

EUROPA UNIVERSALIS

# ROME

SPQR

## GOLD



## MANUAL

# ROME

SPQR

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# INTRODUCTION

*Europa Universalis: Rome is a grand strategy game set in the ancient Mediterranean Sea and the nearby areas of Europe, Africa and the Near East during the three centuries before Christ (278 BC or BCE to 25 BC). It seeks to represent the economic, military, political and diplomatic aspects of the ancient Mediterranean world in a realistic way. When you perform an action, you should have a realistic and understandable result – a reaction or benefit that makes sense in context.*

*The game begins in 278 BC (or BCE), just after the Third Treaty of Friendship between Rome and Carthage, which in our history was soon to dissolve into the First Punic War. Rome is at war with Tarentum (Magna Graecia) and its ally, Epirus, whose king, Pyrrhus, had just won yet another costly victory. The fact that the Romans had broken the back of this Greek army, despite successive defeats, proved Rome's staying power and largely established its independence. Rome had "arrived."*

*The game's Producer, Johan Andersson, has said he chose to start the game at this particular point because nothing had yet guaranteed that Rome would come to control the Mediterranean world. From this point in time, any one of the five powers – Rome, Macedonia, the Seleucid Empire, Egypt and Carthage – had the potential to be as successful as Rome ultimately proved to be.*

*It is this wide potential open to so many countries that sets up this game to be incredibly fun. You have the opportunity to take the reins of any country in the Mediterranean world, and explore "what-if" scenarios to your heart's content. Europa Universalis: Rome provides a complex and flexible yet context-sensitive and historical environment for you to explore and experiment with.*

*You may pick any time in those three centuries as the starting point of your game. The setup, at that time, will be historically accurate. But from that point on, you will at least partially determine the course of events. Other countries will react to your actions in an understandable manner. Your game will begin to diverge from history in a realistic way that is nevertheless uniquely yours. This is a game about what might have been!*

*An added touch of flavor concentrates on simulating the interactions between the game's many Characters, how these individuals had a huge impact on the politics and warfare of the period, and how this all affected each country's history.*

*The game comes to a close in 25 BC (or BCE) just as, in our history, the Roman Republic collapsed, and the Senate began to defer to a series of Emperors. Although Rome was not yet quite at the height of its power, its boundaries had begun to take on a familiar form, controlling most of the rim of the Mediterranean, as well as France, parts of Germany, and so forth. The game's aspects of diplomacy and international warfare would at that point be largely eclipsed by more domestic considerations, and with the fall of the Republic, politics within the Empire changed. It is a good ending point for a game such as this.*

*Gamers who are used to the majority of real-time strategy games may notice that Europa Universalis: Rome is a more serious depiction than more typical games of the genre. That's not to say it can't be just as fun, or even more so! Those who have a background in the older strategy boardgames that every "gamer" used before computers will feel right at home with many of the elements of Europa Universalis: Rome. But they will also notice a widespread array of comfortable advancements made possible by the computer format, many of them informational in nature, not to mention the impressive graphics.*

## PARADOX AND OTHER EUROPA UNIVERSALIS GAMES

*That said, once you've got a feel for Europa Universalis: Rome, perhaps you will want to have the same sort of experience in other times or places. Fortunately, Paradox Interactive has already produced similar award-winning games to cover most of history's time periods, and is always busy producing the next generation of sequels and entirely new games. Make sure to check out our website at <http://www.paradoxplaza.com> for more information on past and upcoming games.*

## A NOTE ABOUT THE MANUAL

*When possible, or important, I will capitalize important game terms, such as "Stability." But this practice can get quickly out of hand, so this practice will not be consistent. Generally, if it will not cause confusion, the terms are capitalized. By seeing these terms highlighted by the extra capitalization, it's my hope that you will quickly begin to recognize the terms which are of foremost importance to Europa Universalis: Rome, which will help you to understand the game better, and assist you in finding what you're looking for in the Index.*

*I have cross-indexed as much information as I can. When a player is deep into gameplay and wants to look something up, he won't have time to examine three different parts of the Manual to explore all aspects of a certain rule. Therefore, I have tried to include as much information as possible in each mention of specific aspects.*

*Please note that this Manual will not often give specific figures for modifiers or other values in the game because many of these values may change in future game patches. The Manual is an attempt to explain the game mechanics and how the system works. Players seeking specifics such as exact values for a particular patch should consult the Paradox Forum at <http://forum.paradoxplaza.com>.*

*Lastly, I've already mentioned that this is a complex game, and that things may change as newer versions of the game are produced. The first of these changes may even come with the game box you've purchased.*

*-- Ed Hanks (Rensslaer on the Paradox Forum)*

# STARTING THE GAME

## OVERVIEW

This section will tell you what you need to know to install and launch *Europa Universalis: Rome*, how to navigate the initial startup screens, and how to get started. Please note: You will have to read on to learn how to play the game, and though many players want to just dive in and start playing, this is an enormously complex and detailed game – reading through parts or all of the manual first will serve you well. The Strategy Guide should be available to you in electronic form, and reading that document after this one will help you even more!

## INSTALLING EU ROME

Place the *Europa Universalis: Rome* CD into your CD-ROM drive. If auto-play is enabled, installation will begin immediately. Otherwise, use Windows Explorer to navigate to your CD-ROM drive, and double-click the setup.exe file in the CD's root directory. Follow the on-screen instructions to install the game.

## LAUNCHING EU ROME

When you first launch the game, it will begin to load. Do not be surprised if this process takes a while, even with a fast computer processor. There is a vast amount of data being uploaded and organized for your game. You will know the launch is progressing because every minute or so a new graphic will come up (the hourglass cursor will also be turning). This will happen every time you load the game from the desktop, unless you've played since turning off your computer, which may mean startup will be faster.

## MAIN GAME MENU & OPTIONS



Once you load the game, you will be faced with an introductory graphic and a start menu with various selections. In the lower-left corner of the screen, you will see the game's version number, and a "checksum" (a unique four-letter code which indicates the specific setup and patch status of your game). You can use this checksum to verify that you have correctly installed the game. It's also important for Multi-Player games, as every player must have the same checksum code in order to play against each other.

## START MENU

You will have several options when your game fully loads.

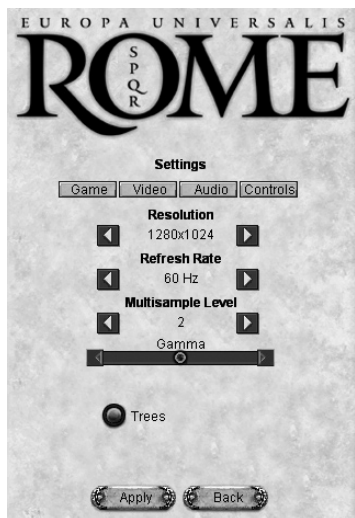
- **Single-Player** – Begin a single-player game, playing as the leader of one of many governments against computer opponents. This is where you would reload saved games.
- **Multi-Player** – Begin or host a multi-player game against human opponents. You can either have opponents ready to play against you, or you can find opponents on the Metaserver (described in more detail in the Multi-Player Section).
- **Tutorial** – Launch a series of "training" scenarios, which will explain in brief the basics of how to play the game.
- **Options** – Make changes to the various settings in the game (see Game Options).



- **Credits** – See the many people who created this game.

## GAME OPTIONS

Click the “Options” button on the Main Game Menu to change any of the game’s default settings. Each button at the top of the interface allows you to adjust a type of option: gameplay, video, audio or controls. After making your changes, click the “Apply” button at the bottom of the menu to save and return to the Main Game Menu. The “Back” button will cancel your changes and return you to the Main Game Menu. Many of these settings, though not Video or Difficulty, can also be changed during play by selecting the “Options” button from the Main Menu Options Interface.



### Game Settings – General settings

- Difficulty changes the overall difficulty of gameplay to make it more or less challenging than normal. Difficulty can only be changed before a game.
- Auto-Save Frequency allows you to set the game to make an automatic savegame every month, every 6 months, every year, every five years, or not at all. When you see the list of saved games, you will also see an “Autosave” and an “Old Autosave,” the two most recent automatic saved games. This can prevent the accidental loss of a game. You can always save manually as well.

### Video Settings – These can only be changed at the beginning of a game

- Resolution allows you to choose the screen resolution that works best for you. The default is determined by your current desktop resolution.
- Refresh Rate adjusts the screen refresh rate from the default value. **WARNING:** An incorrect setting can cause damage to your monitor. Please refer to the manual for your monitor before changing the default screen refresh setting.
- Multisample Level sets the level of multisampling (also referred to as anti-aliasing) used to display graphics in the game. Higher levels will produce a more pleasing visual image, but will also cause a slight reduction in game performance.
- Gamma adjusts the overall contrast level of the game’s graphics. For most systems, the middle position should provide excellent crispness and contrast. Shifting the slider to the left will reduce contrast, and shifting it to the right will increase contrast.
- Trees (on/off) allows you to turn the graphical trees off to avoid overtaxing a system that is close to the minimum game specifications.

**Audio Settings** – The game has a full soundtrack of music as well as many sound effects, many of which help you play the game by informing you of what’s happening

- Master volume adjusts the overall volume of all the game’s sound. It only affects game sounds, and will not affect your computer’s master volume for system sounds.
- Effects adjusts the volume of special sound effects played in the game.
- Music adjusts the volume of the beautiful musical soundtrack which has been specially composed for this game.
- Ambient adjusts the volume of various ambient effects, such as the sounds of battle.

