

HEGEMONY ROME

THE RISE of CAESAR



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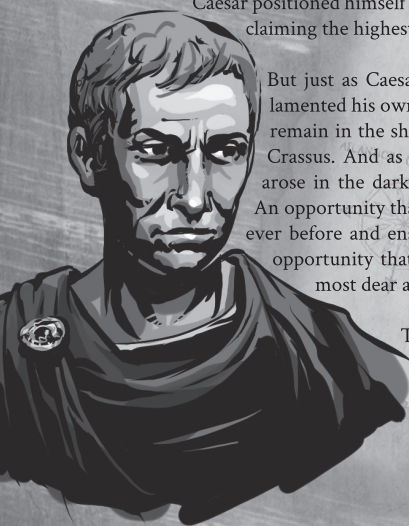
Introduction

The concept of Hegemony arose in the Ancient Greek World as successive powers waxed and waned in their attempts to gain dominion over their neighbours. From the militaristic Spartans to the seafaring Athenians, none could maintain their grasp on power for long. When the meteoric rise of Macedon was cut short by the early death of their unrelenting king, it appeared the age of the Greeks was at an end.

But as the ashes fell over Philip and Alexander's empire, a new power was rising in the west. Inspired by the culture and accomplishments of the Greeks, the Roman Republic was quickly gaining territory and influence around the Mediterranean.

As the centuries passed, the Republic faced challenges both internally and abroad, but even as its ideals faded, its power continued to grow.

Onto this stage, walked a young commander and politician named Gaius Julius Caesar. Born into a prominent family, Caesar was disinherited at a young age and forced to make his way on his own. Deftly navigating the treacherous waters of Roman politics, Caesar positioned himself alongside the most powerful men in Rome while claiming the highest political office.



But just as Caesar once stood before a statue of Alexander and lamented his own piling accomplishments, he was not content to remain in the shadow of men even as renowned as Pompey and Crassus. And as his consulship came to an end, an opportunity arose in the dark forests and treacherous marshes to the north. An opportunity that would extend the might of Rome further than ever before and ensure a legacy rivalling Alexander's own. But an opportunity that would also take from him everything he held most dear and bring the whole Republic to its knees.

This is the world of Caesar's Rome. A world of feuding politicians, of heroism and deceit, and of legendary leaders. A world whose monumental legacy would leave our own world forever changed. This is the world of Hegemony.



Hegemony Rome: The Rise of Caesar takes you to the plains and forests of ancient Gaul where the proconsul Julius Caesar wages a long lasting war to subjugate the barbarian hordes. Sequel to the critically acclaimed Hegemony Gold, Hegemony Rome will immerse you in the history like no other real time strategy game on the market, forcing you to pay close attention to the changing seasons and rapidly changing military situation.

Unfolding across an epic satellite-accurate map stretching from the Mediterranean coast to the British Isles, Hegemony Rome utilizes the series' trademark zoom to seamlessly take you from a grand strategic view of your empire right down to the battlefield at any time. Explore an immersive new world from the dark forests of Germania across the mighty Rhine to the marshlands of the Seine. A larger scale map tests your tactics with more maneuvering room on the battlefield and visualizes the details of ancient life with garrisons standing guard along the city walls and workers tending their crops in the fields.

Capturing the ingenuity of Caesar and his engineers, all-new construction options and a new wood resource let you build bridges, forts and supply camps at thousands of points across the map. And a significantly expanded upgrade system gives you new options to promote officers, assign governors and construct buildings to specialize your units and cities. Plus, new improvements to Hegemony's celebrated logistics model makes managing your supplies more intuitive and more important than ever.

Hegemony Rome brings the past to life as you manage your armies and manipulate your enemies in a beautifully drawn simulation of 1st century BC warfare. Bring all of Gaul under the rule of the Senate and People of Rome. Or, unite the Gallic tribes in the expanded sandbox mode and end the threat of Roman rule forever.

Getting Started

Game Modes

When starting a new game, you can choose between two primary game modes: campaign and sandbox. The opening chapters of the campaign include tutorials to introduce the mechanics of Hegemony Rome. It's recommended that players complete these first before trying the sandbox.

Campaigns



The campaigns allow you to follow in the footsteps of history's great generals - to fight their battles and face the same strategic decisions they faced. While those familiar with the history may know the eventual outcomes, how you choose to face each obstacle is entirely up to you.

Important historical events are told through cutscenes, in-game dialogue and objectives. Unlike the sandbox, in the campaigns you may face challenges with only a limited set of units or a contained battlefield in order to recreate the events as closely as possible. However, the fluid nature of Hegemony remains - if your armies lose an encounter they will return home allowing you to regroup, adjust your tactics, and attack again.

