good-will.
- Click on the No support/Support arrows next to the candidates' head.
- Choose which faction you want to support by clicking on the button with the relevant faction emblem (grayed-out = no candidate).
- Upon validation, the candidate will receive extra votes in his favor, under the form of 10 extra action points (see Speeches above).

ELECTION RESULTS
Displayed on December 31st, just before you enter the Forum. If your candidates are elected, a frame will be displayed around their job for easy identification. The number of Tribunes obtained is indicated.

C. THE FORUM

This section of the game is not accessible in the Strategic game.

All buildings except the Senate can be entered and exited in any order. These are:

- The Basilica (to recruit Equites)
- The Bank (to discuss loans)
- The Domus (your headquarters, above the Bank, on the hill)
- The Taverna (to organize games)
- The Temple of Vesta (to consult the gods)
- The Baths (to recruit Senators, right on top of the Temple of Vesta)

In the information section (main Forum interface), click on:

- The Magistratures information (who has been elected to which post)
- The Province information (those that exist, and their governors)
- The Administrative information (about Equites and administrative points available this year)
- The Income information (what was earned, how)
- The Treasury information (what is in stock in gold)
- The Stratagems information (yours only, that are available)

THE BATHS AND THE BASILICA

Recruit new Senators in the Baths, and new Equites in the Basilica. Number of characters present in there is randomly drawn anew each year.

- In the Baths, three different tables give access to profiles of the Senators:
    - Left Table: Senators with above average Administrative ability (e.g. to get more cash)
    - Center Table: Senators with above average Political ability (e.g. to get more votes in the Senate)
    - Right Table: Senators with above average Military ability (e.g. to have a "pool" of good military leaders, for instance for future consulship during times of war)
- Some Senators have a "Debt" symbol next to their faction emblem. Paying a senator's debts is a good way to seriously increase your persuasion chances.
- An Eques always has a "Bribe" symbol next to his faction emblem. Click it to open the "Bribe" window.

THE TAVERNA

Organize games and plays to improve your popularity.

- In the Taverna, you can click only on:
    - On the left - the Chariot Driver: opens Chariot Race
    - Background-Left Table - the Gladiator: opens the Gladiator Show window
    - Background-Right Table - the Actor: opens the Theatrical Play window

- On the wall on the background is a board showing how many games you can organize (maximum 3 in any Forum phase, unless you have a Game stratagem)
- Most "games" windows display:
  - Top-right: an indicator of the favourable effect of the games/play on the Plebis
  - Central part: a list of each game of the same type, with indication about the organizers, the date and the popularity gain expected from them. The earlier in the year the game is held, the greater the benefits.
  - Bottom part: leftmost button indicates the "basic" cost of the game. A click on it pays for one game, usually at the soonest possible place in the year's calendar.
  - Roman figures button (central) allows you to freeze the game's date. No other game can take place at that time. Freezing the date costs extra gold.
  - Rightmost bottom button offers the possibility to denigrate another faction's game of same type. Select the targeted faction game and pay the cost. The targeted game will lose popularity and the one that follows will gain the difference. However, the maneuver may backfire sometimes.
- Plays have an extra feature: you can opt either for a Panegyric play, whose sole effect is to boost your popularity. Or, you can select instead to have a Satyrical play organized. Such plays do not alter your popularity, but they tend to reduce that of an opposing factions, which you will have selected beforehand.

THE TEMPLE OF VESTA

Enter the building to check the religious situation in Rome, make offerings to the Gods and obtain Omens.
- In the Temple:
  - Click on the character behind the table to open up the list of auguries present and the gods they honor. Successful offerings grant you the stratagems described in the box.
  - Click on the Pontifex Maximus (close to the fire) to get Omens.
- The "resource" that you spend in the Temple is religious points, mostly based on the number of auguries that are controlled by your faction, and the quantity of offerings you have done previously.
- Obtaining Omens is done by just spending your accumulated religious points.

THE BANK

Subscribe or offer loans.
- In the Bank, you can click only on the 2 clerks present, which are:
  - Right (Loan-Offerrer), to check which loans you have granted to other factions, and select new ones to offer,
  - Left (Loan-Subscriber), to subscribe new loans.

TIME LIMIT

The time you have to undertake your actions is limited. In addition, it goes down quickly when one of the Consuls enters the senate (you get a warning) and drops to a last allotment of 30 seconds when both have entered (then you will be forcibly taken to the Senate).

D. THE SENATE

Build your political program (the Agenda, in the Consul Office) and have it face votes in the Hemicycle.

CONSUL OFFICE

Prepare your agenda for the oncoming Senate session of the year, which is later held in the Hemicycle.

• In the Office, select the political proposals for your agenda. No specific order is required. The available types are: Military, Diplomatic, Political, Province and Exceptional.

• Clicking the folder on the desk will open the status of your current agenda.

• In the information section, the 6 items you can click on will provide you with information, faction by faction and also globally, relative to (from left to right): Consuls, Tribunes, Provinces, Plebis, Income and Treasury

• Clicking on the door at the bottom-right will make you enter the Hemicycle (where the vote is held).

AGENDA

Lists the various proposals that you have established in the Consul office to date. It is set anew at the start of each year. Everytime in the Consul Office that you complete and validate a proposal, it will be automatically placed in the agenda.

Note: you cannot change a proposal, but you can click on the folder on the desk then "un-select" the proposal you want to remove. It will not be presented.
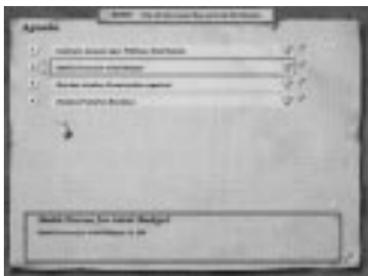
Each proposal has:
• Number (i.e. rank of proposal) button,
• Title/short description
• Validate/Disable button
• Complete description of selected proposal

The number button (and arrows next to it) allow you to change the order in which the proposals are listed. Note that the order you will have finally arranged will be the order in which the proposals will be presented for the vote in the Senate.

THE HEMICYCLE

Leaving the Consul Office, you enter the Hemicycle, where votes are held.

• The first proposal on the agenda of the Senior Consul is voted first. You can check the whole session agenda by scrolling down the list of proposed motions.

• Each proposal, in the order established by the proposing faction, is presented to the vote. Information displayed:
   • Proposal summary title and brief description
   • Proposal's effects if voted

• The vote really starts after a few seconds and cannot be stopped, unless you play a tribune or a valid stratagem to cancel the whole proposal.

• As sponsor of a proposal, you can change the order in which factions will vote in this session, but not once the vote has already started.

• The Senate session is closed once all proposals are voted.

Time is limited in the Consul Office and between each of the vote proposals.

E. THE DOMUS

Check game statistics and delegate game actions to the Artificial Intelligence.

From left to center:

• Military Advisor: to give AI-Delegation on some military aspects of the game.

• Economic Advisor: to give AI-Delegation on some economic aspects of the game.

• Political Advisor: to give AI-Delegation on some political aspects of the game

COUNSELLOR

Located in the center-right of the screen. Click him to access the statistics of the game (see Statistics section).

MESSENGERS

Located in the two slots at the right of the screen. From left to right:

• Faction Messenger: exchange with AI-controlled factions.

• Game Messenger: access basic game management functions and options.

F. POLITICAL RULES & ACTIONS

THE CURSUS HONORUM

The number one rule we translated in Pax Romana is the important notion of the "Cursus Honorum," literally the Path of Honors. It is the list of posts and conditions a Roman senator had to undertake all along his political career to be the "perfect" citizen.

QUAESTORS, AEDILES

No specifics.

PRAETORS

Required to become Consul. Also automatically becomes Province governor if there are two or less provinces in need of governorship the following year. In addition:

• The Urban Prateor will serve as "Governor" of Italy in the year of his election (Italy being a quite specific province). This gives him all the powers of a normal province governor, with two major changes:

• he cannot become corrupted while in charge of Italia,

• mandate lasts 1 year (after which the next Urban Praetor takes over).

CONSULS

Required to become Censor or Province governor. They can create the political agenda and present it for vote in the Senate, without limitation on the number of proposals.

The Senior Consul (i.e. the oldest of the two) will have the extra following advantages:

• always makes the first proposal in the Senate,

• leads the largest Roman armies or fleets (if not under Proconsul or Governor's commands),

• AND answers to most historical events!

CENSORS

As with Consuls, the oldest one is called Senior and will be in charge of the Justice in Rome. Both Censors can take over from Consuls in case those are "unavailable" (e.g. killed). In addition, the Senior Censor will protect your faction from all trials while in charge.

PROVINCE GOVERNORS

There are as many of them as Rome has provinces (one for each). The Province Governors are not elected directly to their provinces, but appointed automatically by the Senate, by casting lots among available Senators.

DICTATOR & MASTER OF HORSES

The Dictator can be proposed by one of the Consuls (as an Exceptional Proposal) if any two of the conditions below are met:

• Rome is currently at war with at least 3 nations, one of them being a major nation.
• Rome's plebis value is less than 10,
• Italy is invaded.

The Dictator (always appointed with a Master of Horse - officially as cavalry commander) becomes the chief commander of the Republic. He will be playing the same role as the Senior Consul for this year, if appointed.

CONSUL FOR LIFE

The Consul for Life can be elected by the Senate if at least one faction in Rome has an influence over 4000.

The Consul for Life becomes the sole chief commander of the Republic. Although he will be playing the same role as the Senior Consul for this year and all the following, Rome will have only one other Consul job left for elections.

EMPEROR

The Emperor is possible only after a Consul for Life has been appointed by the Senate. The Republic is dead and the player/faction who controls the Emperor has won the game IF the the Emperor manages to keep power for one full year without being killed.

GOVERNING THE ROMAN REPUBLIC

CONSULS

Consuls are the twin heads of state of Rome, elected every year for one year. Most of their decisions must be approved by the legislative body, the Roman Senate.

The government of the Republic has been "centralized" in the Senate taking place on January 1st of each year, after the elections.

The policy-building and decision process consists of two separate phases:

• A proposal buildup phase, in the office of the Consul, to create a political agenda,
• And a vote on the agendas established by the Consuls in the Senate Hemicycle, where decisions will either be implemented (passed) or rejected.