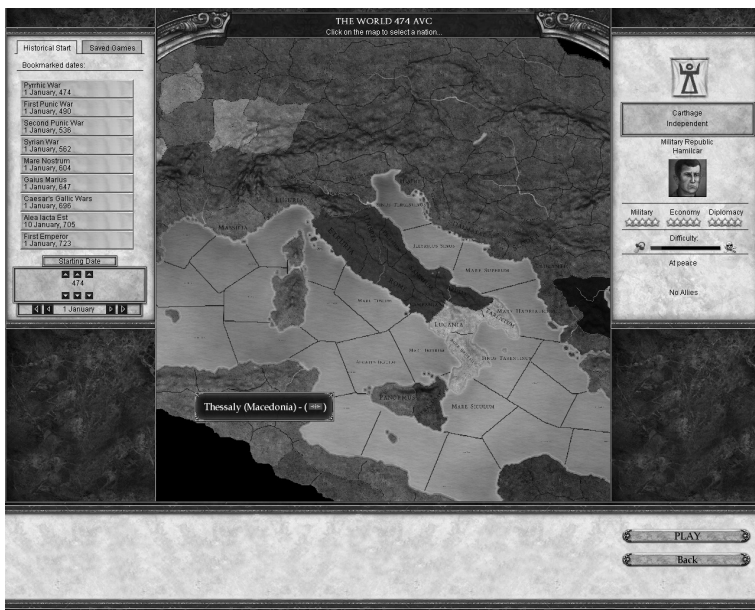
**Controls Settings** – Basic controls that help you to see the map

- Scroll speed adjusts the speed at which the game's Main Map will move when you're scrolling from one end of the map to the other. This can keep your screen movement from being too jerky.
- Zoom speed adjusts the rate at which your mouse's scroll wheel will zoom toward or away from the Main Map.

**Windowed Mode** – This setting is not on the game menus, but you can change to Windowed Mode, if you prefer, by manually editing (using Windows Notepad) the settings.txt file. Simply change the line “windowed = no” to “windowed = yes” and save. Please note that Windowed Mode is not officially supported, and may cause performance loss, visual issues or crashes with some systems.

## TUTORIALS

Click the “Tutorials” button in the Main Game Menu to access *Europa Universalis: Rome*'s series of on-screen tutorials. These are designed to quickly introduce you to the basics of play. Each tutorial has a different subject, whether teaching about domestic management or warfare. Complete mastery of *Europa Universalis: Rome* may take many, many hours of play, so don't be discouraged if you don't catch on right away. This Manual is designed to provide far more depth to your learning experience than the tutorials.



## STARTING A SINGLE-PLAYER GAME

Click on the Single-Player button from the Main Game Menu and you will be taken to the Single-Player Start Screen, where you can choose to start a new game at any point of history or from a specifically bookmarked date, or to load a saved game.

You will see a map of the Roman world. Provinces are bordered with black lines. Existing countries or empires are color-coded and bordered with red lines. Rivers, mountains and other physical features are also marked. You

can look beyond the provided view and examine other parts of the full map by moving your mouse cursor toward the edges of the screen. The map will scroll in that direction.

If you move your mouse over a province, a tooltip (a small informative message) will appear in the bottom-left corner of the map to explain what province it is and what country it belongs to, if any. If you click on the province, you will see information on the country to which that province belongs, displayed in the panel to the right of the map. You will see the country's flag, whether it's independent or a Vassal, what kind of government they have, and who its leader is.

If you hover your mouse cursor over the Ruler's portrait, a tooltip will show (after a slight delay) his or her vital statistics and attributes.

Stars, under the government information, will approximate the current ruler's competence at Military, Economy and Diplomacy skills. A difficulty bar will show about how hard it will be to play that country in that situation; this is separate from the Game Difficulty settings you were shown earlier. Flags of the country's current wartime enemies (above), and allies (below), if any, are shown at the bottom in the right panel. Moving your mouse over each of these flags will show a tooltip explaining which country it represents.

If you have a previously saved game you'd like to reload, you can click the Saved Games tab (the right-hand tab) in the upper left corner of the screen. It will show you a list of all your saved games. It may also show you an Autosave, and an Old Autosave, both of which were created automatically by the game at set times during gameplay if your game settings are set to allow Autosaves. These autosaves should be relatively recent, so they may provide additional options if you want to go back to a recent point in a previous game, but you had not saved at the end or were unable to do so.

To play a saved game, just click on the slot containing the correct date and flag, and your information and home country will be selected. You may reload that saved game by clicking on the "Play" button. However, you are not locked into playing the same country in a saved game. If you wish, you may click on any other country and begin playing as that country at the same date, and with the same uniquely changed world you had previously created while controlling a different country.

If you want to begin an entirely new game, your primary duties are to pick a country to play and a date to start. Different players have different reasons for which one they pick first. You choose your country by clicking on a province in that country. To play a Bookmarked date (one the designers have chosen as some of the more interesting or important historical time periods), click on one of the bookmarks in the upper-left corner of the screen. The map will change to reflect the new country borders which historically existed at that time. Flags at the bottom of the map screen show some of the countries which are especially interesting to play in that timeframe. Click on one of the flags to select that country.



To choose a specific non-bookmarked date – any one you want! – you may calculate your starting date using the calendar in the middle of the panel on the left of the screen. The arrows will allow you to choose a new year (change each digit of the year, up or down), and (below that) even a new month and day if you wish by clicking the sideways arrows. These are limited only by the hard-coded start and end dates of *Europa Universalis: Rome*,



which in Roman style are 474 AUC – 727 AUC, or 278 BCE to 25 BCE in modern format.

Whether you're playing a bookmarked date, the default start date, or a hand-picked start date, you will encounter historical accuracy for that date reflected in the world setups, with rulers, country boundaries, wars, technology, and other factors.

When you've made your selections, you may click on the Play button at the bottom-right of the screen. You can also go back to the Start Menu at any time by hitting the Back button, though you will lose any settings you've selected. You will not be allowed to click the Play button without selecting a country to play.

### **Starting a Multi-Player Game**

To start a multi-player game against human opponents, you will need to click on the appropriate button in the Start Menu, then follow the prompts, and fill in the information required by the Multi-Player Interface that will follow. The details of how to use this interface, as well as everything else related to Multi-Player gaming, are explained in the Multi-Player section, near the end of this Manual.

## **GAME INTERFACE OVERVIEW**

The basic interfaces built into the game are designed to help you manage your country, which can be a complicated task even with a helpful set of interfaces. It might well be impossible without them!

## **GAME SCREEN**

The Game Screen is designed to be as helpful to the player as possible in providing information and a visual representation of what's going on in the game. If the information a player needs is not immediately visible, there is a button to push to get the information you need.

## **MAIN MAP**

The Main Map dominates the screen when you start. Your game will be paused when you start, and you will automatically begin in "Terrain Mode," which shows land, rivers, mountains and deserts in full color. When the game first loads, your screen will be centered on your selected country. To look around, you can move the cursor toward the edge of the screen, and the map will scroll in that direction. You can also use your keyboard arrow keys to move the Main Map.

Please note that, unlike most Paradox games where the entire world is depicted and you can scroll the map all day if you want to, *EU: Rome* depicts only the Mediterranean world and some surrounding territory, so you will run into "edges" to the map if you scroll far enough.

If your mouse has a scroll wheel, you can move it back and forth to zoom in and out of the map. The further back you scroll, the more of the world you can see. At maximum magnification, you can closely examine the detail of the landscape and the soldiers on the map. At lowest magnification, you will see about half of the Main Map.

If a province is selected, it will show as a lighter color than the normal color shown in other provinces of that country. Also, if you have the "Fog of War" option selected (it is active by default), then the nearby provinces (range of 1 from your controlled provinces or from the location of your provinces, armies or navies) will be shown in normal color. Any provinces outside that range (i.e. outside your "view") will be darker than the rest of their provinces as if in fog, and you will not be able to see what military units, if any, are present in those provinces.

Most units or provinces will show an informative tooltip if you hover your mouse over it.

If you hit your keyboard's "Home" key, it will automatically center your Main Map upon your country's capital. The "Backspace" key will have the same effect, and will also reset your camera (see Camera header).

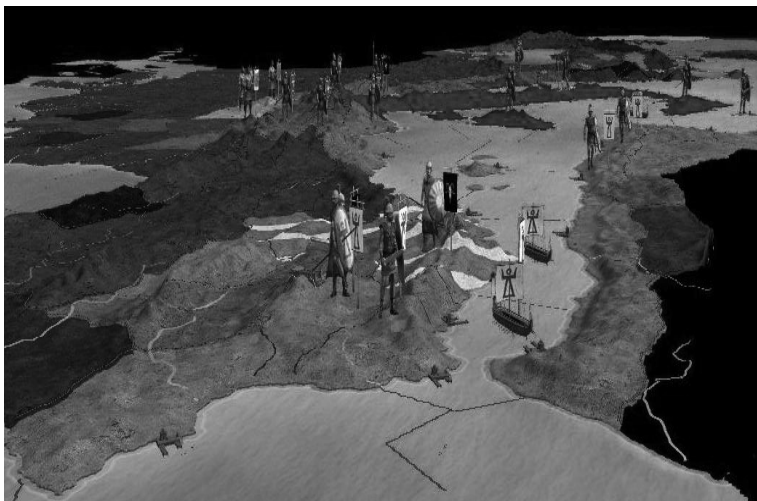
## MOUSE POINTER

Your mouse pointer will appear as a red triangle, detailed with gold decorations at its base.