In The Rise of Caesar, the campaigns follow the story of Julius Caesar's conquest of Gaul from 58-50 BCE. The events are broken down into four chapters focusing on different periods and theatres of war including the invasion of Britannia and the Belgic revolt. It's recommended that you play them in order, but it's not necessary to complete one chapter before starting the next.

Sandbox

The sandbox is a chance to write your own history. Fight across the full map with no restrictions, playing as any faction for control of Gaul.

Choose your enemies and how you want them to fight. Will the Sequani be content to defend their homeland or do they seek their own Gallic hegemony?



The sandbox options allow you to customize almost every aspect of the game, enabling you to tailor the game to fit your playstyle. And if complete conquest is not your aspiration, dynamic objectives provide unique goals and rewards each time you play.

Camera

To navigate the map, pan the camera by holding down the middle mouse button and moving your mouse. You can also pan with W, A, S, D or the arrow keys. “Pushing” your mouse against the edge of the screen will also pan the camera and can be configured in the game options.

To rotate and zoom, hold the alt key and move your mouse. You can also use the Q and E keys to rotate, and the R and F keys to zoom. When using the mouse wheel, the camera will zoom towards the cursor. This is often the quickest way to navigate.

You can centre your view over the current selection at any time by pressing the bottom-left button in the command panel, or by pressing the 1 key on the numpad. When you find this icon in text, clicking it will jump the camera to the target. After jumping the camera, you can use the back and forward buttons on the minimap to move back to your previous location.

Selecting Objects

Left-click to select an object. Any object that can be selected will display a help box in the bottom right corner of the screen when you hover the cursor over it.

Multiple units can be selected by holding down the shift key while selecting additional units or by dragging a box around units with the left mouse button. Only one building or city may be selected at any given time.



Groups can be selected by double-clicking on them. When any member of a group is selected, the entire group will be shown in the Unit Tab at the bottom of the screen, allowing you to easily select other objects in the group.

Similarly, if a building, city, or ship is selected, the units within can be selected by clicking their portraits in the Unit Tab. If a command is issued outside of the container, the unit will automatically exit.

Recruiting Units



To recruit a new unit, left-click to select a friendly camp or city. In the lower right corner of the screen you'll find the command panel. From there you can recruit units such as workers or skirmishers, or construct vehicles like siege engines or warships. What units are available depends on the native faction of the city and the presence of certain buildings like workshops or shipyards.

You must have enough available income to build the unit. If you are running a deficit (your expenses exceed your income), you will not be able to build any units until you repair your economy.

The city a unit is built in becomes its home city and that is where it returns to when defeated. A unit can change its home city as long it belongs to the same native faction.



Regular units also require that a city has recruits available to join the new unit. A new unit can leave as soon as it has recruited at least one member, but it will not receive further reinforcements until it returns to a camp or city with an open supply route back to its home city.

Vehicles such as scorpions and siege towers require wood instead of recruits. Vehicles under construction will use any local wood supply and will also pull from neighbouring camps or cities if necessary.

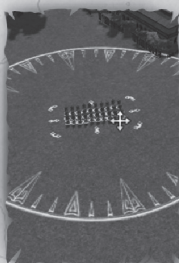
Pausing



The game can be paused at any time by pressing the Space-Bar or by clicking the pause button above the season wheel. The button will flash and turn red to indicate that the game is paused.

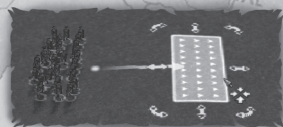
While paused, you can still inspect all of your units and issue orders as you normally would. Some orders, such as recruiting units, will happen immediately, while move, attack and other similar commands will take effect once you unpaue.

Moving Units



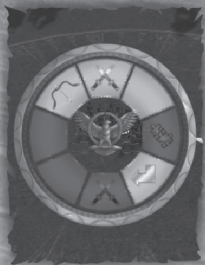
To move a unit, select the unit and right-click where you would like it to move. While a unit is selected, the cursor will change to indicate whether the terrain under the cursor is blocked or not. Impassable terrain is indicated with a red X. Like other strategy games, you can dictate the direction a unit should face by holding down the right mouse button and moving your mouse in the direction the unit should face.

Alternately, you can simply drag a unit with your left mouse button to order it to move. This works on the tactical map and with the unit's miniature on the strategy map.



For greater control over the path your units will take to reach their destination you can hold the shift key when issuing a move order to set a waypoint.