PROCONSULS

For the year following a Consul's mandate, they must relinquish political and, in principle, military power as well. However, the Senate may elect to vote a proposal in which the Consuls in charge of the previous year will remain as military commanders of their current forces. If the motion is passed (see proposals below), the Consuls now become Proconsuls, which have the following features:

- A Proconsul remains in command of the forces he commanded the year before as a Consul. All Proconsuls have rank immediately below Consuls but before other magistrates.
- Proconsuls will remain in their command for 3 years usually, then later extended to 5 or 10 years (depending on the law, received at some historical points in the game), without need for a Senate vote every year.

PROPOSALS

PROPOSALS BY NON-CONSULS

Players who do not have Consuls can build up proposals without limit. These players will be allowed to present some of their proposals during the vote session, with the following limitations:

- A maximum of 1 proposal will be presented, provided the player has a Tribune to make it voted upon (click the tribune to do so)
- The proposals thus "sponsored" by the play of Tribunes will be presented for vote when click is accepted, but not possible before the Consuls' own agendas are exhausted (hence your own proposal may be cancelled automatically if the Consuls have already passed a similar one).

MILITARY PROPOSALS

- **Raising forces:**
    - Unit by Unit
    - On a global budget basis
- **Assigning Commands:**
    - Proconsuls only (former Consuls of the year before)
    - All commands

The key elements of the decision making process are the following:

- **Money:**
    - Needed to build and maintain units
    - If gold is short, it may either imply a limited military budget or some financial proposals to support the budget (see political proposals)
- **Levies:**
    - On a Province base, you can see the levies (land and naval) available in the said province: if the number is not sufficient, there will be no possibility of building troops.
- **Units Types:**
    - Legion units can only be built in provinces where there is sufficient amount of 100% romanized-regions, as the unit is only raised on latin group population levies.
    - Naval units can only be raised if there is at least a city port in the province,
    - Auxillary units are raised by calling on local population to provide second-line troops for duties with the army.
- **Where:**
- Land units are always built in the province capital city.
- Naval units are always built in the largest port city in the province.

PROVINCIAL PROPOSALS

Only appear when two conditions are met:
- Rome controls at least one province outside of Italy,
- The province governor term has elapsed and a new one must be appointed.

No province may remain without a governor, so if the player does not make a proposal, it will be attributed automatically by the game engine. The three possible choices offered to the player are the following:

- **Praetors only:**
    - Only when 1 or 2 provinces need a new governor.
    - In such a case, the Praetors are the sole choices, because this is part of their political function to become province governor after their mandate has expired in Rome (see political functions)
- **Former Consuls:**
    - This happens when the number of provinces needing a governor replacement is higher than 2 (in which case sending the Praetors would not be sufficient).

- **All Eligible Magistrates:**
    - This is an option that becomes available when the number of provinces needing a new governor is at least 3.
    - The eligible magistrates are the two Praetors and all former Consuls that are presently in Rome.

The appointment of a governor to a province is done automatically by casting lots among all eligible candidates (selected in the proposal) and the number of provinces in need of governor. The more eligible (and available) candidates a faction controls, the higher its chances to get an appointment.

POLITICAL PROPOSALS

Political proposals are not mandatory and cover different aspect of the Republic's political life, among the list below:
- Taxation level of the Republic ,
- Justice and legal matters,
- Citizenship questions,
- Bread Distributions (or Annone),
- Ager Publicus (i.e. distribution of public land),
- Honors (titles, statues, triumphs).

The « SPQR » button opens the political proposal interface. There is a certain coherence within political proposals, based on a progression in intensity, as follows:
- L: weak impact , very short term
- M: average impact, short to medium term,
- H: strong or very strong impact, medium to long term, sometimes even permanent.

Options can be grayed-out after having been prevented in the Sentae.

TAXATION RATE CHANGE PROPOSAL

Consequences:
- Gold amount received each year changes (+ or -),
- Change compared to current,
- Impact (+ or -) on the Plebs.

If voted, new tax rate is definitive unless a new proposal changes it.

JUSTICE TYPE PROPOSAL

Select type and options:

Harshness

• No Grace: no stratagem play allowed in trials.

• Increased Sentences: all fines and prison terms doubled. A 5 year sentence becomes exile, all sentences over 10 years become death penalty.

• Proscription: 5 to 15 Equites are randomly eliminated from the victim's faction.
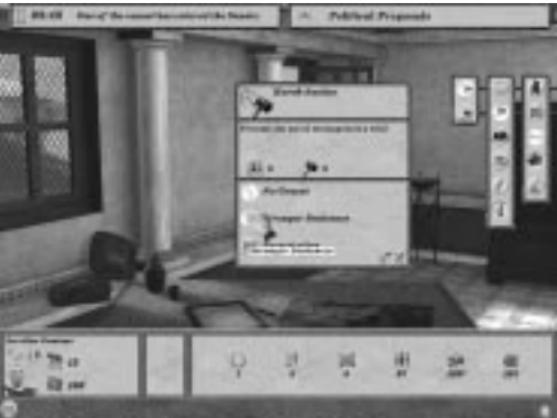
Leniency

• Commute Sentences: all fines and prison terms cut in half. Sentences less than a year become fines.

• Minor Amnesty: all fines cancelled, all prison terms become fines (except life imprisonment, death penalty and exiles, which are all changed to small prison terms).

• General Amnesty: all sentences cancelled. All exiles return to Rome.

Consequences:

• Change in number and type of minimum sentences inflicted by courts.

• Impact (+ or -) on the Plebs.

ROMAN CITIZENSHIP

Consequences:

• The receiving region, city or province will have its ethnic group changed to Romans.

• Impact (+ or -) on the Plebs, larger with size of area granted citizenship.

BREAD DISTRIBUTION

• « MINOR »: Senate grants a one-time (punctual) bread distribution.

• « THIS YEAR »: a nearly monthly bread distribution, this year only.

• « ANNUAL »: a permanent, monthly bread distribution.

Plus, in case an annual bread distribution was voted previously:

• « REPEL CURRENT ANNUAL BREAD DISTRIBUTION »: Senate proposes to cancel a previously existing annual bread distribution.

Consequences:

• Impact on Rome's treasury.

• Impact (+ or -) on the Plebs.

Rome pays from the Republic's treasury the voted bread distributions, which occur randomly during the current year and lowers the effect of your own during the campaign! If repelled, Rome ceases to pay any bread distribution.

AGER PUBLICUS PROPOSAL (LAND DISTRIBUTION)

- « MINOR »: Senate grants a one-time (punctual) Ager Publicus distribution.
- « THIS YEAR »: medium Ager Publicus distribution, this year only.
- « ANNUAL »: a permanent, yearly, Ager Publicus distribution.

Plus, in case an annual Ager Publicus distribution was voted previously:

- « REPEL CURRENT ANNUAL AGER PUBLICUS DISTRIBUTION »: Senate proposes to cancel a previously existing annual Ager Publicus distribution.

Consequences:

- Impact on Rome's treasury.
- Number of farms built by the Republic in the concerned region or province (theses farms do not belong to any faction, and the bad point is that Rome takes one available site with such action).
- Impact (+ or -) on the Plebs.

Rome pays for those farm constructions. When repelled, current Ager Publicus distribution is immediately cancelled. All constructions underway are completed, but no new ones will be undertaken anymore.

HONORS PROPOSALS

Consequences:

- Impact on Rome's treasury.
- The receiving Senator's faction will obtain benefits in terms of popularity and influence.
- Impact (+ or -) on the Plebs, including in case your requested honors are repelled!

Recipient of honors receive popularity benefits and Plebis is quieted.

EXCEPTIONAL PROPOSALS

APPOINT DICTATOR PROPOSAL

Consequences:

- Impact on Rome's treasury.
- The receiving Senator's faction will obtain benefits in terms of popularity and influence, PLUS complete command of all Roman forces for the coming year.
- Impact (+ or -) on the Plebs, including in case you do not implement the required honors.

A Senator can be appointed dictator (or magister equitum) only when it satisfies ALL the conditions below:

- Present in the Senate.
- NOT one of the current Consuls.
- Military talent >= 5.
- Two other senators available in the Senate, with no official magistrature job, and each with at least a 5 value in military talent

Some laws may restrict some of those conditions.

Being appointed Dictator earns 5 extra influence points to the owning faction.

One of the extra Senators, the Magister Equituum, goes to the same army as the Dictator and may never leave it. He will take over in case the Dictator dies. He gains the same influence and combat benefits as the dictator.

DISMISSAL OF THE PONTIFEX MAXIMUS PROPOSAL

The Pontifex Maximus is the High Priest of Rome. In principle, the character is elected for life, upon the death of his predecessor, in which case the succesor is always an Augury himself (unless forced otherwise by events). If you present a dismissal motion, effects are:

• The receiving Senator's faction will suffer a penalty in terms of popularity and influence.
• Impact (+ or -) on the Plebs, including in case you do not implement the required honors.

MINT GOLD PROPOSAL

The proposal allows Rome to "generate" extra cash, i.e. to replenish its treasury. Note that this option also exists in the Strategic game. The proposal is available only when Rome is at war and has less than 100 Gold in her treasury, (or less than 50 in all cases), with the following choices:

• Low: « MINOR: 50 »: Senate allows for increasing the treasury of Rome by 50 gold.
• Medium: « MEDIUM: 100 »: Senate allows for increasing the treasury of Rome by 100 gold.
• High: « MAJOR: 300 »:Senate allows for increasing the treasury of Rome by 300 gold.

Effects if voted on:

• Impact on Rome's treasury.
• Impact on Inflation (i.e the increase in most items of the game's costs due to inflation).
• Impact (+ or -) on the Plebs.

Rome receives the gold asked for in the proposals, and all prices of everything go up forever.

PROPOSE CONSUL FOR LIFE OR EMPEROR

These actions are one of the ways to win the game. See above for description.

DIPLOMATIC PROPOSALS

Diplomatic proposals are never mandatory and cover all possibilities allowed in diplomatic negotiations between Rome and other nations in the game (in political scenarios). See Diplomacy section.

THE DEBATE IN THE SENATE

While in the Consul office, the player can order, remove or re-order his proposals.