If you hover your mouse cursor over a province, an animation will appear at the back end of the pointer to indicate whether the province you have selected is friendly or hostile. A green pulsing arrow will appear if your selected unit can move into a province which is friendly (controlled by your own country, or that of an ally). A red pulsing arrow will appear if your selected unit can move into a province which is hostile (your enemy). A red flashing “x” will appear if your selected unit cannot move into that location at all.

## CAMERA & MAP ROTATION

*EU: Rome* is the first Paradox game where you can actually rotate your view and perspective upon the map, and not just scroll it. This is called the Map Camera. Sometimes, you may find it useful or interesting to do so. Hold down your keyboard’s Control (“Ctrl”) button and move the mouse forward or backward to change the angle of rotation, and moving the mouse from side to side will change the direction of the camera’s view.

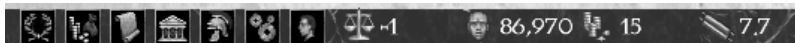


*Peering through the Pillars of Hercules at the Mediterranean world*

The “Backspace” key on your keyboard will reset the camera so that it’s looking at the map from a top-down, and north-south perspective (i.e. north at the top of the screen). It will also return your view to be centered on your capital.

## INFORMATION BAR (TOP BAR)

The Information Bar runs across the top of your screen, above the Main Map. Clicking any one of the seven icons on the left portion of the bar will each bring up the interface that goes with it. The icons represent (each described in more detail later):



- **Nation Overview** – The wreath icon will display general information about your country.
  - **Economy** – The stacks of money icon will display general information about your economy and budget.
  - **Diplomacy** – The parchment scroll icon will open the Diplomacy Interface, showing your relations with other countries and a variety of other types of important information.
  - **Religion** – The temple icon will show information about your country's Religion. You may choose to invoke Omens or make Stability sacrifices by using the Religion Interface.
  - **Military** – The helmet icon will show you information about your country's military units, their Leaders, location and maintenance cost.
  - **Technology & Research** – The disks and wheels icon will show which characters are assigned as Magistrates, Priests, etc., and the status of research into various Technology levels.
  - **Dynasty** – The person icon will show you your Ruler's family tree, and other information about your Ruler, members of his or her Family, and your ruler's Friends and Rivals.
- To the right of those seven icons, there are other symbols.

The number next to the scales graphic shows your country's Stability. If you hover your mouse cursor over the number, it will show how much Gold is necessary to perform a sacrifice and gain the next level of Stability.

The number next to the face graphic shows your Manpower – how many Freemen you have available to produce new cohorts or ships, or to reinforce understrength units which have taken losses from attrition or battle. If you hover your mouse cursor over the number, you will also see your Maximum Manpower, your Base Manpower (based on population), how much reinforcement all of your units require, and the rate at which that reinforcement is taking place.

The number next to the coins graphic shows how much Gold you currently have to spend. Hovering your mouse over this number will also show how much money you are earning or losing each month, and what population is providing your income.

The number next to the scroll graphic shows how many Research Points your country's Citizens are producing, a statistic which is modified by various other things, such as your Civilization Level, various effects from Governors, buildings or province improvements, and National Ideas. Hover your mouse over this number to get a tooltip explaining the factors which go into determining the number.

More information can be found on the right half of the Information Bar.



The “play & pause” icon is the Pause Button (explained in more detail in a few paragraphs).

Next to that is the current Date in the game, listed in AVC, though this is actually AUC, which is a Roman term meaning, “Years Since the Founding.” It's shown as AVC because that's how the Romans wrote their “U.” This dating system is used so you don't have to count backward to know what years are coming up, as you would have to with the BC/BCE system.

To the right of the date, you will see the Pause Indicator. If this is two upright red lines, as it will be at the start of the game, it means you are currently paused. If it is a gold triangle, with or without one or more gold chevrons (pointed arches) above it, that means you are not paused, and the game is advancing gradually in its timeline. The more chevrons, the faster the game time is advancing. The maximum speed shows four chevrons, which can be quite fast on a computer system which is superior to the System Recommendations.

The two “plus” and “minus” signs next to this are the Speed Buttons, which you can use to adjust the speed at which the game will advance to the next day (the speed of gameplay). Clicking the plus, obviously, will increase the speed. The minus will slow it down. This is often more easily done by using the keyboard commands on your computer (the “+” and “-” buttons on your number pad). You can adjust the speed up or down while paused, but be careful because, unless you know you are at the highest or lowest settings, the rate will not be visible until you



un-pause. Remember also that the keyboard commands will repeat if you hold them down, taking you to the minimum or maximum speeds.

The last icon on the Information Bar, on the far right, activates the Outliner, which will be explained in more detail shortly.

## PAUSE



The game will start in a paused condition. This will allow you to set up your government, examine your world, and perform other actions before having to worry about events, characters dying or getting married, wars, etc. While it's often easiest to use the Pause button on your keyboard, the Pause button on the game screen is located at the top-right, just to the left of the Date. It looks like a “play & pause” symbol. Please also note that you can set your message settings to automatically pause your game if a certain type of game event occurs, as you can set preferences for each category of message.

## OUTLINER



The Outliner is a basic information tool you can customize to provide at-your-fingertips status on all the most important things in your empire – troops, building projects, battles, sieges, etc. Turn the Outliner on and off by left-clicking, customize it by right-clicking. It's described in more detail in the Events, Alerts and the Outliner section.

## SPECIAL MENU TOOLBAR

Along the bottom of the screen, below the Main Map, you will see a red bar with your country's name and flag displayed on the far left, and with several icons toward the right side of the screen. This is the Special Menu Toolbar.



The first icon on the right half of the Special Menu Toolbar, which bears the Barbarian “flag,” is the Negotiate With Barbarians icon. If there is a Barbarian Horde present in one of your provinces, you may click on this icon to enter the Negotiate With Barbarians Interface (explained in the Frontiers and Barbarians Section, later in the Manual). If there is no Barbarian Horde currently within your country's borders, then this icon will be inoperative.

The next icon to the right, which looks like a scroll, is the Diplomatic icon (a duplicate of the one in the Information Bar, at the top of the screen), which will activate the Diplomatic Interface, where information about your relations with other countries is shown. This allows you to open the Diplomatic Actions Interface (a second, separate interface), which is explained in more detail in the Diplomacy section of the Manual. With these two interfaces, you may determine what diplomatic actions to take with regard to the country whose province you had selected just prior to clicking the Diplomatic Actions icon. If the province you had selected prior to clicking this icon is one of your own, then you will only be able to perform Diplomatic Actions between your ruler and other characters in your own country.

The next icon on the Special Menu Toolbar, which looks like a hammer, is the Construction Projects icon, which will activate the Construction Projects Interface (explained in more detail in the Provinces section of this Manual). Using this interface, you may choose to build any Buildings or Construction Improvements, if you have the appropriate Technology levels, Inventions, and Gold to build it.

The fourth icon to the right on the Special Menu Toolbar is the Recruit Army icon, which looks like two crossed swords. Clicking this icon will open the Recruit Army Interface, which is described in more detail in the Provinces section of the Manual. You can use this interface to train new cohorts for your land armies, provided you have the appropriate resources available in the province you had selected prior to clicking the icon (i.e. you must have

access to horses to recruit Cavalry), and have enough money to recruit the cohort. If you do not have enough Gold to build a unit, its option will be grayed out. If you do not have the right resources, the cohort simply will not be an option.

The last of the round icons on the Special Menu Toolbar is the Recruit Navy icon, which looks like a ship anchor. Clicking this icon when you have previously selected a coastal province within your country which has access to wood (through local production or trade routes) will open the Recruit Navy Interface, which you can use to build new ships. If those conditions are not met (i.e. if the province is not permitted to construct ships), then this icon will be inoperative.

## HOME & SEARCH BUTTONS



There are two square buttons near the bottom center of the screen on the Special Menu Toolbar. The leftmost button is the Home Button and the rightmost is the Search Button.

The first icon, which looks like a rather modern-looking house, is your “Home” button. If you click this or if you hit your Home button on your keyboard, it will instantly center your view on your capital province. Sometimes, if you have alt-tabbed and the view has wandered while you were gone, you can use this to get back in the right area.

The second icon, showing a magnifying glass and arrow, is the Search Button. If you click on this icon, a Search Interface will appear with a “Possible Provinces” field at the top. To look for a specific province, type the first letters of its name into the field, and as you type, provinces which match will appear below the search field. You may click on a province to have the map re-centered on that province, or you may click “Cancel.”

## LEDGER BUTTON

The first rectangular icon on the Special Menu Toolbar, to the right of the Home and Search buttons, will display the Ledger (the button looks like a scroll with a graph arrow). The Ledger provides detailed charts and figures so you can analyze how your empire is doing relative to others or to provide more in-depth information on many of the things going on inside your empire. The Ledger and each of its pages is described in more detail near the end of this manual.



## MAIN MENU OPTIONS BUTTON

Clicking this rectangular icon, which looks like a graphic of a menu and a checkmark, will open the Main Menu Interface, which you can use to save games, end games or change the game's default settings.



**Save Game** – Allows you to save the game you're playing, either to keep a record (just in case), or to come back to the game later.

**Game Options** – Allows you to change many of the settings described earlier (the ones you can also change from the Start Menu).

**Resign** – Ends your current game and returns you to the Start Menu and allows you to choose a new game, or saved game (remember to save first!).

**Message Settings** – Allows you to customize how you want to be informed of all the little details going on inside the game; you can also set it not to bother you.

**Quit** – Ends the *Europa Universalis: Rome* program, and returns you to your computer's Desktop (remember to save first!).