Issuing commands



To issue a command, select an object and right-click on a target. For example, selecting a friendly unit and right-clicking on an enemy will attack it. When there are multiple commands available, a default command is selected. To use a different command on the target, hold the right mouse button down over a target to open the context menu. The context menu can be used to issue any order that targets another object.

Commands that change the state of the selected object can be accessed through the command panel located in the lower right corner of the screen whenever a unit or object is selected. Any command which directly affects the selected object can be found in the command panel.

Note: Each of the nine buttons in the command panel is mapped to a key on the numpad.

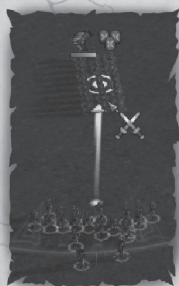
Attacking

With one or more combat units selected, right click on an enemy unit to attack it. Melee units will advance to attack at close quarters, while ranged units will advance to within missile range before firing.

For units that support both melee and ranged attacks, hold the right mouse button down over the target to pick the desired command from the context menu.

When units are sufficiently engaged in melee combat, they will become locked in combat and neither unit will be able to retreat until one or the other has been defeated.

A unit is defeated when all of its members are killed, or its morale is reduced to zero and the remaining members rout. Defeated units return to their home city to recruit new members.



Capturing

Undefended targets such as farms, mines or unwallled camps and cities can be captured using any combat unit by selecting your unit and right-clicking on the target. Workers and slaves may only capture unoccupied resource buildings.

Walled targets must be sieged by moving units into a siege position around the target. Sieges take significantly longer and usually require multiple units to be successful.

An enemy unit will surrender if it routs and is unable to run away, or is attacked while routed. Surrendered units can be killed or captured. Captured units become slaves.



Camps, Cities & Bridges

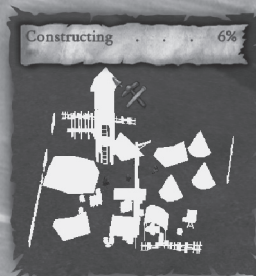
Camps

Camps are temporary military outposts that can be constructed by most combat units at pre-defined locations across the map. To build a camp: select a unit, click the 'Construct Camp' button in the command panel and then right-click on a ghosted camp preview on the map.

Similar to cities, camps have different stats depending on their location. Larger camps will be more expensive and their preview will be tinted red if you cannot afford it.

Once constructed, camps work much like cities: you can upgrade them with walls or buildings, garrison them with combat units, connect them to other buildings with supply lines, and assign them a governor.

The primary difference is that camps cost gold to maintain and they don't generate recruits so you cannot build units from a camp. However, with the right upgrades, you can construct ships and siege equipment at a camp. Strategically, camps are useful for establishing supply zones to feed combat units through a lengthy battle or siege.



Cities



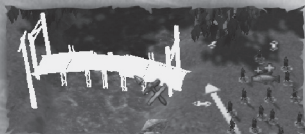
Cities represent the major population centres on the map and are located based on historical references. Cities cannot be created nor destroyed, and do not grow in size. However, cities can be razed to temporarily reduce their productivity.

Cities generate gold in proportion to their size and they are the only source

of recruits in the game, which are necessary to build all non-vehicular units (workers, spearmen, legions, etc).

The units you can recruit in a city are based on its native faction (Roman, Helvetii, Aedui, etc). A city's native faction does not change even if it is captured by an enemy faction.

Bridges



Bridges may be constructed at predefined river sites to allow units and supply lines to cross otherwise uncrossable sections of water. To build a bridge: select a unit, click the 'Construct Building' button in the command panel and then right-click on a ghosted camp preview on the map.

Similar to camps, bridges have different stats depending on their location. Longer bridges will be more expensive and may require special unit skills to construct. Their preview will be tinted red if you cannot build it with the selected unit.

Similar to cities and camps, bridges can be garrisoned with units, fortified with walls and connected to other buildings with supply lines.

Naval supply lines can go through friendly bridges, but cannot move past enemy bridges.

Resource Buildings

Resource buildings are standalone structures on the map that produce wood, food or gold when you move workers or slaves into them and connect them to a camp or city with a supply line. Typical resource buildings include farms, mine and logging camps.

Empty resource buildings can be captured by any regular unit, but occupied buildings can only be captured by combat units. Capturing an occupied resource building takes notably longer, and once completed, half the occupants are killed and all workers are converted to slaves.

Resource production in a building is proportional to the number of workers/slaves inside and may also be dependent on the season. Resources are distributed along uninterrupted supply lines to the nearest city or camp that has space available. If there is no space available, the resources are lost.

Similar to interrupting supply lines, production at all resource buildings stops when enemy combat units are near. Resource buildings can also be raided by enemy units to temporarily reduce their production.