ARRANGING VOTE PROCEDURES

Arranging vote procedures is a serious advantage that is available to the player sponsoring a motion, consisting of choosing the order in which the various factions will vote on the coming proposal.

CONSULAR MOTIONS

Now, the motions extracted from each of the Consuls' agendas will be presented to the vote in alternating order until exhausted, starting with first motion on the Senior Consul's agenda.

TRIBUNES AND NON-CONSULAR MOTIONS

A non-consular may present motion(s) to the vote only if the following requirements have ALL been met.

• The concerned faction holds at least ONE tribune stratagem,
• All Consuls' motions have been voted,
• The concerned faction has at least ONE available proposal in her agenda, (ranked #1) for presentation to the vote.

In order to make the proposal a motion to be voted upon, the non-consular must click on his tribune stratagem (any one) after a motion vote is completed and before another starts (in other words, not during the vote of a motion proposed by anybody).

VOTING

Each faction will vote in turn on each motion, according to the order set by the motion sponsor. Among the things to know:

- Factions (except Unaligned) vote as one single man: all their votes are cast one way or another, but do not split.
- On the contrary, the Unaligned vote is split randomly during all other factions' votes, in a random fashion (that is what happens with people with no set and firm opinion on politics!).

You can only choose between either YES or NO, or Abstain. The vote tally is displayed on the left hand side of the votes display.

RESULT OF VOTES

Each motion vote will end in one of the following cases:

- The motion passed: it has received a majority of YES votes, counting abstentions as useless votes (i.e. abstaining is not voting yes, but is not voting no, either). Majority by 1 vote is enough to ensure passing.
- The motion was repelled: it has received a majority of NO votes, counting abstentions as useless votes (i.e. abstaining is not voting yes, but is not voting no, either) OR the motion was cancelled by a Tribune intervention (see below). Majority by 1 vote is enough to ensure repelling.

TRIBUNES INTERVENTIONS DURING VOTES

Each faction may use a Tribune stratagem in one of the following cases:

- To present a motion (see above),
- To cancel a motion under vote: it can only take place when it is the faction's turn to vote; then the faction plays the tribune instead of voting, in which case the whole motion is discarded and considered as repelled,
- The process can repeat itself until all factions have run out of tribunes (if they have not used them for other activities) or stop having tribunes intervene.

It is sometimes safe not to spend all your tribunes in the Senate, because they can also be very helpful in trials (so keep one or two if you do not control the Censor and have potential culprits with trials pending).

CLOSING THE DEBATE

Debate in the Senate is closed when all Consular motions have been voted. Then Senior Consul may close the debate immediately, or this occurs automatically after 10 seconds. If no other player reacts within allotted time (with a Tribune play), it goes to the Senate Results window.

IMPLEMENTING MOTIONS

No player intervention is required except when a Build Force/Global Budget motion is passed. The Senior Consul must implement its effects by using the Build Force button on the main interface (any which way he sees fit, within the limits of the allowed budget).

V - PEOPLE OF ROME, STRATAGEMS & EVENTS

A. THE PEOPLE OF ROME

The People of Rome is a key element in the game. You cannot win the game if you neglect it.

• If the people of Rome is too much displeased with your management of the Republic, he may riot to revolution and slaughter you and your fellow Senators, leading to collective defeat of all political factions,

• On the other hand, a faction cannot win the game by political victory (i.e. being elected Consul for Life, then Emperor in the Grand Campaign) without having satisfied the people of Rome to the highest levels.

PLEBIS

The content level of the people of Rome is a numerical indicator, called Plebis Value (or PV) that ranges from –100 to +100.

B. STRATAGEMS

Only a maximum of 3 Stratagems are displayed at a time in an interface, even if the player owns more than 3. Only Stratagems which are relevant/applicable to the game section where the player is currently are displayed. They are displayed by efficiency order.

HOW TO KNOW WHEN A STRATAGEM IS PLAYABLE?

When a Stratagem is playable, it will be highlighted. If not, it will be grayed-out.

STRATAGEMS AND HISTORICAL LEADERS

Some specific historical leaders (Romans and non-Romans alike) will receive extra or automatic specific stratagems, depending on frequency and types that are registered in the leader's database.

C. EVENTS

The game has a wide range of economic, political, diplomatic or other various events that occur randomly, in average once every two years for a given nation. Some Historical Events will occur at specific dates if and when their conditions are met.

Important Note: only Rome's Senior Consul will be allowed to answer events (other players can see the event but cannot respond), whether historical or not.

VI - DIPLOMACY

A. NATIONS

Nations are the basic political and diplomatic entities of the game.

STATUS

Nations have different types of status, either according to size and game importance, political regime, or civilization status.

Minor and Major:

- A major nation can never become a client of another nation, nor (a fortiori) a subject, nor be annexed as per peace conditions.
- A major nation is the only type of nation that can offer client or higher types of alliances.
- Major nations are set by scenarios or event, they do not appear via gameplay (i.e no minor nation may become major lest there is a specific historical event to say so).
- A major nation loses its status when reduced to 3 regions or less.
- Rome is a permanent major in the game and does not lose its status.

Tribes, Monarchies and Republics are nations' political regimes:

- **Tribal:** the less developed one, but suffering much less from plebis unrest and war exhaustion. Poor efficiency in tax collection, population growth and economics in general. Most barbarian nations are tribal.
- **Monarchy:** a fairly stable and common regime in the game, in vigor in most civilized nations (i.e. around the eastern Mediterranean). All parameters are standard.
- **Republics:** apart from Rome, few nations are republics (Greek city states, Carthage). They suffer much more from plebis unrest but are much more efficient in tax collection, population growth and economics in general.

Civilized nations and Barbarians are the nations' civilization types:

- **Civilized:** standard status in the game, most rules here apply normally to civilized nations.
- **Barbarian:** the nation is much less sensitive to effects of war exhaustion, cost of troops raising, peace negotiations, etc… Their withstanding power is much higher than that of civilized nations.

Notes on Tribal Barbarians: you can always enter the territory (excluding cities) of a nation who is both Barbarian civilization level and Tribal government type. You do not need a declaration of war or an alliance to do so. However, there are risks to your units when they move through those kinds of territories (and even worse when they stay there!).

B. CASUS BELLI

A nation who has a Casus Belli (CB) on another is provided with a "good" reason for downgrading relations with that other nation (going as far as war declaration). Barbarians really do not care about Casus Belli!

Going to war without a CB will bring the following consequences on the declaring nation (which would not exist or be highly alleviated in case of a nation with a CB doing the same thing):

- The nation's Plebis is most displeased (unless nation profile is warlike, which is the case of all barbarians), translating into a big drop in the plebes value,
- Most other civilized nations will find the act "uncivilized," thus prompting a serious drop in your relations with them (going sometimes as far as creating war conditions, or CB for them versus yourself),
- This will lead to a breach in most alliances.

C. RESOLUTION OF DIPLOMACY

Nation have both Diplomats and Heralds, in various amounts according to their political regime and civilization status. Efficiency of those also depends on the Diplomatic value of the said nation.

• Diplomats are used by a nation for most kinds of alliance proposals, some requests, peace offers and some relation changes, one for each proposal in the list below, as follows:

• Heralds are used mostly for war declarations, most relation changes actions and requests.

• A nation can only send one Diplomat or Herald to the same target nation at the same time.

• To answer offers and requests does not cost diplomats or heralds and is resolved instantly.

A nation will automatically receive a yearly quantity of Diplomats in January each year. The appearance of diplomats should be spread evenly over one year. They accumulate over time (except Rome), with a maximum limit set to 10.

THE BRIBE SYSTEM

Most diplomatic actions will allow for the Bribe system to be used:

• Bribe will not be available for the following actions:

• Declare War

• Offer Peace

• Pay Tribute Request

• All authorized Alliances Breaks proposals (no gold needed to be negative), but not Request of same name

• All Relations actions (bribe is already included in the action cost)

• Bribe will be available for all other actions (and only them) listed in the chart hereafter.

Players will invest some money from their treasury into the Bribe, by pushing the slider in the Bribe box.

D. ALLIANCES

TYPES OF ALLIANCES

You can create diplomatic offers with one Minor or Major Nation, called an Alliance. Each Alliance is a separate entity that includes only TWO nations, among the types below:

• Friendship (FRI)

• Alliance (ALY)

• Client - with Minor Nations only - (CLI)

• Subject - with some Minor Nations only - (SUB)

• Annexation - with some Minor Nations only – or by events - removes the minor permanently - (ANN).

• Close/Open Trade (COT)

A nation can have ONLY ONE TYPE of diplomatic relation with another nation at the same time. A diplomatic relation of a certain type does not necessarily allows the advantages of another type, although some do. The exact effects are specified in the Alliance chart in the Appendix.

Basic Diplomatic Relations (i.e. Alliances) types

A nation can never form a diplomatic relation with a nation she is at war with, EXCEPT OFFERING PEACE. Certain specific nations may be prohibited to form certain kinds of relations with each other.

ALLY, NEUTRAL & ENEMY

Nations are either allied, neutral or enemy towards each other. In terms of military mode gameplay, the key factors and consequences of those diplomatic relationships are the following:

- Units of two allied nations will be able to coexist peacefully in the same regions or sea zones, i.e. without fighting each other. Additionally, they will fight together as a whole if attacked by a common enemy.
- Units of two (or more) nations neutral towards each other will not be allowed to enter regions owned by each other, nor will they fight each other if present at the same location (e.g. sea zones).
- Units of enemy nations will automatically engage in combat as soon as they are present in the same sea zone or region. If an enemy unit enters a region with an enemy city but no land units, it will automatically besiege the said city as long as it stays in the region.

E. RELATIONS

Relation is the term used in the game to represent the level of understanding (or not) between nations. In this game, relations between nations are valued in terms of a number, that ranges between –200 (worst) and +200 (best). Relation level has no direct correlation to war, but dramatically low relations will also dramatically increase chances of the AI declaring war and, most important, directly affects most diplomatic negotiations.

CHANGING RELATIONS

Relation between nations will offer some way to act, either positively or negatively.

Relations Change Action takes immediate effect and automatically succeeds.