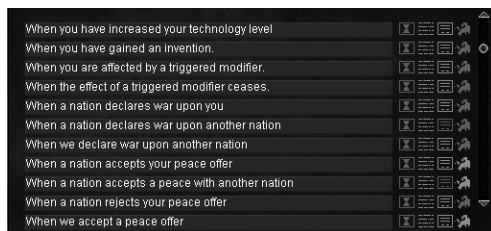
## MESSAGE SETTINGS

*Europa Universalis: Rome* can inform you of most of what's going on in your country and around the world through various interfaces, Event windows, and Alert icons. The Message Settings allow you to customize what information you want to receive and how you want to be informed.

If you ask to be informed of everything from every country, you'll spend more time clicking windows away than playing the game. If you turn everything off, important things will happen without your knowledge, and you'll be unable to make well-informed decisions. A balance must be struck.

To adjust the settings, click on the Message Settings button from the Main Menu Options Interface, which will open a scrollable menu. Every separate possible distinction of message is listed – it may take a while to go through them all, but it's worth it. You don't have to do it all at once. You can attend to some when the issues come up.

There are several categories of events, divided first by whether the event is happening to you or to another country. It's impossible to explain all the divisions – you'll just have to look – but, basically, if you want to know just when someone declares war on you, but when someone declares war on someone else, you click that box. If you want to know when your neighbor allows your enemy Military Access to pass through his country, click those options. Each distinct type of information has a default message setting. You only need to change things if you're unsatisfied with the level of information you're getting, or if you just want to make a comprehensive check to make sure you're getting what you want.



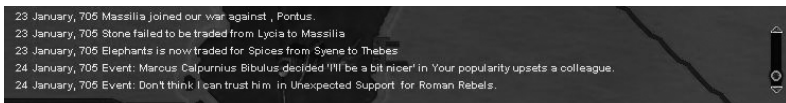
For each individual piece of information, there are five choices – to not be informed, to be informed only by an entry in the History Log (which may get lost in the flow of other information), to have a visual cue displayed on the Main Map (even if selectable, this option either does not work for all issues, or is not very practical – you have to be looking at the place when it happens), to be advised by a pop-up window, or to have a pop-up window which pauses the game (use this for the most important of events, like declarations of war). You may select more than one method

of getting this information (i.e. you may have it entered into the History Log and also ask for a pop-up). Normally, it's very helpful to have all this information in the History Log so you can look back at it by using the scroll bar.

You can also change the settings for certain messages while playing the game. When any piece of information appears, whether in a pop-up window or in the History Log, you may left-click on it. A brief Message Settings window dealing only with that exact type of event will open, and you can select the way you want to be informed of those events in the future.

## HISTORY LOG

The large arrow or triangle to the right, immediately left of the Minimap (the small map of the Mediterranean world), is the History Log Toggle Button. You can use this toggle to activate or make visible the History Log, which will show a running, day-by-day list of all major and minor events throughout the game, depending on your Message Settings. An arrow pointing up allows you to display the History Log, while a down arrow allows you to close it.



The History Log is located at the bottom-left of your Main Screen. It will scroll, displaying a chronological list of the most recent events in the game. You can scroll back using the slide bar at the far right of the History Log to learn what else has happened, up to the point where you began this session of the game. You can also use your mouse scroll wheel if your pointer is over the History Log.

You may customize which items will appear in the History Log by clicking on the Main Menu Options button and choosing Message Settings. Often, these will be things you want to know about, but which do not rise to the importance of needing a pop-up or a pause to the game.

Left-clicking on an entry in the History Log will take you to the location where that event occurred.

## MINIMAP



The Minimap shows you what portion of the whole game map is being displayed on your Main Map at that very moment. As you zoom in or out, the Minimap will indicate your changing "field of vision." It will also move as you scroll across the map screen, looking for units or provinces, and will adjust accordingly if you're looking at the map from an angle by using the map rotation. Because of the view perspective and/or the curvature of the Earth, you will rarely see the "field of vision" represented

as a square – it is much more likely to be a trapezoid or trapezium. You can click at any location on the Minimap to re-center the Main Map screen on that point.

# MAPMODE TOOLBAR

Located in the lower-right corner of the screen, to the right of the Minimap, is the Mapmode Toolbar, which allows you to switch between the five Mapmodes.

## MAP MODES

By using the Mapmode buttons in the Mapmode Toolbar, you can switch between different representations of the Main Map. Most Mapmodes show the same basic information in different ways. For instance, you can still see the province borders, rivers and so on in each Mapmode. However, specific information about the terrain of each province (mountains, deserts, etc.) is only available in the Terrain Mapmode.



### TERRAIN MAPMODE

The primary purpose of the Terrain Mapmode (the mountain icon) is to show the physical barriers to movement. It's also the most attractive Mapmode, showing trees, plains, deserts, mountains and rivers. Terrain is important because some terrain (rivers, mountains, etc.) will provide modifiers in combat, though generally in favor of the defender. See the Land Combat section for more information on these modifiers.

### POLITICAL MAPMODE

The Political Mapmode (the red & gold banner icon) shows each country in a different color so you can tell them apart more easily. In other mapmodes, countries are only indicated by their red borders. During wars, colored crosshatches show which provinces are owned by one country, but controlled (temporarily conquered) by another.

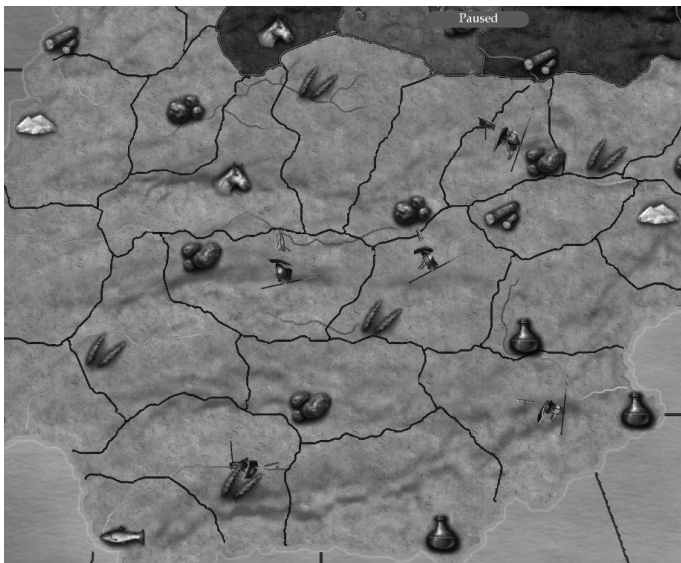
### RELIGIOUS MAPMODE

The Religious Mapmode (the temple icon) shows each province's religion. Provinces with a different religion than the State Religion will be shown with the colors of both religions in a crosshatch pattern. Each religion is displayed in a different color. This is important because if you conquer or colonize a province with a different religion, you will not collect as much tax from that province. You may also have increased Revolt Risk, which could cause a rebellion.

### TRADE MAPMODE

In the Trade Mapmode (the scales icon), provinces have their trade goods displayed in icon form. They are also color-coded to show whether or not they have open trade routes. Provinces which are blue or (cyan) are provinces in other countries which have open Trade Routes (i.e. which you might be able to trade with). Provinces which are light green are your own provinces which have available Trade Routes. Provinces turn dark green when all their Trade Routes are assigned. Uncivilized provinces are gray. This mapmode is important if your country needs a certain product, and you need to find where that product is produced so you can either open trade routes or try to conquer it.





*The Trade Mapmode*

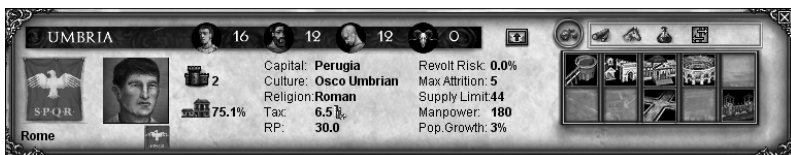
## DIPLOMATIC MAPMODE

The Diplomatic Mapmode (the scroll icon) graphically shows wars, alliance systems, and other relationships between countries. If you click on any country, that country will be shown in green as will any allies if it's at war. Any enemies with which it's at war will be shown in red. Allies of the selected country's provinces will be shown in a greenish-blue color, unless they are part of a war alongside the selected country. If the selected country claims another country's province as a Core (see the Diplomacy section), or if it has a Casus Belli on another country (an excuse to declare war), the target country will be shown with green hatchmarks or alternating bands of green and gray. Dark green provinces are the selected country's Vassals who are paying Tribute.

## MAIN INTERFACES

### PROVINCE INTERFACE

If you click on any owned province, the Province Interface will appear in the bottom-left corner of your screen, just above the Special Menu Toolbar. The flag of the province's owner will be displayed just below the name of the province.



The province's population will be displayed to the right of the province name, along the top, showing the number of Citizens, Freeman, and Slaves, and the Barbarian Power Rating. Provinces which are not yet civilized will only show the Barbarian Power Rating (see the header on the Barbarian Province Interface).

Underneath the Population figures is a picture of that province's assigned Governor. If no Governor has been assigned, you will see a question mark in this box. If you hover your mouse cursor over the portrait of an assigned Governor, you can see his statistics and attributes. Any flags which may appear under the Governor's portrait indicate that country or countries consider this province to be one of their Core provinces (i.e. part of their rightful territory). A tooltip will show which country each flag represents.

To the right, the province's Fortification Level (how strong its city walls are) is listed next to a castle graphic. Your Civilization Level, which basically shows what percentage of maximum achievable civilization you've achieved, is displayed next to a graphic of houses. A tooltip shows how the Civilization Level affects the province, and how rapidly the level is changing.