Mines

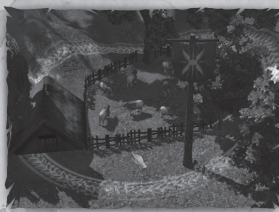
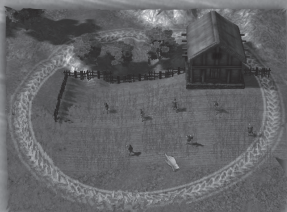
A mine is a type of resource building that uses workers or slaves to produce gold that increases your income. Except for the loss of workers/slaves, mines recover very quickly from raids.

Farms

A farm is a type of resource building that uses workers or slaves to produce food. Food production at farms varies significantly throughout the year, with the majority of food produced during the autumn harvest. Grain farms require more manpower than livestock farms, but can recover quicker from raiding.

Cattle Farm

A cattle farm is a type of resource building that uses workers or slaves to produce food. Cattle farms produce food at an even rate throughout the year and require less manpower than farming crops. However, cattle require much longer to mature making them slow to recover after raids.

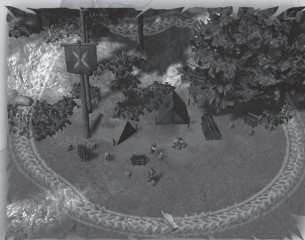


Fisheries

A fishery is a type of resource building that uses workers or slaves to produce food. Fisheries produce food consistently throughout the year and, with the exception of their workers, can recover very quickly from raids.

Logging Camps

A logging camp is a type of resource building that uses workers or slaves to produce wood. Wood production is not affected by the seasons and remains constant throughout the year.



Resources

Resources are materials that are produced and consumed in order to operate and grow your empire. Most resources, such as gold and food, are produced in resource buildings, like farms and mines, using workers or slaves. Recruits generate automatically in cities. Most resources accumulate and can be stored in camps or cities before being consumed locally. The exception is gold, which is accessible globally and tracked as ongoing income vs expenses. Any net income or deficit will not accumulate.

All resources are transported automatically between camps, cities and resource buildings via supply lines. Combat units may also carry food with them to supply them in the field.

Gold

Gold is used as the generic currency for all factions and is tracked as either ongoing income such as taxes and mine production, and ongoing expenses such as salaries and maintenance.

Your faction's net income (income minus expenses) is displayed at the top of the screen. A positive value designates a surplus which you are able to spend, and a negative value means that you are spending more than you can afford.

Unlike other resources, a continued surplus or deficit does not accumulate, but your empire's morale, infrastructure, and diplomatic relations will suffer if you cannot meet your financial obligations.

Income is earned as taxes from cities, or by putting workers or slaves into mines, and connecting them to your cities with supply lines. You can also earn income by completing certain objectives or as tribute when offering a truce to a much weaker faction.

Gold is used to pay for diplomacy, unit salaries, and to maintain camps, bridges and upgrade buildings.



Food



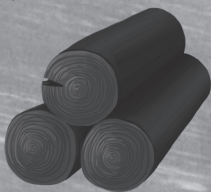
Food is produced by farms and used to feed your combat units. Without food, units will lose morale and will be unable to fight, defend the walls, or put down rebellions. When a farm produces food it is automatically moved

along your supply lines to the closest camp or city that has space available to store it. Units will automatically consume food when inside a camp or city, or while within the yellow resupply radius that surrounds it. If there is insufficient food locally to feed all of your units, the city will automatically try to move food along unblocked supply lines.

All combat units can carry a few week's worth of food to supply them when they are out in the field. Units will automatically try to pick up food when they leave a city's supply range. How much food a unit can carry and how quickly it is consumed depends on the unit's stance, their officers and any assigned general.

You can see where your units and cities are moving food in the trade tab. In the tab, you can also tell a city to stockpile extra food to help it survive a siege in case its supply lines are cut.

Wood



Wood is a consumable resource produced by logging camps and used to construct ships, siege equipment and upgrades to camps, bridges or cities.

Wood can be stored in camps or cities and transported via supply lines, but it cannot be carried by units. Wood is the most difficult resource to transport long distances and therefore incurs the highest supply line penalties.

You can see where your wood is moving and how it consumed in a building's trade tab. In the tab you can also set the building's stockpile level which causes it to automatically move wood from nearby buildings that have an excess supply.

Recruits

Recruits are a consumable resource that represent the men available in a city to build new workers and combat units or to replace units lost in the field. Vehicles such as siege engines, ships and scorpions use wood instead of recruits.