Positive Actions

- Express Public Support – All temporary CB are immediately cancelled.
- Grant Customs Exemption – all Tax (in active nation) taken on all trade routes originating from and going to the nation is reduced to 0.
- Expel Political Refugees – one revolt at random in target nation (if any) is eliminated. Revolt risk in all regions of the nation is reduced by an extra 5%. All temporary CB are immediately cancelled.
- Recognize Ruler – two revolts at random in target nation (if any, starting with capital region if concerned) are eliminated. Revolt risk in all regions of the nation is reduced by an extra 10%. All temporary CB are cancelled.

Negative Actions

- Express Public Disapproval – Active nation receives temporary CB for 12 months.
- Increase Customs Rate – all Tax (in active nation) taken on all trade routes originating from and going to the nation is increased to 2 (i.e. doubled).
- Support Dissenters – Active nation receives temporary CB for 24 months. Target nation receives temporary CB for 12 months against active nation.
- Support Pretender – Active nation receives temporary CB for 36 months. Target nation receives temporary CB for 24 months against active nation and, if she declares war within 12 months, get no Plebis penalties for doing so.

Evolution of Relations Value takes place either each 12 months (more or less), or when the situation arises.

F. DIPLOMATIC REQUESTS

There are seven main different types of diplomatic Requests, as follows:

- Make Peace
- Declare War
- Pay Tribute
- Send Contingent
- Break Alliance
- Close Trade
- Open Trade

G. WARS

Nations can go to war for different reasons.

- A decision of the game-controlled nation,
- A player decision (in strategic scenarios) or a successful vote of the Senate in favor of a war declaration motion (political scenarios),
- A consequence of an event,
- A consequence of a nation following her allies implicated in a war,
- A response of a nation to a diplomatic request from another nation.

DECLARING WAR

A nation has to declare war on another nation before it can attack any of their units, cities or regions.

MULTIPLE WARS

Wars are always on a pair basis, in the same spirit as the diplomatic alliances. A nation can be implicated in multiple wars, but with the following consequences and limitations:

- A war is always versus a single enemy nation (and its allies),
- If at war with the allies of a nation (after the allies have confirmed their entry in the war), each of the separate wars is considered as an individual war,
- You become at war nearly automatically with all clients and subjects of a major nation you declared war on or were declared war upon by,
- Minor clients and subjects make automatically peace when their major patron does so.

PEACE

Peace is the consequence of entering successful peace negotiations. Note however that Pirates, Bandits and Revolts are never considered at peace with a nation.

Peace can occur for two reasons:

• A nation (or major nation and its clients/subjects) offers peace and the enemy nation (and its clients/subjects if enemy major) accepts it.

• Whenever a nation has reached the minimum allowed Plebis level (i.e. is standing at –100), and it receive a result that would lower it further, she will automatically offer unconditional peace (the AI decides the spoils of war – see also below) which her enemies will automatically accept.

PEACE RESOLUTION WINDOW

The Peace window displays an arrow tipping to the winning side, i.e. Rome or the enemy Nation. The color of the background, as well as a series of stars/bones show how the war is going. Any nation at war can make a peace offer.

• There are 9 different Peace demands (a.k.a. Spoils of War), not including White Peace.

• The levels of the Spoils of War depend on the Peace Differential.

PEACE DEMANDS

Acceptance or refusal will be a function of the AI and the diplomatic resolution system.

The 9 different types of Spoils of Wars are the following:

Take/Give Region

Taking/giving a region from/to the enemy is the simplest and lowest form or level of spoils. Each region has a cost in points. The window shows a list of potential regions that can be taken, with limitations and costs.

Demobilize Forces

Demobilization of the loser's forces comes into 2 different but similar forms, Demobilize Army or Burn Fleet. In both cases, a percentage of the selected armed forces will be eliminated as a peace condition.

No Alliances Allowed

The loser cannot engage in any alliances for a certain duration of time, and concerning only Alliance, Subject, Client, Annexation agreements. The loser may still offer friendships and close/open trade with other nations (except no closure to the victor is allowed).

Liberate

The loser must liberate one of his Subject nations. This option cannot obviously be selected if the loser has no Subject nations.

Become Subject

The loser becomes a Subject nation of the winner.

• This option cannot be selected unless the winner has taken the loser's capital city OR destroyed all the loser's military units.

• In addition, it cannot be asked of a major nation (or offered by a major nation).

Annexation

This winner just completely takes over the loser. This option cannot be selected unless:

- The loser is a minor nation,
- The winner has taken all regions of loser,
- The winner has destroyed all the loser's military units.

The cost is irrelevant, but the winner must have at least 10 points available and satisfy the above conditions. If this option is selected, no other peace option can be chosen.

No War In

Rome imposes on the loser that he cannot make war in his home area.

Maximum Forces Allowance

Rome selects a maximum percentage of loser's Armed Forces. Rome also selects a duration among those proposed. Each percentage costs points, and unit numbers are rounded up in the loser's favor.

Pay Tribute

Asking for a Peace Tribute is the only form or level of financial spoil. A winning/losing nation may ask/grant 100 gold in tribute for each point it has acquired/it wants to compensate. If the amount asked of the loser/given to the winner is above the current treasury, installments spread over time may be required.

General Notes

- Whenever one of the choices above is not available, it will be grayed out.
- Peace offers (acceptance and refusal) will have an effect on relations.

AFTER THE PEACE

The various points and decisions included in the peace offer agreed upon are set in place. Peace terms must be abided by the loser.

Duration of and Breaking of Peace Agreements

Peace agreements last a minimum of 5 years (60 months).

Breaks

Peace may or may not be broken, with various consequences, depending on who is the victor and who is the loser, as below:

- To break a peace, select a nation with which you have a peace currently in vigor. Then select the break peace button (same as offer peace button, text changes if peace is in effect).
- Breaking Peace is like breaking an alliance (including possible CB's).

Restrictions and Penalties

- Loser cannot break a peace for a minimum of 24 months (regarding all conditions such as maximum forces, no war in, no alliances, etc…)
- Victor cannot break the peace for 12 months, and the rest of the time he suffers a triple Plebis penalty and −20 relations with all nations, unless he has a CB.
- Loser may break peace after 24 months, but at triple penalty in Plebis level and giving a 36 months CB to the victor. If he has a CB on the victor, there is no Plebis penalty and no CB to the victor.
- In addition, if the peace was following an UP, the peace cannot be broken by the loser for 120 months (10 years) in no case whatsoever. The duration of "No Breach" for the victor is extended to 36 months instead of 12.

White Peace

A white peace occurs when you send a peace offer with no conditions/terms selected and it is accepted. The war stops immediately and everything returns to status quo ante bellum.

VII - WARFARE

A. DEFINITIONS

UNITS

Military units in the game come into 2 different forms, combat and non-combat. This concerns both land units and naval units. There are more than 15 different types of land units and 6 types of naval units.

CHARACTERISTICS

Each unit, in addition to its nationality and type above, will possess the characteristics in the following domains:

• Fire: in combat, to inflict losses (usually low) before actual hand-to-hand combat starts.

• Shock: close combat (shock, boarding) value, the main fighting ability factor of the game.

• Resistance: hit points capacity (i.e. defense, or the number of losses the unit is able to withstand before elimination.

• Hits: actual number of losses already suffered, both from combat and attrition.

• Discipline: during combat, influences correct execution of some tactical maneuvers.

• Cohesion: if this reaches 0 during combat, the unit stops fighting.

• Morale: if this reaches 0 during combat, the unit stops and is eliminated (i.e. routs and leaves the field).

• Experience: modifies the unit's efficiency, i.e. how many losses it will inflict on its opponent.

• Weight: used to calculate attrition & transport.

• Loyalty: used for civil wars and rebellion, as well as when the unit suffers from an opponent's stratagem play.

• Origin: unit's region of Origin.

• Transport: unit's transport capacity (naval units).

LEADERS FEATURES

Similarly each leader, whatever its nationality, also possess the following two main characteristics (in a range value of 1 to 10) that directly impact combat military matters:

• Military Talent (MIL): the higher your MIL, the more tactical choices you have.

• Ruse or Guile (RUS): helpful in finding out what tactics your opponent has selected for battle, as well as in playing stratagems such as mutiny.

ARMIES & FLEETS

Units in the game are regrouped into armies or fleets, depending on the unit's nature. You can reorganize army through the reorganization button on the action panel.

Control & Possession

To control a region or a city, one or more of these conditions must be satisfied:

• Region is owned (i.e. possessed – see below) by your nation and has no enemy units in it,

• Region has units of your nation (or of your allies and is owned by you) and no city,

• Region is empty but the last nation to have units there was yours.

• Same for cities.

You can control a region or a city but not have possession of it.

Possession also applies to regions and cities. Control of a region (or city) may change during a war through military action, but possession is an official situation that only changes after peace is signed officially between nations concerned by control changes.

SUPPLY

Supply is a vital factor for land units to ensure their long-term survival and efficiency. Land units that lack supply will take much higher losses from attrition. Naval units are not affected by supply, unless blockaded in a besieged city.

• Land units are said to be in supply if there is a line of connected friendly regions linking their current position to a supply source.

• They are also in supply if adjacent to a sea zone containing a friendly fleet that holds a transport capacity equivalent to the unit's total weight.

• Units besieged in a city are only in supply for those part of the city garrison and those whose number does not exceed the city's supply capacity (modified through siege duration and blockade).

• Units who do not satisfy one or both of the above are out of supply.

• Units out of supply will suffer nearly twice as many losses from attrition than those that are.

• Units out of supply will try to loot the region they occupy to temporarily re-instate some supply (but this does not last more than a month) and, when their attrition rate is too high, will automatically retreat towards the closest supply source.

SIEGE

A siege automatically comes into effect when a nation enters a region with a fortified city but is not controlling that city. When a city is besieged, a siege tower will be displayed next to it (and flames will start burning around the city) and a test of siege will be made every month (30 days). A besieged city automatically gets a garrison. Every level of FORTIFICATION automatically generates a garrison unit.

Roman Siege Expertise

Roman legions have a specific advantage lying in their siege expertise. This advantage is translated into the following effects.

• Siege Trains: each siege phase, besieging Romans will ''build'' extra siege trains, provided they include at least 1 Legion type unit.