The column to the right of these graphics show the province's capital city, to what Culture the population belongs, and to what religion the population belongs. Under that, you will see the amount of yearly tax produced by the slaves of this province (you can hover your cursor over this figure to see a tooltip which breaks down the values and modifiers affecting this figure), and the amount of Research Points produced by the citizens of the province. Naturally, you can divide this figure by 12 to get an idea of how much this province contributes to your country's monthly revenue, shown in the Economy Interface.

The next column shows the province's Revolt Risk, its likelihood of revolting each month. You can see how this figure is calculated if you hover your mouse over the Revolt Risk number. The Maximum Attrition is how much attrition a military land unit can suffer while in the province, not that it necessarily will – examine the Attrition section in the Military section of the Manual for descriptions of how a unit may suffer attrition. Here you can also see the Supply Limit, which shows how many cohorts the province can support without the units suffering attrition, as well as the amount of Manpower the province's Freeman provide toward the owner country's defense. The last item in this column is the province's Population Growth. A tooltip will show what impacts this figure.

To the right, along the top, you will see a square icon with an arrow pointing up. If you click on this, it will display the Cityview Interface, which will be explained in detail in the next heading. To the right of this, a graphic inside a circle will indicate what trade good is produced in the province. Next to that, inside a long box, will be shown one icon for each Trade Route the province can have. Red and green squares indicate open (unassigned) Trade Routes. If the province has available Trade Routes, but no one to trade with, the icon will be gray instead. A graphic representation of the Trade Good traded will mark any existing Trade Routes. If a trade route has been set but is not yet active, then there will be an "x" over the trade good with a small hourglass next to it, indicating that the trade route is in process of being set up, but is not yet active. You may move your mouse cursor over this icon to get a tooltip which will show how long before it becomes active and begins producing income.

Underneath the trade indicators, you will see several boxes indicating which buildings or province improvements have been constructed in the province. If a box is empty, then that Building has not yet been constructed.

Most of the figures and graphics on this interface will provide more information if you hover your mouse over them.

The icon in the very top-right corner of the Province Interface is the Close Interface Button, which will close the interface and allow you to see more of the Main Map.

## CITYVIEW INTERFACE

As mentioned earlier, the Cityview Interface is accessed by clicking the up arrow next to the Trade icons in the Province Interface. To close it, click the toggle icon again; this icon shows a down arrow when the Cityview is open. You will not be able to access the Cityview in provinces you do not own.

The Cityview Interface will show you a graphic representation of the city you are examining, including the city's fortress walls, and the city's buildings, some of which may be Province Improvements (generally the largest of the

buildings). If you move your mouse cursor around the interface, some buildings or features may highlight, and a tooltip will show you what Province Improvement that building or feature is. You may see a Forum, a Road, a Temple, a Harbor, etc.

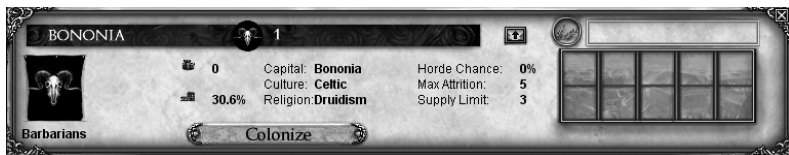


Any highlightable Province Improvement is visible in close-up. Click on the Building, and your view will zoom in for a closer look. A tooltip will show what benefit the Building provides.

Generally, a province with Fort Level 1 will have no visible walls, instead featuring minor fortifications along the perimeter (not visible). A city with Fort Level 2 has wooden walls (a Stockade), with watchtowers. Later, higher levels of fortification are represented by tall, stone walls.

## BARBARIAN PROVINCE INTERFACE

The Barbarian Province Interface, which appears when you click on any province not owned by a civilized country, differs somewhat from the Province Interface used for civilized provinces. Since these are barbarians living there, you will not see icons for Citizens, Freeman, or Slaves – only for Barbarians. The Barbarian icon along the bar at the top of the interface shows the Barbarian Power Level for this province. If you move your mouse cursor over the figure showing the Barbarian Power Level, you will see a tooltip showing the chance of a barbarian horde spawning in that province.



Like in civilized provinces, you will see a graphic (with tooltip) to the right showing what trade good the province produces, but you will not see any trade route graphics, as these uncivilized provinces use their trade goods for their own purposes and do not trade with civilized provinces.

You will not see a Governor, nor any statistics for Tax income, Research Points, Revolt Risk or Manpower. Most everything else should be the same as the Province Interface for civilized provinces, except that there is a large Colonize button, which remains grayed out until the province is eligible to be colonized. When it becomes eligible, a neighboring country must click on this button to begin the colonization process. Any neighboring civilized country which meets the requirements to colonize can begin this process.

## NATION OVERVIEW INTERFACE

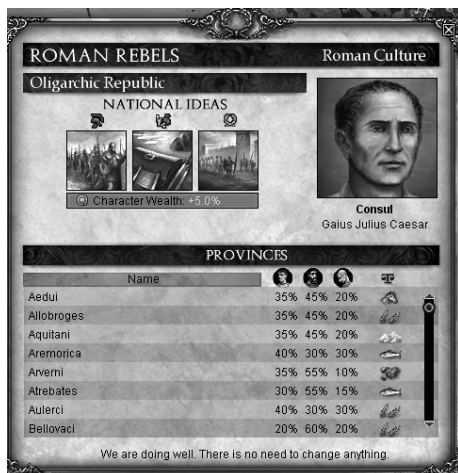
The Nation Overview (click on the wreath icon, in the Information Bar) shows general information about your country. The top of the overview shows the name of your country. On the left, below, is shown what type of government you have. In the upper-right corner, you will see your ruler. If you hover your mouse over the portrait, your ruler's statistics and attributes will be shown in a tooltip.

On the left, next to the ruler's portrait, you will see three slots for National Ideas, which you can choose from a list (click on the box, and a list of choices will appear – see the section on National Ideas for more information on these, and which ones fit in each slot). Each Idea's intended category (military, economic, civil or religious) is shown in a little icon above each box. These assigned categories will be different for each country, depending on your government type. Rome, for instance, is intended to pick one Idea from each of the Military, Civil and Economic categories. Tribal governments will only be able to choose one National Idea.

If a National Idea is chosen which does not match the assigned category, there will be an “x” placed next to the

category heading (above the National Idea) to indicate it is not an authorized category. If any National Ideas do not match their assigned category, the benefit that government would normally get for its Type of Government will not be received.

Below the National Idea boxes is listed the special advantage which comes with your Type of Government -- this is the advantage which is voided if National Ideas do not match their category. For instance, Rome's special advantage for having an Oligarchic Republic is a 5% extra gain to character wealth. The space underneath where the National Ideas and the Government Type benefit are listed will sometimes show icons indicating special conditions created by an event (called Triggered Modifiers) and are currently affecting your country. You will not usually see any icons in this space if you start a new game, but you sometimes will, especially if you start at later dates.



The bottom of this interface will show a list of the provinces belonging to your country, along with charts showing the proportion of each population type (Citizens, Freeman, Slaves) in those provinces. Next to the demographic information on the far right is listed what trade good each province produces. The province list can be ordered by clicking on any of the category headings at the top – the list will be sorted according to that value. A scroll bar on the far right allows you to scroll up and down your province list, or you can use the slide wheel on your mouse. Text at the very bottom of this interface provides relevant hints or advice.

## ECONOMY INTERFACE

The Economy Interface (click on the coins icon in the Information Bar) shows your country's economic information and your budget. Income and revenue are listed on the left of this interface, and expenses are listed on the right.

The income column will show your total revenue from taxation, trade and tribute payments from your Vassals. Income from blockades against enemy ports is shown under Trade. Your expenses column, on the right, will show how much you spend each month on Army Maintenance, Fleet Maintenance and Tribute to other countries. Below, in between the two columns and next to the graphic of the money chest, will be shown your balance between the

two categories (how much you're gaining or losing each month). This value will be shown in green if it's positive, and red if it's a monthly loss.

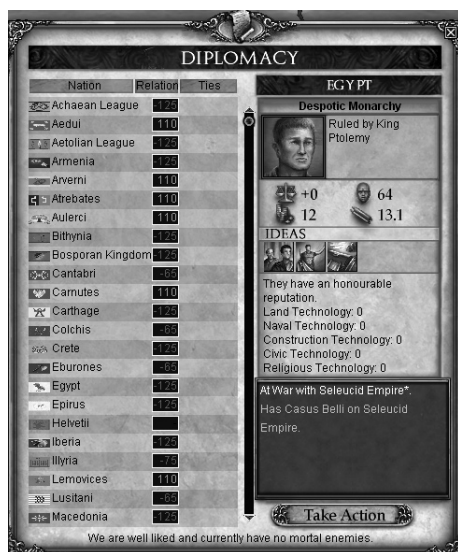


At the bottom of this interface, you will see all the trade routes you've established. Each line shows what's being traded, with whom, for what, and the income production. To the right of each Trade Route is an "x," which allows you to cancel the Trade Route. At the very bottom, text will remind you if you have trade routes open. Remember that not all trade routes can necessarily be filled at all times: they have to have someone to trade with, which is not always possible.

## DIPLOMATIC INTERFACE

The Diplomatic Interface (click on the parchment scroll icon, in the Information Bar) shows your relationships with other countries and a variety of other important information. This may be the most used interface, and therefore there are

two ways to get to it – the other being the scroll icon in the Special Menus Toolbar at the bottom of your game screen.