Recruits are automatically generated in cities at a rate proportional to the size of the city. If a city has its maximum number of recruits it will not generate more until some of the recruits are used.

When a unit is disbanded in a city of its native faction, its men will join that city's recruitment pool, but those in excess of the city's maximum will be lost. When a unit routs, some of its surviving men might make it home to be added to the home city's recruits.

When building a new unit it will begin to draw recruits from what is available and it must have at least one man in order to leave the city. Units will stop recruiting while they are in the field. If a partially complete unit is moved into a different camp or city than its home, it can still recruit members as long as there is an unbroken series of supply lines back to their home city. Recruiting away from home is much slower than when in their home city.

If too many units are drawing recruits from a given city, you can change the home city of any unit to any other city belonging to the same native faction. To change the home city, select the unit and then hold the right mouse button down over the new city and select Change Home City from the context wheel. You can also change the unit's home city using the asset list.

When you capture a city it receives a one-time infusion of fresh recruits. Some objectives may also award recruits when they are completed.

Note: Recruits regenerate very slowly. Don't throw units into fights they can't win or you may quickly run out of recruits for your army.

Morale

Morale is a measure of how content a unit or city is with your leadership as well as its willingness to follow your orders. It is just as important to maintain morale as it is to improve other stats - most battles and sieges end when morale runs out rather than when one side is destroyed.

High morale, 100% or greater, means your units or cities are operating to the best of their abilities. As morale drops due to increased hostility, enemy actions, or a lack of resources, the targets performance will diminish. If morale reaches zero, the unit or city may refuse your commands and may rout or surrender.

For more information on what influences morale, see the relevant sections below.

Unit Morale

Morale determines how long a unit will fight before they drop their weapons and rout. Units with no morale cannot be ordered into combat.

Unit morale is influenced by many factors, including:

- Running out of food.
- Killing a member of an enemy unit, or having a member of their unit killed.

- Being flanked in combat.
- Insufficient pay because their faction's expenses exceed their income.
- Stances, generals and officers.
- Hostility between the unit's native and controlling factions.
- A unit's morale will recover automatically if they are moved into a city or camp, or when the cause of the morale loss is fixed.

Routing

When a unit routs, it will immediately begin to reform back in its home city. Any surviving soldiers will attempt to run to the nearest friendly camp or city. If any succeed in escaping, they will rejoin their city's recruit pool, allowing the unit to recover faster.

If the unit is surrounded and unable to run, or is caught in pursuit, it will surrender and may be executed or captured as slaves. If surrendered units are left unguarded, they may eventually escape and return to their home city.

If the unit is homeless (its home city is under enemy control) when it routs, the unit will be disbanded permanently, any experience it has gained will be lost.

City Morale

A city's morale affects how much income they generate in taxes and how quickly they replace their recruits. It also determines how long they last in a siege and whether they rebel when captured by another faction.

The factors that influence a city's morale include:

- Hostility between the native and captor faction.
- The presence of a properly supplied garrison.
- Generals, stances and buildings.
- Hostages taken by the captor faction.
- Enemy units attacking the city.

A city's morale starts at 100% but may be lowered by the combined influence of the factors listed above. Morale will change slowly allowing you time to fix the situation. If morale does drop to zero, then the city will either surrender to the attacking units or rebel and rejoin its native faction.

Supply Lines

Supply lines allow for the transport of resources between camps, cities, bridges, and resource buildings such as farms and mines.

To create a supply line, left-click to select a city or building. The cursor will change to

the traditional symbol of commerce, the caduceus. Right-click on the city or building you wish to connect it to. When both land and water routes are available, hold-down the right mouse button to select which kind you wish to create from the context wheel. If no path between the targets can be found, then the supply line will be destroyed.

If a supply line is too long, a certain percentage of the resources that move along it will be lost due to spoilage, theft and corruption. The amount lost varies by resource type and is displayed in the supply line's tooltip or in the trade tab. Since long distance shipping is much easier by sea, maritime supply lines have significantly lower losses for the same distance as land routes. Resources always move along the route with the least losses.



A supply line is blocked whenever an enemy unit crosses it. Resources cannot move through a blocked line until after the enemy has left. Maritime supply lines are also blocked during the winter season due to rough weather. If the building on either end of the supply line is captured, the supply line is lost.



On the tactical map, Ox carts represent the movement of resources on overland supply lines while merchant ships represent the movement of resources over water supply lines. Supply units cannot be given orders, but they can be attacked by enemy factions.

Factions

Factions represent the various tribes, kingdoms and empires that occupied Gaul and the surrounding territories during the first century BCE. Liberties have been taken to consolidate the vast number of tribes into a reasonable number of independent factions that represent the major powers of the time. Due to changing allegiances, the composition and availability of a faction may change depending on the scenario you are playing.