• Circumvallations: each siege phase, besieging Romans led by a leader whose MIL value is at least 5 will ''build'' their own fortifications to protect themselves. This works against besieged units sorties or relieving forces coming from outside.

Blockade

Naval units with at least 3 Galleys will automatically blockade the selected enemy ports if they are given a Blockade order. Blockade will accelerate siege resolution.

Siege Results can be in the following range:

• Attacker suffers attrition: the attacking side loots the region and makes an immediate extra attrition check.

• Shortages: garrison receives 3 (food shortage) or 5 (water shortage) hits per unit.

• Breach: attacker no longer has a negative modifier (1 per level) on his assault attempts. In addition, the garrison is reduced by 2 hits per unit. If a unit is eliminated, excess hits are transferred to the next.

• Desertion: garrison is reduced by 2 hits per unit.

• If a unit is eliminated, excess hits are transferred to the next. If all units are eliminated, the city is captured.

• Surrender: attacker captures the city. The fortification will lose 1 level, with a minimum of 1 level remaining.

• City may be sacked as a result of a siege.

Assaults and Sorties

This is solved as regular combat, with significant modifications due to the specific situation.

Breaking siege

This happens as follows:

- The besieger can break the siege by moving his army out of the region.
- The defender's only way to try to break the siege is to attack the besieging army (either from outside or by succeeding in a sortie – see below) to force him to retreat.

If a siege is broken, the formerly besieging army will retreat, all former results of breaches and shortages will be lost and the intrinsic garrison will be reset to its original level.

Fall of city

When the garrison is eliminated, the city is captured. In addition to military consequences (in particular the bounty – see above), if the siege lasted over 6 months or one side involved is barbarian, the city is considered sacked and will suffer a drop in its population.

B. MOVEMENT

Units can be moved when selected (in military mode) by right-clicking on the destination region (or sea zone/port for naval units).

CURSOR SHAPE

The shape and look of the mouse cursor will change when positioned on the destination region or sea zone, depending on the move conditions, as follows:

- Hand-shape, red: regions or sea zones where movement is impossible or illegal,
- Ram: a region with an enemy city, indicating that a siege will be started upon arrival in said region,
- Anchor: when targeting an enemy port with your fleet, once the blockade button is selected, indicating that the target port will be blockaded upon arrival of your fleet in sea zone adjacent to it,
- Loading arrow: when targeting a friendly fleet in an adjacent sea zone which has the capacity to load the land unit you are currently moving.

MOVEMENT PATH

As soon as movement is validated, your unit will start moving. A line of green dots will appear on the map through all regions or sea zones your unit is going to move through before it reaches its final destination.

Movement Length and Cost

The time it takes for a unit to reach its destination is influenced by different factors that are altering its speed, among which:

- The speed of the slowest individual unit in the selected army or fleet,
- The terrain type in regions passed through (mountain terrain takes much longer to cross than plains),
- The weather and climate conditions,
- The presence or not of roads.

When a unit has lost a battle and is undergoing retreat, the unit will move by itself towards the closest friendly region or sea zone.

Naval Transport

Naval transport is the act of placing land units on fleets to ensure their transportation and movement over sea zones. It is usually much faster than normal land movement, although there are risks linked to possible naval combat and also sea conditions.

Loading & Unloading naval units

Land units may be loaded on and unloaded from ships by using either the specific action button of the main interface (ship with arrow in/out). To be transported by a naval unit, the Weight of the land unit(s) must be less than or equal to the Transportation value of the naval unit(s).
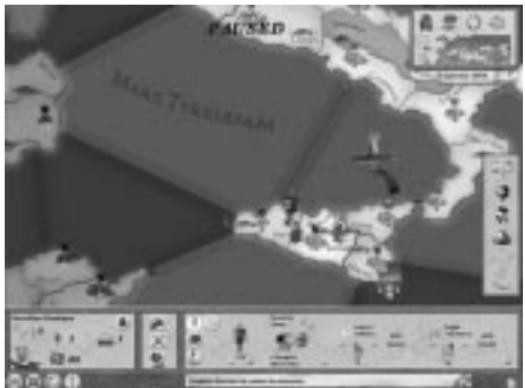
Costs:
- All Infantry units have a "transport cost" factor of 1, i.e. you need 1 T for every W.
- All other land units have a "transport cost" factor of 2, i.e. you need 2 T for every W.

If a naval unit enters a port, all troops on board automatically disembark in the coastal region that holds the said port. It takes twice as much time to board ship from a coastal region without a city or port as compared to one that has those infrastructures.

ENTERING OR LEAVING TOWNS

Land units may enter or leave friendly cities, by using either the specific action button of the main interface (city walls with arrow in/out). This cost no movement time and has effect on:
- protecting one's units from an incoming, larger enemy force and thus avoid field battle,
- attrition: units within cities are protected against its effect, unless besieged.

ATTRITION

This represents the natural weariness of units (both on land and at sea) when they move. All regions have an attrition value (from 1 lowest to 9 highest). In military mode, attrition risk is displayed close to the supply wagon sprite in the Map Info by a numerical value + color code.

You can switch the map to attrition mode by using the Tab key.

Attrition hits received are shared as equally as possible between all units present, supply units (carts) taking them first.

Un-supplied or Besieging units that lose 30%+ of their total resistance from attrition automatically loot the region they are in, and recover a total of 2 Hits per population level of said region, provided region is not already looted.

All units in besieged cities must check each month for siege attrition. Besieging units (i.e. outside the city) check attrition normally.

Naval Attrition

All sea zones have also an attrition value (from 1 lowest to 9 highest), called risk value.

C. BATTLES

COMBAT OPTIONS

Land Combat

See the tutorial for battle display.

The tactics are generated by the combat system automatically, for both sides involved. The types of tactics that will be available for a specific battle will be influenced by the terrain, the MIL value and the presence of specific units in armies.

The player's only interaction in battle mode is to select a tactic. The only way to get a better choice range is to play a stratagem, if the player has any. Once the tactic is selected, the battle starts and the player cannot influence it anymore, except by choosing to retreat.

Depending on his commander capacity, the chance to successfully implement the tactic may be different. To make his decision, the player can check the following:

- The number of stars displayed on top of the Tactics sprite indicates the capacity of the commander to achieve that maneuver (the more stars the higher the chance of success),
- The color of the Tactics sprite itself shows its suitability in the current battle. However, this is based on a guess about the enemy tactic, not the actual one (which remains unknown until battle really starts).
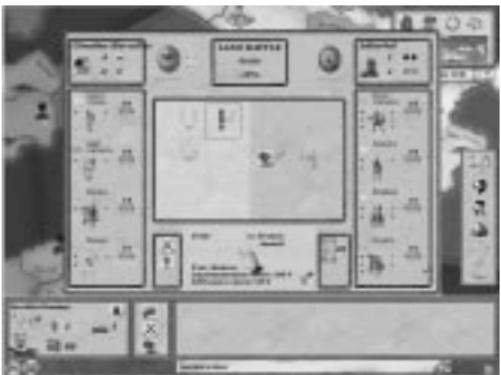
Battle resolution

The battle takes place in front of the player's eyes and is resolved in a series of succeeding rounds. Battle resolution will be completely different if the selected Tactics implementation has succeeded or failed.

What happens during the battle:
- Units fire at each other (arrows, javelins, etc.) then move close to hand-to-hand contact and fighting, where decisive elements will be shock power, but also factors such as cohesion, experience and discipline.

- The shock phase lasts a variable number of rounds, at the end of each there is a morale check. The first army that loses her morale is defeated.
- When an army breaks, it routs and is pursued by the winner. It is usually at this time that units suffer the highest losses.

Naval Combat

The battle display in naval combat is similar to the land one, except that terrain (sea) has no effect. There are no tactics in Naval battle resolution.

- Both sides will make an attempt at ramming the other side. The side whose attempt prevails (if any, both may fail) will have a first shot.
- As a Roman, you may play a very specific stratagem, called "Corvus." If you succeed in doing so (provided you have one in hand), not only will the enemy automatically fail his ramming attempt, but your troops on board will be much more efficient in the ensuing boarding of enemy ships. This trick is especially dreadful when you have some legions on board, as they will purely slaughter the enemy's crews.

COMBAT & CITIES

Assaults

In an assault, the attacker tries to take the city by launching an attack on the city walls. A besieging army can launch an assault on the fortification at any time. To launch an assault the player selects the besieging army and clicks on the assault button.

Assault Combat is resolved as a land combat, in particular with fire and shock phases, but the differences from the ordinary land combat are:

- There are no terrain modifiers in assault combat,
- There are no tactics or modifiers in assault combat,
- Cavalry will not participate in the assault,
- Fire value of all defenders is doubled, but Full fire value of siege trains is used,
- Shock value of all defenders is increased by twice the fortification level. Full shock value of siege trains is used,
- Fortification level, if no breach result has been obtained previously, is deducted from the attackers "die-roll," thereby reducing its efficiency
- "Traitor," "Engineering" and "Military Skill" stratagems give bonuses to assault combat.

The attacker wins the assault if all the city defenders are eliminated (i.e. intrinsic and additional garrisons) or if the defender gets a retreat result due to morale loss, otherwise the defender wins the battle.

- If the defender wins, the besieger will continue to siege the city if it has any remaining unit(s) in the region.
- If the fortification is successfully assaulted, it will lose 1 level of fortification (to a minimum of 1).
- The city may be sacked as a result of an assault.

Sorties

A sortie is made by the defender of a besieged city, using all available troops except the intrinsic garrison. A normal assault combat will then be resolved, with the units leaving the city being considered as the ''assaulting'' units, and the besieger being considered as the ''defender.''

Relief Forces: ordinary combat in a besieged region

A relief force is a force enemy to the besieger that enters the region with the besieged city to attack the besieging force.

- If such an attack is in the same day a siege phase would be resolved, the ordinary combat will be resolved first.

Blockade and Battles

A sortie made by naval units of the defender of a blockaded city (whether besieged or not) will automatically generate a normal naval battle.

D. COMMAND & REORGANIZATION

COMMANDS

Military units are always given a leader to command them, either from the game database or from Roman Senators designated by the players.