On the right, you will see the country's Type of Government, right under the country's name. Immediately underneath this, you will see a portrait of the country's Ruler as well as their name and title; if you move your mouse cursor over the portrait, it will also show you his or her statistics and attributes. Below this, a figure next to the scales graphic shows their Stability, and the figure next to the coins graphic shows the amount of Gold they have. On the right, the figure next to the face graphic shows current Manpower and the figure next to the scroll graphic shows the monthly Research Points. Beneath these two columns, you will see graphical representations of the country's National Ideas and, to the right of those, any active Omen. Each of these will have a tooltip which will indicate the game effect.

Below the National Ideas, you will see their government's international Reputation, often referred to as a "Badboy rating." This is how other governments see that country, whether they're allied or not. Below this, you will see a listing of that country's Technology levels in each Tech.



In the box underneath the technology levels list, you will see the selected country's most important diplomatic ties with other nations – things such as Alliances, Wars, Casus Belli, etc. There will not necessarily be anything listed in this box, as you will only see listings if they have qualifying diplomatic ties.

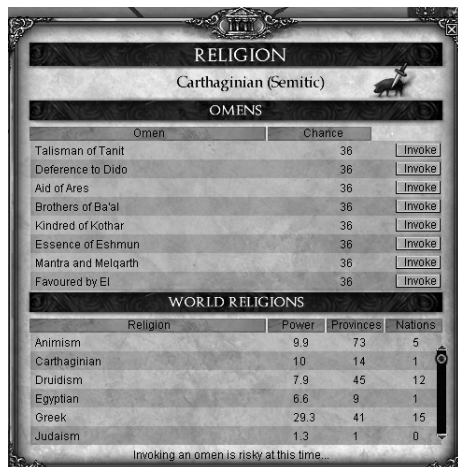
At the bottom of the interface's right column, there is a button labeled "Take Action." This button opens the Diplomatic Actions Interface to the right of the other window. This will be explained in a moment, as well as in more detail in the Diplomatic section.

In the left column of the Diplomatic Interface, there is a list of your country's relationships with every country in the known world (+/- 1-200 scale). Take note that, no matter which country you have selected, this list shows only your own country's relations with other countries. This is so that, when you are looking at another country's information, you know what relations you have with them and any other relevant countries. Positive relations will be in green, negative (hostile) relations will be in red, with a minus sign. You can order this list alphabetically by clicking on the names (it should default to alphabetical), by order of relations, by clicking that header, or by diplomatic ties (War, Alliance, etc.). Like any other list of this type, clicking a second time will place them in reverse order.

At the very bottom, you will see text explaining some helpful advice on foreign policy matters (though maybe you shouldn't always take these too seriously).

The Diplomatic Actions Interface, which opens by clicking the "Take Action" button on your Diplomatic Interface, lists all possible diplomatic actions for the selected country. Please note that if you have your own country selected, it will show actions which you can perform against or for other characters or provinces within your own country. Importantly, one of these actions is Assassinate, which can be directed at Characters in your own country in the same way as against Characters in other countries.

## RELIGIOUS INTERFACE



The Religious Interface (click on the temple icon, in the Information Bar) shows what Omens you have the option to invoke, as well as the relative rankings and power levels of the world's religions.

At the top of the Interface, you will see both your Religion and your religion's Pantheon, which is the general category of religion referring to which gods you worship. Each Religion is a subgroup of a larger group which worships from a common Pantheon. These categories are important, because some Religions – the ones which are part of the same Pantheon as your own – are not as incompatible for purposes of tax revenue, and so on.

To the right of the interface, next to your religion, is an image of a wild boar and a dagger.

This boar is the "animal sacrifice" which your

High Priest will perform to increase your country's Stability, though it will also cost money – the tooltip shown when you mouse over this image will tell you how much. The cost is partly dependent upon Population, and more Gold is required to reach higher levels of Stability.

Beneath your religion, you will see a list of Omens which you can choose to have your High Priest invoke if you have no active Omen. The Omen's chance of success is listed to the right of each Omen title. More highly skilled High Priests have a better Omen Success Chance, and other factors (more Temples, higher Religious Technology

and Inventions, higher Religion Power, etc.) may also increase your chance of success. The tooltip, which shows if you hover your mouse cursor over either the Omen name or the “Invoke” button, indicates the potential effect of the Omen if successful. Generally, the Omen will have an opposite but not necessarily equal effect if unsuccessful. The negative consequences of failing an Invocation can be reduced by certain Inventions, Religion Power, National Ideas, and so forth, though similar factors improve Success Chance.

If an Omen is currently active, then you will not see a list of Omens, but instead the active Omen and its effect (or the effect of its failure). Below this, you will see when the Omen is due to expire, which is always one year after it was first invoked.

The bottom half of this interface shows a list of world religions, which can be ordered alphabetically or by any of the categories. Here, you can also see each religion’s Religion Power, which is determined by how widely followed that Religion is. The effect of Religion Power is represented as a modifier to the Omen Success Chance for any Omens invoked by High Priests who follow that religion. The actual effect for a certain Religion can be shown by a tooltip if you hover your mouse cursor over the name of that Religion.

Also listed on this chart, to the right, is the number of provinces around the world which follow each Religion, and the number of nations around the world who follow it. At the very bottom, a text message will tell you the likelihood of success for any omen, or the High Priest’s assessment of how the gods feel toward your country if an Omen is currently in effect.

## MILITARY INTERFACE



The Military Interface (click on the helmet icon, in the Information Bar) shows you information about your military units, both land and naval. Two sliders at the top show how much money you are spending each month on maintenance for your armies and your fleets. You can click and drag the Maintenance Slider to indicate what percentage of a “full” Maintenance you wish to pay for.

Normally, you’ll want to keep this setting at maximum during wartime so your units will be at full strength. But this can be expensive, and some players choose to lower it during peacetime. This can be risky, however, because units not fully maintained will temporarily lose morale (they will fall below their maximum morale), and will take some time to recover. The numbers at the right indicate the amount of money spent at the

Maintenance level you’ve set, which will be reflected in the Economy Interface as an expense. Two icons in the middle of the screen (above the bar) allow you to switch between examining your army units and your naval units. Below the bar is a list of all of your armies or fleets. This list shows each unit’s name, commander, size, province or seazone location, current morale (percentage of maximum), and whether it is moving, and if so, to where. At the bottom is shown the total number of cohorts your country has, and your Support Limit (the maximum supportable number of cohorts without extra expense). Underneath this will be advice from your generals about what should be done with your armies.

## TECHNOLOGY INTERFACE

The Technology Interface (click on the disks & wheels icon, in the Information Bar) shows which Magistrates have been assigned to oversee development of each of the five types of technology research, and what the progress of that research is. It should be noted that while each Magistrate has a different title, they are nevertheless collectively known as Magistrates.



At the very top, you will see how many Research Points your country is currently producing. Along the left, below, you will see portraits of all the Magistrates currently assigned to oversee research. If none has been assigned to this task, a blank portrait with a question mark will be displayed, and selecting it will open the Character Selection Interface. If you hover your cursor over any of these Characters, a tooltip will display their attributes and statistics. To assign a Magistrate, or replace one, either double-click on a new character from the list or force the current occupant to resign and then click on a replacement.

At the right are a series of red and green bars which show your country's situation in terms of a percentage of total progress toward the next Technology Level for each category of research. The green portion of the bar will move toward the right as research progresses, gradually overtaking the red portion of the bar. When the green reaches the right end of the bar, then you will achieve the next Technology Level for that category of research, and the bar will again be all red, indicating that you've made no progress yet toward the next Technology Level. Text above each bar explains the type of Research being conducted, and what your current Technology Level is.

If you hover your mouse cursor over any of the Research bars, a tooltip will show the Tech Level you're currently researching, when you will achieve that goal at current Research rates, how many Research Points (RPs) are currently invested, and how many must be reached to achieve the Tech Level. You will also see how many RPs are added each month, and what population and modifiers affect that Research rate. A Magistrate contributes his or her Finesse attribute toward the Research Points generated nationwide. A Magistrate with a Finesse of 10 would be able to direct every bit of Research effort (every RP) into accomplishing the goal, whereas Magistrates with lesser skills will have negative modifiers which prevent all of the RPs from being applied. At the bottom of the tooltip, it will explain what Inventions are made possible once the Tech Level being researched is reached.



At the very bottom of this interface is a text reminder of what could be done with regard to technology research.

## DYNASTY INTERFACE

The Dynasty Interface, accessible by clicking on the profile icon in the Information Bar, basically shows the Ruler's family tree (mother, father, sisters, brothers, sons, daughters), as well as any Friends or Rivals.

If you hover your cursor over the portrait of any character on this interface, you will see a tooltip showing their vital statistics. You may also access their own Family Interface (described in the next header) by left-clicking on their portrait. This will take you away from the Ruler's Dynasty Interface – it's easy enough to get back, but just remember where you started. You may run through as many Family Interfaces as you wish.



The Dynasty Interface is a full family tree for the Ruler. Its left half will show the Ruler's parents, any brothers or sisters, a spouse (husband or wife), and any children, all in an interconnected network of boxes. One box stands for each family relationship. At the bottom of the left half are two long boxes, the topmost of which contains any Friends the Ruler has acquired. The bottom box contains any Rivals.

Dead Characters are indicated by a skull icon in the lower-right corner of their portrait.

On the right-hand side of the Interface is a large portrait of the Ruler and their name, which may be abbreviated – abbreviated names are a Roman cultural tradition which you will need to get used to. Underneath the Ruler's name is his title along with an icon, as well as graphical representations of any Traits the Ruler has. Beneath that is a series of listings of Attributes

and Statistics.