Each faction is a member of a larger faction group e.g. Rome, Gaul, Briton, etc. The faction group determines what units, officers and buildings are available for each faction.

Each faction operates as an independent entity and manages resources, buildings and units on their own. With the exception of the player's faction, all other factions are



controlled by the computer. You can check on the status of any active factions in the graphs window.

Diplomacy takes place between factions and is based on the mutual hostility and intimidation felt between the two groups.

Camps, bridges and resource buildings have a single controlling faction that is determined by the controlling faction of the unit that built or captured them. Cities and units have both a native and a controlling faction. The native faction represents the tribe who live in a city and provide the recruits for units built there. When another faction captures the city, they become the controlling faction but the native faction remains the same. The morale of a city and its units is based on the hostility between the native and controlling factions.

When starting with a single city in the sandbox, other native cities of your faction will be controlled by an independent variation of your faction e.g. "the Free Nervii". This faction allows the cities to operate and defend themselves, but they have limited ambitions and you cannot enter into diplomatic relations with them.

Objectives

Objectives are missions that you can complete to receive a reward. In the campaign, the objectives are designed to introduce gameplay mechanics and to recreate the events of a particular military campaign such as Julius Caesar's expedition to Britannia. In the sandbox, objectives are randomly generated based on the settings you choose. Not all gameplay modes have objectives.

Common objective types include: capturing cities, defeating certain units, gathering resources, raiding farms, etc. Common rewards include: gold, special units, generals, experience, etc. In cases where the reward is a resource, it is divided up equally between all of your cities or units that can receive it. In the campaigns it is common to have the completion of one objective unlock a new objective.

All objectives are designed so that it is impossible to fail them completely. Even if your units are defeated you can always recruit new units and try again.

A small subset of objectives are flagged as hegemony objectives, and completing these will win the scenario. Hegemony objectives are marked with the Roman eagle in the objective log.

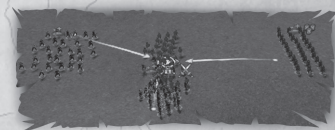
To see your objectives, press the 'L' key or use the link on the right side of the screen. Checking the box next to any objective in the log will add it to the tracker on the right side of the screen. Note: The tracker is for convenience. An objective will be completed whether or not it is being tracked.

Combat Tactics

Charging

When units run into combat they build up a charging bonus that may inflict extra damage at the moment of impact. The amount of the bonus is based on the unit's charging strength and speed as well as the blocking strength of the enemy.

Flanking



Units that are being attacked from opposite sides receive a flanking penalty that continually drains morale as long as the unit is surrounded. The unit's morale decreases faster if it is flanked on more sides by more units.

To capture units when they rout, try to position a unit in their flanks. You will have a better chance of getting them to surrender if they haven't engaged the enemy when they rout.

Garrisons

When you move combat units into a camp, city or bridge they become part of the garrison. If the building is fortified with walls, the garrison will reduce the damage inflicted during a siege and provide offensive javelin fire against nearby enemies. The garrison can also play an important role in maintaining morale and preventing rebellions in captured enemy cities.

All combat units serve equally well in the garrison whether they are cavalry, skirmishers, allies or native units. Only the size of the unit is important. Generals, warships and siege engines do not count towards the garrison.

When a building is under siege, members of the garrison will slowly be killed by the

attackers. Which unit killed is chosen at random. When a missile units like archers or scorpions attack a fortified target, they only damage the garrison and not the fortifications themselves.

Each fort and city has a garrison capacity, which is the maximum number of troops that will be effective in defence. Troop numbers greater than the garrison capacity have no additional effect on defence.

All units inside a building, including those that are part of the garrison, consume less food than those in the field. Important: If a building runs out of food, the garrison no longer has any effect on defence, catapult fire, or in preventing rebellions.

Siegecraft

To capture a camp, city or bridge that has been fortified with walls, you will need to conduct a siege. There are multiple components to conducting a siege including the assault, supporting fire and the blockade. A siege can be won either by reducing the target's defences or the target's morale to zero.

Assaulting the Walls

To reduce the enemy's defences to zero, you will need to directly assault the walls. Select a combat unit and right-click on the target to move them into siege position. When the mouse is over the target you'll see a preview of the available siege positions.

Once in position, the units will begin to damage the target's defences in proportion to their size and any siege bonuses. Some of this damage may be blocked by the city's garrison. The garrison will also take damage and suffer casualties during the assault.