The highest ranking leader always takes command of units, all other leaders there are his subordinates.

- Supreme commanders (Consuls and the like) have a leadership potential of 7 units; minor jobs have 5 and all others may lead 2; and each unit in excess causes the military skill of the commander to drop sharply (-1 /extra unit).
- Each subordinate leader adds 2 to the leadership potential of his commander.
- Roman Senators sent to command units are not in Rome, hence no political career for them while away. You can recall any subordinate back to Rome, but not a unit commander.

Finally, for Roman players in the political game, there is the notion of command zones, assigned automatically by the Senate (but you can make a different proposal and have it voted).

- There are 12 command zones, each more or less a geographically coherent entity (press the Tab key in military mode to display them on the screen).
- Consuls are given one command zone each, chosen among those with largest number of Roman forces and closest to Rome, for one year.
- If the Senate maintains Consuls to their commands, they stay as Proconsuls in the same zone, in charge for the next 3, 5 or 10 years (depends on the law in vigor).
- Province governors usually receive commands of zones where their province lies.

REORGANIZING ARMIES & FLEETS

All units can be reorganized (split or combined), but with certain limitations:

- No Consul can have units removed from him if he has 7 or less under his orders)
- In the political game, if you merge your units with Roman units of other faction, you may lose their command (it goes to the holder of the command zone).

VIII - ECONOMICS

Note: you can enter the landscape view by right-clicking in the selected region.

A. DEFINITIONS

ECONOMICS:
- provide nations with the necessary means to build (infrastructures, units, trade) and maintain (units).
- provide Roman factions with the tools for their political expansion.

The main resource produced by the economic system is gold.

REGIONS
The basic subdivision of the map is the region. A region has a certain number of geographical and economic features:
- Population: divided into a rural part (always) and an urban part (if any, only if a city exists in the region),
- Resources: from zero to three may exist in the rural part of the region. Some may not be available because the requirements for their production are not met. Ressources only exist in the urban part of a region (i.e. city) if there are manufactures to produce them,
- Infrastructures: include man-made features such as clearing (i.e. making the region viable for agriculture) or roads,
- Buildings: they are either rural (farms, mines, quarries) or urban (manufactures producing man-made or industrial resources and goods).

POPULATION
Population of a region is a permanent feature in Pax Romana. A region population is a number between 1 and 6 for its rural part, and an extra 1 to 6 if the region has a city.
- Each population in the region only belongs to only one ethnic group. Ethnic groups affect revolts and content, and speed of romanization.
- Latin ethnic group is somewhat particular in that it can take the place of other ethnic groups through the process of Romanization (see Administration).
- Ethnic groups also have a determining influence on the number of levies provided (see below)

LEVIES

Population figures generate levies of the following types:

- Land Levies, used to raise land units, which are function of the ethnics group and RURAL + URBAN populations,
- Naval Levies, used for naval units, are usually a function of the URBAN population of coastal cities.

GROWTH

Growth of both population types (rural and urban) is basically set at a standard flat rate of 0.5% yearly, with modifications. Each year, growth is implemented.

CIVILIZATION

Civilization level is an abstract indication which more or less covers the development level of a region.

- Barbarian, Wild: the region is really underdeveloped and very few economic action is allowed there. In addition, it's tax income is seriously reduced (50% down),
- Developped, cleared: the region is really under a medium or average development trend (road built, land cleared) and most economic actions are allowed there. Tax income is somewhat reduced (33% down),
- Civilized: the region is really fully developed and all types of economic actions are allowed there. Tax income is at full value.

CONTROL & POSSESSION

If you do not have possession or control of a region or city, you get no income from it and cannot undertake any economic operation there. Control however allows trade operations.

RESOURCES

Resources are present in regions and sorted according to genres:

- Agricultural Resources: farm required,
- Natural Resources: no specific infrastructure required,
- Mining Resources: mine or quarry (for Marble only) required,
- Industrial Resources: manufacture required

LIMITS

- Resources are limited to a maximum of 3 in the rural section of a region.
- Produced resources depend on the number of manufactures in each city, which is a number between 0 and 9 (maximum).

INFRASTRUCTURES

You need both gold and administration points to build an infrastructure. Some have additional requirements.

- Manufactures are only possible in cities,
- A small city (population size 1-2) can only hold 3 manufactures maximum,
- A medium city (population size 3-4) can only hold up to 6 manufactures,
- A large city (population size 5+) can only hold up to a maximum of 9 manufactures,
- Manufactures cost less if they produce goods that use resources existing locally or imported (else the building cost is higher and the profit is lower),

TRADE

Trade works with the concept of trade routes, i.e. calculation that combines an origin region/city, a resource and a destination city, associated with cost, prices levels and profits.

- You can only trade from a region, resources that are produced locally.
- You can export any resource from any region.
- You can import only in cities.
- The farther away you sell, the higher the profit.
- The farther away you sell, the higher the cost of establishing the trade route.

Supply of resources is based on region/city where it is produced:

- resource must be currently produced by region/city (infrastructure requirements must be met, if any)
- a besieged city, looted region or a region in revolt have no supply (unless also a non-blockaded port)
- Demand comes exclusively from cities, based on city size, number of manufactures, warfare etc…

Prices are set for each resource in the game, and may vary via the supply and demand calculations between the different commercial zones (12 in total).

TAXATION AND INCOME

Nation's income is region-based, whereas Roman factions' income also includes character-based sources.

NATIONS INCOME

A nation receives tax income from the regions it owns and controls, based on population, infrastructures, trade routes and development level.

Nations may change their taxation, but any change must be carefully balanced.

ROMAN PROVINCES TAXES & TREASURIES

In Roman provinces, the taxation is split equally between a national part (Rome Tax) and a local part (Province Tax).

A tax rate change in a specific province decided by its Governor will only affect the province itself.

Province treasuries cover local expenses NOT covered by Rome's treasury such as province improvements, local provincial forces or corrupted Governor's expenses. In that latter case, gold needs above Province treasuries can be taken from Rome's treasury, but trial risk become higher.

ROMAN FACTIONS INCOME

At the start of the Forum phase, a Roman faction will receive a yearly net income based on different sources except for exceptional income arising from particular sources. Income calculation is based on:

- Faction Leaders and Equites incomes = full INC value,
- Senators in faction: depends on their endebtment status,
- Infrastructures & Resources: production infrastructures owned by faction,
- Trade: profit made on trade routes owned by faction,
- Political functions: based on type of post held,
- Exceptional sources: non-recurrent actions.

B. ADMINISTRATION

DEFINITIONS

In order to ensure proper growth and development of the Republic, administrators (Governors) will have to be appointed to handle the various administrative tools.

ROMAN PROVINCES

A Roman province is composed of a set of pre-defined regions (in the game's database). Those regions are divided into:

- Capital region: holds the province's capital (usually a region with a city),
- Minimal regions: must be Roman-controlled, lest the Province cannot be created,
- Other Regions: if those regions become Roman-controlled, they will be part of their attachement-province.

Province Creation

Roman provinces will be created if:

- Rome owns and controls the Capital region and all the Minimal regions of the province,
- Rome owns and/or control any number (none to maximum) of the Other Regions of the province.

If the above is met, the province is automatically created during the next forum phase, and a province governor will automatically be appointed upon first year of creation (see Province Management – The Governor below).

Province in-waiting

If Rome owns/controls regins that do not meet the conditions of Province Creation, the concerned regions are temporarily attached to the closest province or to Italy

Province or region loss

If Rome loses ownership/control of a province, it keeps this status and will automatically be part of the province again when re-owned/re-possessed by Rome later. Losing a region has no effect on its status.

ADMINISTRATIVE RULES

THE GOVERNOR

- Each Roman province has a Governor (Italia governor is the Urban Praetor – see above). The Province Governors are appointed by the Senate for a mandate of 3 years minimum
- Within their province of nomination, governors can:
- Take command of all troops not under direct consular command,
- Decide province management, defense and development policy,
- Decide to be corrupted: he takes large amounts of money from the province's revenues, but may also risk trial upon his return to Rome.

Province Management

A governor has to spend his "time" between three main fields of activity:

1 – Romanization: transforming non-Latin ethnic groups in the population to Latin

2 – Public Welfare : reducing the revolt risk of the local population to gain growth and stratagems bonuses,

3 - Legal Activities: reducing the trial risk upon returning to Rome to gain province rule benefits and stratagems bonuses (see details below).

Budget & Funds

Roman provinces have their own taxation rate and treasury. The tax level of the province can be adjusted at will, once per year, by the Governor (in the same proportion as what exists for Rome, i.e. up to 30% or down to 10%).

The province budget is calculated yearly, based on half of all income provided by all regions and cities belonging or attached to the province.

Personal Corruption

To become corrupted is a decision which is taken one year at a time, and has to be renewed every year. Being corrupted moves gold from the province's treasury into the faction treasury. However Administrative efficiency is lowered and your liability for a corruption trial increases.

ROMANIZATION

Under a romanization process, a certain percentage of the population of the region or city becomes latin. When 100% is reached, the original ethnic group is changed to Latin.

Romanization Process

The process is handled automatically and is a function of the governor's administrative capacities. The game engine will select which region or city is going to be the target of romanization, the player cannot select by himself, except in the case of some specific stratagems (e.g. Roman Culture).

Romanization Effects

With a Latin group, the risk of ethnic revolts is eliminated, but makes the region more sensitive to Rome's Plebis changes. Latin groups also allow for a larger set of levy points and the ability to raise Roman units locally.

Romanization accelerates population growth as Latin groups have higher growth rates.

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CREATING IMPROVEMENTS

A player can only undertake Region development in Roman provinces (including the original, core, province of Italy). Other nations also undertake some development operations.

Roads

Roads building is a key element in region development. Roads divide the duration of movement for Roman units by two and by 1.5 for non-Romans. Roads increase the population growth rate in the region, decrease the Gold cost of clearing/building in the region. Roads can be built in a region even if the region is not cleared.

Clearing

Clearing allows the player to build farms, increases the population growth rate and reduces the cost of some buildings and fortifications.

Fortifications

Only cities can be fortified (so the action is not available in a purely rural region). Cost of fortification and time necessary to fortify a city depends on various parameters, such as level to be built, type of terrain, presence of road etc..