The Ruler's Family is listed first, and then his or her Age. The Ruler's three primary Attributes (Martial, Charisma, and Finesse) are listed next, followed by his or her three primary Statistics (Popularity, Loyalty, and Corruption). The Ruler's personal wealth is listed next, and then his or her Culture, and Religion.

At the bottom of the right column is the "History" button. This will open an interface which simply lists any major events which have occurred in the Ruler's life – things such as birth, election to positions, marriages, etc.

## FAMILY INTERFACE

This is very similar to the Dynasty Interface as described for the ruler. In fact, it is the same in every way, except that it shows Characters other than the Ruler, and it must be selected either by clicking on other Characters listed in the Ruler's Dynasty Interface, or through the Ledger's Characters page.

Some players will want to familiarize themselves with many of their country's most prominent Characters. This is how you would do that.

## CHARACTER SELECTION INTERFACE

The Character Selection Interface is how you select candidates and appointees for the various government positions you have charge over, including Governors, Magistrates, Generals, Envoys, etc. This interface is also used to select targets for Assassination and other Character-oriented Diplomatic Actions.

While there is no way to go directly to the Character Selection Interface from the Main Map, there are several ways

to open the interface. It will open automatically when you need to select a new Character for any position.



Next to the portrait of each Character are their name and a graphical representation of all of the Traits they have. If you hover your cursor over the portrait, you will see all the Character's Statistics and Attributes, including wealth and age, which are not duplicated on this interface. Hovering your cursor over any of the Traits will provide a description of what that Trait does – how it modifies each Character's Attributes, Statistics, or abilities.

To the right of each Character is listed their three primary Attributes (Martial, Charisma, and Finesse). To the right of that are listed his or her three primary Statistics (Popularity, Loyalty, and Corruptness). Lastly, each Character's Family is listed. The data within the interface may be sorted by clicking on the header of any of the columns – alphabetically by name, by family, or by any of the Characters' Attributes or Statistics. Clicking the column header a second time will reverse the order of the sorting. This interface can only be closed with the "Cancel" button at the bottom.

## MOVING AND CLOSING INTERFACE WINDOWS

The main interface windows just described are generally fixed, and cannot be moved. However, many of the other interface windows in *Europa Universalis: Rome* can be moved by selecting any place in the window which is not a button, and then dragging the window to wherever on the screen you want to move it. For instance, most interfaces have a variety of informational fields, and also some buttons which perform functions – you can't click there without activating that control, but anywhere else you should be able to click and drag.

Interface windows can generally be closed either by using the "x" in the upper right-hand corner of the Interface, or by hitting the "Escape" key on your keyboard. Most windows will also close automatically when you pull up another interface, or if you click on the Main Map.

Event windows can generally be closed by hitting the "Enter" button on your keyboard, as well as by clicking the button with your mouse – obviously. Once you've read the Event notice, hitting Enter will select the default for the Event window, which will generally be to acknowledge the information and close the window. Beware, though, that you're looking at an informational Event button, and not one which requires you to select one of several choices. Most of these windows do not have a default, and so will not close when you hit Enter, though you can never be too sure.

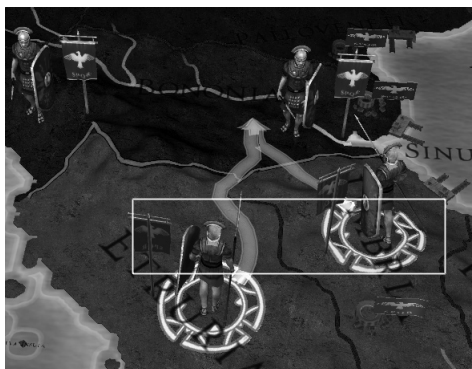
## SELECT BOXES

In a number of circumstances, it is helpful to be able to click and drag a select box across one or more provinces in order to select more than one unit. Only military units can be selected this way – either armies, or fleets, or both (though selecting both won't allow you to do anything with them).

To draw a select box, pick one corner of a box that will cover the area you need, and hold down as you drag your mouse to the opposite corner of the area you want highlighted. When you let go, any units within that box will be selected.

If all of the selected armies are in one province, or all the fleets in one seazone or port, then those units may now be unified into one army or fleet. In the Army (or Naval) Interface, there are two buttons at the top–right. One will combine every selected unit into one group, while the other, if only two fleets or armies are selected, will allow you to transfer units between the two, back and forth. This also serves to show exactly what units are present in the area.

Another use of this is to determine movement paths if, for instance, you wish to mount an invasion of enemy territory. Selecting all the units, across as many provinces as you wish, will allow you to see the movement arrows which show designated paths for those units. It makes it easier to see if you've not given movement orders to a unit, or if there is a critical enemy province which is being bypassed.



*A select box is used to select more than one unit at a time, and can even issue orders to both, provided the destination is the same*

A third use is to issue movement commands for units in different provinces to move into the same province. Each unit will arrive at its own speed, but they will move to the same location once designated.

## MAP DETAILS



The units you see represented on the map are the armies and navies belonging to you or other empires within your “vision” (i.e. within a range of 1 from your provinces or military units).

If you hover your cursor over an army or navy, a tooltip will show the unit's name, its commander, its current strength, as well as its destination and arrival date if it's moving. If multiple armies or navies are in the province/seazone, then all will be shown in the tooltip.

Settled provinces show cities of various sizes relative to their Population. Provinces which have been recently visited by an enemy army may have smoke rising over their icons.



A blacksmith icon (showing a blacksmith hammering on an anvil) indicates that an army unit is being recruited, or that a Province Improvement is being constructed in that province. If you hover your cursor over the icon, a tooltip will show what's being built, and when the construction will be completed.

You will sometimes see Barbarian Hordes (Barbarian armies) on the map, with their “loot wagons” trailing behind.

Some coastal areas may be close enough to other coastal areas of another landmass to allow travel between them as if it was being conducted overland. These are called Straits, and are described in the Military section of this Manual.

You may also see Floating Messages at times (see below).

## FLOATING MESSAGES

Floating Messages are text icons you will sometimes see displayed on the Main Map itself.

At the end of every month, you will see a graphical representation of the amount each province contributes to the national economy. It will appear to emerge from the city as a yellow figure which will grow larger, but fainter, and then will disappear. It's only there for a moment to give you an idea of how much money each province made that month. To find this information again, check the Province Interface, under Tax.



*Roman Tax Revenue at Month's End*

When a siege of a city achieves a certain landmark point (i.e. it comes closer to forcing the fall of the city), that will also be visible on the Main Map, spelled out in a yellow alert rising above the city. Some messages regarding Barbarians are displayed this way. Also, Battle Events (see Land Combat section) are shown in this manner.

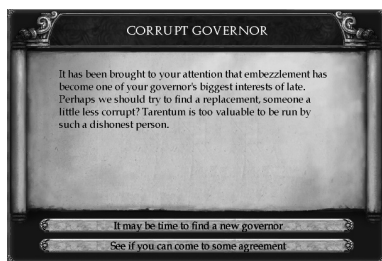
# EVENTS, ALERTS & THE OUTLINER

## OVERVIEW

Besides the normal information represented in the game interface screen – the map, icons, units, etc. – you will also have “pop-ups” and Alert icons to tell you about special events or conditions you need to know about. Certain player aids are also provided.

## EVENTS

An Event window (“pop-up”) will inform you of something that happens to which you may need to react. Event pop-ups will appear in the middle of the screen, and may pause the game, depending on your settings. Using the Message Settings Interface, accessed through the Main Menu Options button) you can change settings to determine which event messages are important enough to you to require a pop-up, game pause, etc. However, in general, these are things you’ll need as reminders. These will tell you about the beginning or conclusion of a battle, the accession of a new ruler, and so on.



Events may be random, or they may be triggered by some action by you or another player (Human or controlled by the computer's Artificial Intelligence). Some Event notices are simply informing you of some happening, such as the arrival of a military unit at its destination. Others indicate a changing situation of great importance. Some events trigger when you own certain provinces, or when any of a number of simple or complicated conditions are met. Other events may trigger randomly after certain conditions are met instead of triggering right away; it may still be months or years before

it happens, if it ever does.

Event pop-up windows can be moved by selecting any place in the window which is not a button, and then dragging the window to wherever on the screen you want it. For instance, most events have an “OK” button – you can’t click there without activating that control, but anywhere else you should be able to click and drag. As noted earlier, most Event pop-up windows will close if you simply hit the “Enter” button on your computer keyboard. Just be careful not to use this method with Events which ask you to make a decision.

## ALERTS

Alert icons will sometimes appear at the top-center of your screen, and will advise of conditions you’ll need to be aware of.



You will receive alerts to advise you of deficit spending, low army or navy Maintenance during wartime, if you’ve forgotten to invoke an Omen, if you have an open National Idea slot, unassigned Trade Routes, Governors or other offices, if you’re at war, if you have Allies who you can call into a war, if a truce or Casus Belli happens, or is about to expire, if your troops are weary, if there is provincial mismanagement, if there is a new new alliances, or if you have troops in foreign

territory. More alerts may be created in future versions or patches.

When most alert icons appear, a tooltip will indicate which provinces have the problem or opportunity if you

move your mouse over the Alert icon. Some of these Alert icons will take you to the appropriate interface if you click on it, while others won't because the problem may be occurring in multiple provinces.