While defending the walls, the enemy's garrison will also be throwing javelins to attack the besieging army. To protect your army, you can build siege towers and move them into positions in front of your troops. Note: Siege towers only protect your units, they do not damage the walls themselves.

Supporting Fire

In addition to directly assaulting walls, ranged units can be directed to fire at the target. Javelineers, archers, and even scorpions are not strong enough to damage walls, but they are very effective at shooting the garrison guarding them. Ranged units do not need to be in a specific siege position to attack the target.

Since they do not damage the walls, ranged fire cannot reduce the target's defences. However, they can be used to weaken the defending garrison before or during an assault, and their attacks will have a negative effect on a city's morale which may be sufficient to force a surrender.

Blockade

The difficulty of a siege is often determined by the strength of the target's garrison. However, a garrison is only effective if it is properly supplied and you can prevent food and new recruits from reaching the garrison by blockading incoming supply lines. To block a supply line, simply move a combat unit anywhere along its length - it does not have to be near the target. If the target has water access, you may also need to block any maritime supply lines using warships or wait until winter when it is too rough to sail.

Surrender

When sieging a city, you can also win by reducing its morale to zero and forcing it to surrender. This may be easier than destroying its defences, particularly if the city already has low morale due to faction hostility. Each unit of yours that is attacking the city will lower the target's morale, as will starving its garrison. Finding and defeating any hostages that have been taken from the city will also significantly reduce morale.

Seasons

A year in Hegemony is broken into four seasons. In sandbox games, each season is about 15 minutes of unpaused gameplay, while in the campaign, seasons will change according to historical events. Longer shadows and darker, bluish evening light indicate the end of each season.

There are numerous visual cues to tell the current season, including bare trees in the winter, coloured leaves and ripe yellow crops in the autumn, and flowering fruit trees in the spring. You can also tell the current season using the season wheel at the top of the screen.

Many aspects of the game change according to the current season. In winter, open water becomes too dangerous to sail halting maritime supply lines and damaging ships. While food production at crop farms varies significantly throughout the year, peaking during the autumn harvest and dwindling during the winter.

Some areas of the map will also become inaccessible during certain seasons. For example, the passes through the Alps are generally impassable during the winter, while the marshes in the north are only accessible during the dry summer months.

Generals

Generals represent historical leaders (Gallic Chieftains, Roman Generals, etc) and can be assigned to lead combat units or to command camps/cities. Each general has one or more fixed attributes that get applied to the target of their command when they are leading. Generals act similar to officers or building upgrades except that you can reassign them to where they are most needed.

Generals are not created like other units and do not cost gold, consume food, or use recruits. They are either promoted from officers or awarded by completing objectives. However, generals do still have a home city and will return there if defeated.

To assign a general to lead a combat unit, left-click to select the general and then right-click on the unit you wish them to lead. Once merged they will act as a single unit. You can detach the general in the upgrades tab.

To assign a general as governor of a camp or city, move them into the city, select them in the unit tab and click the 'Appoint Governor' button in the command panel. Governors can also be removed in the upgrades tab.

Upgrades

Upgrades allow you to improve and specialize your units, camps and cities. Each object has a limited number of upgrade slots which can be viewed and modified in the upgrades tab or the upgrades window.

Similar to generals, upgrades have fixed attributes that are applied to their parent object. Upgrades cannot be transferred between objects, but they can be dismantled or removed. What upgrades are available for a given object is based on its native faction. Some upgrades have prerequisites that must be created first before they are unlocked. When purchased, these upgrades will replace their prerequisite in the same slot. Only one upgrade of each type is allowed for each object.

Officers

In the case of combat units, upgrades take the form of officers that can be promoted by spending the unit's experience points. Unlike generals, officers do not appear on the tactical map and they cannot be detached from the unit.

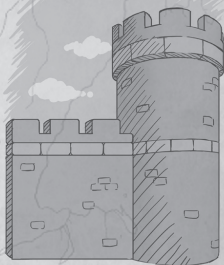
Units gain experience points for defeating enemies and as a reward for completing certain objectives. In the case of combat, experience is split between any units involved in the fight. For objective rewards, the experience is split across all units belonging to your faction.

Most classes of officer have four ranks that must be promoted in order. Once an officer has reached the highest rank, you have the option of spending further points to convert the officer to a general who behaves like any other general and can either remain attached to the unit or be separated and assigned a different command.

Some officer types, such as those who increase the size of the unit, require an ongoing salary that is added to the cost of the unit.



Buildings



Upgrades for cities, camps and bridges are called buildings and are constructed with wood. Most buildings also have an ongoing maintenance cost that is added to your faction's expenses.