LOCAL FORCES

BANDITS & PIRATES

Pirates affect all nations in the same way, and are constantly at war with every nation in the game. They appear in random sea zones, part of a commercial zone via random or historical events (or even stratagem play). Pirates will regularly try to destroy one trade route in their sea zone.

Bandits also appear via events or stratagem play and are active on land. Bandits will regularly try to destroy one trade route and farms in the region.

Fighting Pirates and Bandits can be done preventively, via proper administration or by sending military force to crush them before they prove too destructive.

REVOLTS

Revolts appear essentially as a consequence of global discontent or as a direct consequence of events.

The number of Rebel units that appears is directly a function of the revolt risk, the population of the affected region and some other economic and diplomatic factors as well.

Resolving revolts is simple: either send military units or play a stratagem.

IX - JUSTICE

A. DEFINITIONS & DESCRIPTIONS

Rome has a basic legal system that will watch the operations undertaken by the factions in Roman life. If illegal actions of any kind are undertaken, this might be noticed and may create the opportunity for pursuits.

Pursuits are determined automatically by the game engine. Standard justice in the game is the normal case. However, political action in the Senate may alter the current level of justice to a new one, either more lenient or harsher. This level of justice will determine number and dates of trials aswell as charges. All trials imply a vote of the 12 members of the Jury.

Factions who have control of the year's Censor(s) are immune to proesuctions (for year in post only), and stratagems can cancel trials or influence the jury.

Being popular is a huge advantage during court cases, as it positively influences the juries, whatever the charges and the prosecution may be.

Every trial will have an effect in terms of politics, beside the direct consequence on the accused/condemned senator (like the senator goes to prison, making him "unavailable" for party politics).

TYPES OF CHARGES
- Blame,
- Fine, with indication of the amount,
- Prison, with number of years,
- Dishonor,
- Destitution,
- Exile,
- Death Penalty.

APPENDIX

STRATAGEMS DESCRIPTION

Please refer to the manual available on PDF through Startup/Programs/DreamCatcher/Pax Romana and select Game manual. Stratagems will be displayed there (in English only).

CHARTS

Alliances

FRIENDSHIP (FRI)

Conditions	The two nations should not be at war with each other.
General Effects	You can close trade to a nation that is friend, but the relations will suffer more than with a neutral nation.
Advantages	Friendship status positively influences relationships between nations (if poor) or slows down the natural decrease of relationships if they are good.
Liabilities	If a nation declares war on a nation it has friendship with, it loses (5) five points of Plebis Value in addition to any other regardless if she has a CB or not
Remarks	None

MILITARY ALLIANCE (MIL)	
Conditions	The two nations should not be at war with each other.
	The two nations should not be client of another, third-party nation, or already have a CLI or SUB alliance in force.
	The two nations should not be subjects of another, third-party nation, or already have a CLI or SUB alliance in force.
General Effects	Both nation forces may enter each other territory freely, except they cannot enter cities when at peace.
	If any member of the alliance declares war on or war is declared upon by another nation none of them is already allied with, the other member of the alliance immediately gets a choice to either join the war or break the alliance.
	• If they do not respond within 1 month they are considered to have dishonoured it (i.e. broken the alliance).
	• If the alliance is honoured, both nations are considered at War versus the same enemy.
	• If the alliance is dishonoured, only the nation originally at war is involved. The other nation is not.
	If two nations declare war to each other and they both are allied to a third-party nation not involved in the war, that third party nation must select with which ONE of her original allies she remains ally with.
	• The other alliance, with the non-selected ally is cancelled, but with no ill-effects.
	• The nation is not considered at war with the nation she has broken the alliance with.
Advantages	A nation honouring an alliance will not lose Plebis for not having a CB. It will lose Plebis for breaking an existing alliance though.
	An Ally cannot close trade to your nation.
	Alliances positively influences relationships between nations (if poor) or slow down the natural decrease of relationships if they are good.

Liabilities	You cannot close trade to a nation that is your Ally.
	• If a nation does not honour its alliance it will lose (5) five PV and the Alliance is cancelled.
	• Her former ally obtains a temporary CB for 12 months against her.
	• This is not applicable in the case of an alliance being broken because 2 former allies come to war.
	A nation cannot declare war on a nation she has an alliance with, she must break the alliance first. Doing so make her lose (10) ten PV in addition to any other, regardless if she has a CB or not.
Remarks	None

CLIENT (CLI)

Conditions	The two nations should not be at war with each other.
	Only minor nation can become clients of a Major nation.
	• The minor should not be client of another, third-party nation.
	• The minor should not be subject of another, third-party nation.
	In addition, ONE of the following conditions below HAS TO be met:
	• The Major must have a higher sum of taxation income in her total territory than the Client,
	• The Major must have a relationship of 75+ with the minor.
	Plus
	• Major and minor must have common border (not applicable to Rome)
General Effects	Both nation forces may enter each other's territory freely, without restrictions.
	The client nation will immediately break all alliances (except FRI) she has with a third nation,
	• the client will not receive any penalties for these breaks, but the "broken" countries will receive temporary CBs as standard rules.
	The client nation will no longer be able to make any alliance except FRI.
	If the Major member of the alliance (called Patron) is declared war upon, the Client must immediately join the war.
	If the Major member of the alliance (called Patron) declares war on another nation, the Client immediately gets a choice to either join the war or break the alliance.
	• If the client does not respond within 1 month, it is considered to have dishonored it (i.e. broken the alliance).
	• If the alliance is honored, both nations are considered at War versus the same enemy.
	• If the alliance is dishonored, only the Major nation originally at war is involved. The other nation is not.
Advantages	A Client can only offer Friendships to third-party nations and accept similar offers not higher than FRI (except via events)
	A client cannot close trade to your nation.
	A Major nation honoring a client alliance will not lose Plebis for not having a CB.
	50% of the income from taxation of the client is added to the major nations' yearly tax income, in January of each year (lost if client status is lost in the meantime).
Liabilities	You cannot close trade to a nation that is your Client.
	If a minor nation does not honor its Client alliance, it will lose (10) ten PV and the Alliance is cancelled.
	• Her former ally obtains a temporary CB for 24 months against her.

	A Major nation cannot declare war on a Client nation, she must break the client alliance first.
	• It is only possible with a CB (or via events)
	• Doing so make her lose (25) twenty-five points of PV in addition to any other, regardless if she has a CB or not.
Remarks	None

SUBJECT (SUB)

Conditions	The two nations should not be at war with each other.
	Only minor nation can become Subjects of a Major nation.
	• The minor should not be client of another, third-party nation.
	• The minor should not be subject of another, third-party nation.
	In addition, ALL of the following conditions below MUST be met:
	• The Major must have a higher sum of taxation income in her total territory than the Client,
	• The Major must have a relationship of 75+ with the minor.
	Plus
	• Major and minor must have common border (not applicable to Rome).
General Effects	Both nation's forces may enter each others territory freely, without restrictions.
	The Subject nation will immediately break all alliances she has with a third nation,
	• the Subject will not receive any penalties for these breaks, but the "broken" countries will receive temporary CBs as standard rules.
	The Subject nation will no longer make any diplomacy
	If the Major member of the alliance (called Patron) declares war to another nation OR is declared war upon by another nation, the Subject must immediately join the war.
Advantages	A Subject has no Diplomacy except Trade to third-party nations (no offering or acceptation except via events)
	A Subject cannot close trade to your nation.
	A Subject will automatically close trade to all nations the Patron closes trade to, and at the same time as the Patron.
	Subject nations can receive a request to provide troops to the major, master, nation.
	All of the income from taxation of the subject is added to the major nations' yearly tax income, in January of each year (lost if subject status is lost in the meantime).
Liabilities	You cannot close trade to a nation that is your Subject.
	You cannot cancel a Subject alliance as a Patron, and the subject may only cancel via event.
	You cannot declare war to a nation that is your Subject, even with a CB, unless through refusal of request (see request below).
	A Major nation is automatically at war with any and all nations declaring war to one of her Subjects.
Remarks	None

ANNEXATION (ANN)

Conditions	A major nation can only annex minor nations that are either: • Clients or Subjects to them and that are not at war, • Clients or Subjects to them that refused a request and have been declared war upon by the major nation as a consequence, • Or are fully conquered, as a consequence of Peace.
General Effects	The Annexed nation disappears • All her units (on the map or under construction) becomes units of the major nation. • All leaders becomes leaders of the major nation with the exception of King-ranked leaders which are removed. • The minors treasury is added to the majors after deduction of any outstanding loans for the minor. If there are still open loans after that, they are canceled without any ill effect. • Any Eques/merchant or diplomat is added to the majors pool. • Any other initiated constructions (infrastructures, trade routes) are carried out. • Any diplomatic related mission that has been initiated but still not carried out (loans, alliances, peace) are immediately cancelled. Any money "on hold" for unanswered loan offers are returned. The Subject nation will no longer make any diplomacy If the Major member of the alliance (called Patron) declares war to another nation OR is declared war upon by another nation, the Subject must immediately join the war.
Advantages	If the plebis of the minor was positive and better than the major's, add (10) ten points of PV to the major. Otherwise nothing. All alliances the minor had are cancelled immediately without any ill effects.
Liabilities	Units of the minor in regions that the major don't have an alliance with that would allow their presence are eliminated. An annexation is not reversible in principle, i.e. once a minor has been annexed it ceases to exist. However, this may be altered via Events.
Remarks	None

TRIBUTE (TRI)

Conditions	A Tribute (received from a peace treaty) must be in effect.
General Effects	A TRI automatically expires when it is paid 100% A nation may offer to pay completely a TRI before it is officially elapsed
Advantages	If a nation declares war on a nation it pays a TRI to, the TRI is immediately cancelled but this grant a +1 PD to the other nation.
Liabilities	If a nation declares war on a nation it receives a TRI from, the TRI is immediately cancelled
Remarks	None

STRATAGEMS EFFECTS DESCRIPTION

MILITARY

MILITARY SKILL
* Land Battles – add extra Tactics draw
* Land Battles – Increase potential success of Maneuver Resolution, before battle start
* Siege – Bonus to Siege resolution
* Assault – Bonus to Assault resolution

RECONNAISSANCE
* Land Battles – Discovers enemy Tactics choice
* Map Mode – Remove Fog of war in selected region with range of own units

DESERTION
* Land Battles - anytime after battle starts – enemy loses troops
* Map Mode - anytime in military mode, enemy loses troops in selected region

COWARDICE
* Land Battles – some enemy troops do not fight
* Map Mode – some enemy troops do not move

MUTINY
* Map Mode – internal fight within enemy troops, one or more may disappear

CAVALRY TACTICS
* Land Battles – Increase success chance of some Tactics
* Map Mode – protection against attrition and ambushes for 3 months

CORVUS
* Naval Battles - battle start – enemy cannot ram

ELEPHANT FRIGHT
* Land Battles - anytime after battle starts – enemy with elephants loses cohesion

AMBUSH
* Land Battles - Before Tactics Selection – exact knowledge on enemy intent and success of maneuver in non-clear terrain.