Buildings take time to construct and will consume wood as construction progresses. As with other resources, buildings will attempt to draw wood from other cities along your supply lines if there is not enough locally. If you decide you need to use your wood for something else, you can pause building construction in the upgrade tab or upgrade window.

Camps, cities and bridges have a dedicated upgrade slot for walls and only wall upgrades can use this slot.

Stances



Stances provide a way to temporarily specialize your camps, forts or units in a given task. Stances differ from other ways of customizing your empire, such as upgrades and generals, in that they can be changed at any time and they always have a trade-off. For example, putting your unit in a battle line stance gives it added protection against charges, but they also move slower and have a shorter view range.

In addition to affecting your unit's stats, stances also control a unit's formation in the field and sometimes their behaviour in combat. For example, units in a skirmish stance will attempt to surround their target while those in a battle line will try to hold formation.

Diplomacy

The diplomacy system allows you to negotiate different levels of cooperation between your faction and any of those controlled by the computer. Diplomacy is managed through the diplomacy window which can be opened using the button at the top of the screen and to the right of the compass.

By default, all factions are considered to be 'At War'. This doesn't necessarily mean they are actively engaged in conflict, but only indicates that no agreements have been made to prevent either faction from attacking the other. Note: In the campaign some factions may start in alternate diplomatic states to reflect the time period.

When you select a faction in the diplomacy window, a row of buttons will appear on the left side indicating alternate diplomatic states you can select. The cost and availability of these states is dependant on the hostility and intimidation between the factions. Greater hostility will increase the cost, while greater intimidation (they are frightened of you), will decrease the cost. In some situations, the other faction may be willing to give you gold in order to broker a diplomatic option such as a Truce. Some states require lower hostility and no amount of gold is sufficient to secure that faction's cooperation. See the sections on Hostility and Intimidation for more information.

Hostility

Hostility is a measure of the inherent distrust and animosity that exists between any two factions in the game. It is used both to determine the availability and cost of various diplomatic agreements as well as the morale of captured cities and allied units.

Intimidation

Intimidation is a measure of how much one faction is influenced by the other's size and military strength. Intimidation is used to reduce the cost of diplomatic agreements and allied units.

Requisitions

Certain diplomatic states such as an 'Alliance' grant you the ability to requisition an ally's assets to use for your own war effort. For example, if your own cities are low on recruits, you can requisition an ally's city and recruit allied units from there for your army. Requisitioned assets work just like those you build or capture yourself, except that you cannot dismantle them e.g. you can't tear down the walls or fire an officer. The cost to requisition an asset is based on the hostility and intimidation between your factions. Making a requisition will increase hostility between your factions, which will be reduced again when the requisition is released.

Hostages



Hostages can be "recruited" in captured enemy cities and provide a less expensive method of preventing rebellions than paying garrison troops.

When moved away and properly supplied, hostages will decrease unrest back in their home cities. Like other non-combat units, hostages will rout very quickly when attacked and they will surrender if caught. Surrendered hostages may either be executed or released.

When a hostage is killed, routed or executed, hostility will increase between their native faction and the faction that recruited them.

Unlike most units, hostages do not recruit new units when members are killed, and they do not reform in their home city when defeated.



Controls

Camera Controls	
Zoom/Rotate	Alt + mouse or Q, E, F, R
Pan	Middle-click + mouse or W, A, S, D
Face North	N
Zoom Out to Kingdom	Z
Camera History Back	Backspace
Camera History Forward	Ctrl + Backspace
Unit Commands	
Grab/Primary Selection	Left-click
Primary Selection Toggle	Shift + left-click
Secondary Selection	Left-double-click
Secondary Selection Toggle	Shift + left-double-click
Issue Order	Right-click
Issue Waypoint Order	Shift + right-click
Sprint	Double-right-click
Command Panel	Numpad keys 1-9
Quick-Select	Number keys 1-0
Assign Quick-Selection	Shift + number key
Jump to Quick-Selection	Double-tap number key
Minimap Jump	Left-click
Minimap Insta-Jump	Double-left-click
Global Commands	
Pause	Space
Quick-Save	F5
Toggle Unit Tab	U
Toggle Upgrade Tab	G
Toggle Trade Tab	T
Next Supply News	X

Next Combat News	C
Next Enemy News	V
Open Manual (Context-Sensitive Help)	F1
Open Objective Log	L
Open Skills Dialog	K
Open Diplomacy Dialog	M
Open Assets Dialog	I

For more controls, see the Gameplay/Controls menu in the in-game options.

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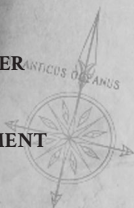
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