FORCED MARCH
* Map Mode – increases speed of units

SUCCESFUL RETREAT
* Land Battles - After battle start, retreat without risk

NATIVE ALLIANCE
* Diplomatic mode – no attack from barbarians in selcted region
* Map - extra barbarian mercenary troops in closest army

MERCENARY
* Map - extra barbarian mercenary troops in closest army

ECONOMIC

THUGS
* Landscape View – Information box – delays or destroys opponent's infrastructure

SUCCESFUL BUSINESS
* Map Mode – Free trade route

BUSINESS LOSS
* Landscape View – Information box – destroys opponent's trade route

DEVASTATING FIRE
* Landscape View – Information box – destroys opponent's infrastructure

ROMAN CULTURE
* Map Mode - Romanization extra success chance

SLAVES
* Map Mode - anytime in economic mode, when a site for building an infrastructure (mine, quarry, farm, manu-facture) is selected. Speed up completion
* Landscape View – Extra cash

BUSINESS SKILL
* Landscape View – Extra ADM points
* Forum - anytime the player enters the Basilica. Extra Eques recruitment success chance

PIRATES
* Map Mode - anytime in economic mode, when a trade road belonging to another player or faction is selected. Region must be coastal and the selected trade road must go to / come from a port city. Destroys trade route

BANDITS
* Map Mode - anytime in economic mode, when a trade road belonging to another player or faction is selected. Destroys trade route

POLITICAL

FORUM
SEDUCTION
* Forum - Basilica – Active – Bonus to Eques recruitment
* Forum - Baths - Active – Bonus to Senator recruitment
* Forum - Baths - Passive – Protects own's Senator from recruitment

BLACKMAIL
* Forum - Basilica - Active – Automatic success in recruiting
* Forum - Baths - Active - Automatic success in recruiting
* Forum - Baths - Passive – Protects own's Senator from recruitment
* Forum - Temple of Vesta - Active - Automatic success in influencing Augury

SEX SCANDAL
* Forum - Baths - Active - Automatic success in recruiting
* Forum - Baths - Passive – Protects own's Senator from recruitment

WEDDING
* Forum - Baths - Active - Cannot be played on a Senator that has already received a "Familial Alliance" stratagem from another faction (see next one), whatever the result. Senator faction loyalty ignored
* Forum - Baths - Passive – Protects own's Senator from recruitment

FAMILIAL ALLIANCE
* Forum - Baths - Active - Cannot be played on a Senator that has already received a "Wedding" stratagem from another faction (see previous one), whatever the result – Senator faction loyalty ignored.
* Forum - Baths - Passive – Protects own's Senator from recruitment

GRAFT
* Forum - Basilica - Active - bonus to recruiting at some gold cost
* Forum - Baths - Active - bonus to recruiting at some gold cost
* Forum - Temple of Vesta - Active - bonus to influencing / omens at some gold cost
* Forum - Baths - Passive – Protects own's Senator from recruitment at some gold cost

RELIGIOUS FERVOR
* Forum - Temple of Vesta - Active - bonus to influencing / omens at some gold cost

GLADIATOR
* Forum - Taverna – Free Gladiator Show
* Forum - Taverna - One more extra game, must be Gladiator Show.

CHARRIOT DRIVER
* Forum - Taverna – Free Chariot race
* Forum - Taverna - One more extra game, must be Chariot Race.

SATYRICAL PLAY
* Forum - Taverna – Free Satyrical Play
* Forum - Taverna - One more extra game, must be Satyrical Play.

LOAN CANCELLED
* Forum - Bank - Selected loan removed for free.

POISONNING
* Forum - Baths - Active – eliminate target senator (at some risk)

ASSASSINATION
* Forum - Baths - Active – eliminate target Senator (at some risk)
* Forum - Basilica - Active – eliminate target Eques (at some risk)

DOMUS
INFLUENCE PEDDLING
* Target faction loses stratagem

PROSCRIPTION
* random number of opponents Eques eliminated

EULOGY
* Free gain of Popularity

PARTY COMMITMENT
* No Senator of your faction in the Baths next Forum.

INHERITANCE
* Extra cash

RECALL FROM EXILE
* If Senator in exile, one selected iat random returns to Rome.

ELECTIONS

MOB VIOLENCE
* Violence action at no trial risk.

BREAD DISTRIBUTION
* Free Bread Distribution

BODYGUARDS
* Protects your candidate from threats

TRIAL

GREAT LAWYER
* Any trial where one of your Senators is a designated culprit. Free him for nothing.

JURY CORRUPTION
* Any trial where one of your Senators is a designated culprit. Free him at some gold cost.

SENATE

MURDER OF TRIBUNE
* Hemicycle - Any Time a Tribune is used by another faction. Cancels opponent's Tribune play

POLITICAL MURDER
* Exceptional Proposal Consul for Life / Emperor. Kills enemy faction leader.

VARIOUS AND SPECIALS

ENGINEERING
* Administration Mode - Road Building - Governor only – Reduce cost/time by 50%
* Administration Mode - Land Clearing - Governor only – Reduce cost/time by 50%
* Economic Mode - Infrastructure Building - – Reduce cost/time by 50%
* Military Mode - Siege - Siege resolution tests – Add bonus to siege resolution
* Military Mode - Assaults - Assault resolution tests – Add bonus to resolution test.

SPY
* Land Battles - Tactics Draw – Extra hints on enemy tactics.
* Map Mode - anytime a region non-adjacent to one with your land forces or cities (and containing enemy forces) is selected – Remove fog of war.
* Military Mode - Siege - Siege resolution tests – bonus to siege resolution
* Domus – Advisor – Shows selected opposing faction stratagems (some)

TRAITOR
* Land Battles - Tactics Draw – Know enemy tactics.
* Map Mode - anytime a region non-adjacent to one with your land forces or cities (and containing enemy forces) is selected – Remove fog of war.
* Military Mode - Siege - Siege resolution tests – big bonus to siege resolution
* Domus – Advisor – Shows selected opposing faction stratagems (All) at some cost.

GREAT SPEECH
* Land Battles - Any Time after start AND player's army morale is 50% or less from starting value – Boost units morale.
* Military Mode - Assaults - Any Time after start AND player's army morale is 50% or less from starting value –

Increase success
* Senate - When selecting a proposal from the Agenda to be voted - There must be at least 2 non-aligned Senators in the session. Steal votes from unaligned senators, before they vote.
* Trial resolution – in the trial result window, successful play cancels trial altogether (accused is freed).

ESCAPE
* Military Mode - anytime the Leaders button is selected AND one leader of your nation is prisoner of another nation (not imprisoned by yourself) – Free prisoner.
* Domus – Advisor – Free Senator and send him to Exile.

REVOLT
* Map Mode - Diplomatic or Military – Generate revolt in target region.
* Map Mode - anytime in economic mode, when a site with an infrastructure (mine, quarry, farm, manufacture) belonging to another faction is selected. The building should be already existing. Destroys infrastructure.

REVOLT SUPPRESSED
* Map Mode - Diplomatic or Military – Remove revolt.

TRIBUNE
* Senate - Cancelling the Vote on any proposal (except one of yours)
* Senate - Asking a Vote on one of your proposals (except if you are Consul)
* Senate - anytime after first proposal voted and session is not closed AND player holds a valid Law stratagem
* Senate - anytime after a Law is presented AND player holds a Tribune

EVIL OMENS
* Senate - hampering the Vote on any proposal (except one of yours)
* Senate - canceling the intervention of another player's Tribune for Laws proposals and re-asking vote on an already cancelled / repulsed proposal
* Map Mode - anytime in military mode, when selecting any land unit (that you do not control). Unit stop moving.

GOOD OMENS
* Senate - helping the Vote on any proposal (except one of yours)
* Senate - canceling the intervention of another player's Tribune that is trying to veto a proposal under discussion
* Map Mode - anytime in military mode, when selecting any land unit (that you control) and has been victim of previous Evil Omens . Cancels Evil Omens
* Map Mode - anytime in military mode, when selecting any land unit (that you control). Boost Morale.

FRANCE

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Cycle through normal, command zone and attrition map view (Military mode only)

Displays province governed by player's faction in faction's colors (Administrative mode only)

SHIFT + Enter : Open / Close chat window

CTRL + D: Go to the Domus

CTRL + M: Opens messages window

R: Select Region (when city is selected)

T: Select City (when region is selected)

F1 : Military Mode

F2 : Economic Mode

F3 : Diplomatic Mode

F4 : Administrative Mode

F8 : Quick Load

F7 : Quick Save

Center map on selected region

Map moves upwards

Map moves upwards

Map moves upwards

Map moves rightwards

Cycle down through nations (diplomatic mode only)

Cycle down through nations (diplomatic mode only)

Cycle up through military units of faction (military mode only)

Cycle up through regions (all other modes)

Cycle up through military units of faction (military mode only)

Cycle down through military units of faction (military mode only)

Pause the game / Restart a paused game.

Zoom In

Zoom Out

5th action (as per action panel in current mode)

Decrease game speed (not available in multiplayer games)

Increase game speed (not available in multiplayer games)

3rd action (as per action panel in current mode)

6th action (as per action panel in current mode)

2nd action (as per action panel in current mode)

4th action (as per action panel in current mode)

1st action (as per action panel in current mode)

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