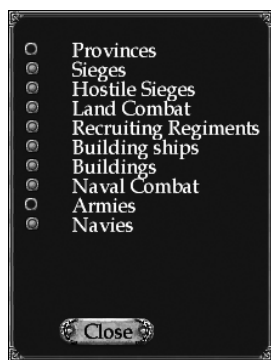
## DIPLOMATIC MESSAGES

Diplomatic messages will appear at the lower-left of your screen, and indicate other countries or characters wanting to deal with you. These icons will remain for 25 days before they start to blink. Once they start to blink, they will remain for only 5 days longer. Click on the message to respond. If you don't respond before 35 days are up, you will "auto-decline," and the offer is automatically refused.



This is the only way other Rulers around the world can communicate with you, so keep an eye out – it might be something important!

## USING THE OUTLINER



The Outliner is set up to be your secretary – to remind you at a glance of the important things happening around your empire. You can set it to remind you of only what you want: battles underway, sieges, the status of armies and navies, construction projects, etc. Right-click the Outliner button at top-right to change settings, and left-click to activate or deactivate the display of all these indicators.

By right-clicking the Outliner button, you will open an interface which allows you to choose what information you want shown in the Outliner. An empty dot means no information will be shown for that category. A filled-in dot means you want that information displayed.

You may select a wide range of options, from showing the names and strengths of your armies and whether they are moving, which will be shown by a green arrow (a tooltip will show you where they're moving), to what

province improvements or ships you're building (a tooltip will show you what province), and so on.

If the information displayed in the Outliner is longer than the default half-screen length of the Outliner box, then you will see a scroll bar on the right-hand side of the Outliner, which you can click and drag (or just click above or below the slider location) to show what information you want. The scroll wheel on your mouse will also work to scroll from one end of the Outliner to the other if you place your mouse cursor over the list.

MAY 490 AVC	
+ 3,250	2nd Army
4,000	3rd Army
3,817	4th Army
4,000	5th Army
3,000	6th Army
3,000	7th Army
+ 1,000	9th Army
+ 807	10th Army
	Navies
2	1st Navy
1	2nd Navy
	Hostile Sieges
0%	Pis
13%	Damas
0%	Siege
	Phoen
	Land Comb

Displayed battles will show the number of your soldiers in green, and the enemy's soldiers in red.

The Outliner will display all information you ask for, if there is any of that information to be displayed. Otherwise, that category won't be displayed until some information in that category happens. When new information is available, it will be displayed at the bottom of that category's list; if it's a category that isn't already displayed, then that category will appear after all the others. For instance, if you've asked the Outliner to show battles that are underway, but you are not in battle at that time, then the Outliner will add the data to the bottom of the list when you enter a battle. If a second battle

starts, it will be displayed under the first battle, and so on.

## LEDGER

Like the Outliner, the Ledger is another aid which will be of great help to players. It is described in more detail near the end of this Manual.

# DOMESTIC MANAGEMENT

## OVERVIEW

There are certain things you can and must control which relate entirely to the operation of your government inside your country. If you have a large country with many provinces, you will have to be especially certain to spend some time making sure your government is running well, such as whether you have the right Characters to fill each position. You also will have to consider your country's culture, and the fact that minority cultures may also exist within your territory (something which is sure to occur if you expand far).

Issues related specifically to your country's economy are handled in the section called Domestic Economy. You will also see more information on the individual Characters who will run your country in the Characters section.

## GOVERNMENT

Your government is made up of the individual Characters you appoint to run different segments of your society. Be careful who you choose, as they will have an effect on how efficiently your government runs. Poor leaders may hurt you. Others might even be ambitious enough to try to usurp you and take over!

## RULER

Your country will be ruled by an individual whose title may differ, depending on your Form of Government (King, Consul, Chief, etc.) This person is not only responsible for some government tasks, but also acts as Governor for your country's capital province. Some of the traits and attributes a ruler may have will affect the whole country; for example, the Pious Trait increases Research Points.



Your Ruler is the only character whose actions you will directly control. However, which Character will be Ruler is an element somewhat outside of your control. You may find an election, or death, has happened, and you are controlling a new ruler. On the other hand, you do have tools at your disposal to help determine who this will be.

## GOVERNORS

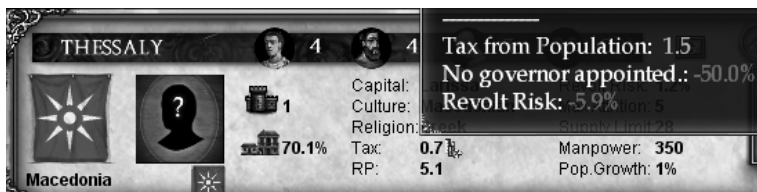
A Governor is appointed to administrate each province. Titles may differ, depending on your culture (Dux, Archon, Satrap, etc.), but this is basically a provincial Governor. Your king or emperor will serve as Governor of your capital province. Governors should typically be people with high "finesse" ratings, as that's the attribute most useful here. Other attributes such as Charisma and Popularity may improve colonization chances and other important issues, such as Revolt Risk. A high Martial attribute will be useful on the Frontier, where it can aid in pacifying Barbarians and expanding Colonies.

High skills will generally result in better administration, which may result in more Gold, less Revolt Risk, or better and more beneficial Events. High popularity will make revolt less likely. Low loyalty may mean that character could turn against you. High corruption ratings may mean they will be more likely to upset the people (Revolt Risk), and will siphon off part of the province's wealth for themselves. But at the

same time, these same individuals may produce more Tax revenue – a trade-off.

A Governor's Traits may directly affect their ability to govern. Certain Traits can have an especially strong impact on this. Some only impact a Character if he or she is a Governor.

Any province which lacks a governor (whether because he's not been assigned, or he's died) suffers a substantial penalty to tax revenue and a penalty to Research Points, so it's important to reappoint one quickly. A condition alert icon should appear at the top of the game screen, and if you move your mouse over the alert icon, it should tell you where the vacancy exists.



You may assign a Governor by clicking on the blank portrait (the one with the question mark), and selecting someone from the Character Selection Interface to take the position. If you need to replace a Governor, click on the portrait, and either click the “Resign” button to force the existing Governor out, and then click on a character to replace him, or simply click on a character to replace him, which will automatically do the same thing.

## MAGISTRATES (RESEARCH LEADERS)

If you click on the Technology icon (the disks & wheels icon) in the Information Bar, the Technology Interface will show you your five Research Leaders, collectively known as Magistrates, though each may have a separate title, such as Quaestor, Magi, or Prytanis, depending on culture.



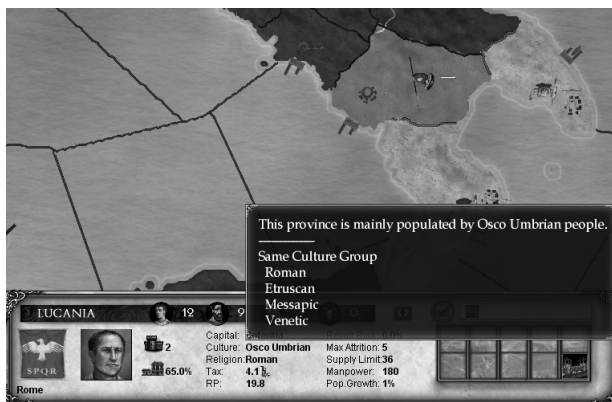
These men (or women) lead your “research” teams – they are your country’s thinkers and philosophers. Though each has their separate titles, depending on culture, the positions are collectively known as:

- **General** – This Character is in overall charge of your land armies, and will improve your Land Tech research. This position does not actually head an army, so does not need a high Martial rating.
- **Admiral** – This Character is in overall charge of your naval forces, and will improve your Naval Tech research. Again, he does not need to have high Martial skills, and serves only as an administrator.
- **Engineer** – This Character is responsible for improving your empire’s Construction Technology.
- **Judge** – This Character improves your Civic Technology – basically the concepts used in justice and government.
- **High Priest** – This Character is responsible for religious issues, and is the person who invokes Omens. Religious tech may improve the quality or result of your omens, and allows for better government influence over the behavior of the Population (Revolt Risk, etc.).

Keep an eye on what Traits these Characters have. Some Traits will have effects upon Research. Other Traits will only be in effect if that person is assigned as High Priest.

## NATIONAL & LOCAL CULTURE

Every government has a National Culture, which is the culture of many or most families of the ruling class. Each province also has its own predominant culture. If there is a difference between the National Culture and the predominant Culture of the province, there are certain negative effects on the economy and the general operation of government in that province.



Your national or provincial culture may change due to various events. You will have little control over when and how it changes, but having a Governor in the province with strong attributes in Charisma, Finesse, or Popularity, and with low Corruption ratings, will be helpful in assuring positive changes.

## NATIONAL & LOCAL RELIGION





Every government has a National Religion, which is the religion of the ruler and many or most families of the ruling class. Each province also has its own predominant religion. If there is a difference between the National Religion and the predominant religion of the province, there are certain negative effects on the economy and the general operation of government in that province.

Since Religion plays a larger role than culture in *Europa Universalis: Rome*, there is a separate Religious Mapmode to display these divisions. Each Religion has its own color, and if a government owns provinces which believe in a different Religion, the Population's Religion color is overlaid in crosshatches by the Religion color of the Government.

Your national or provincial religion may change due to various events. You will not have much control over when and how it changes, but (as noted above) your choice of Governor for that province may influence this.

As the number of provinces that follow a certain Religion increases, that Religion's Religion Power will increase, improving the likelihood of successful "supernatural" intervention on behalf of that Religion's High Priests, as well as the extent of that intervention from successful Omens.

## REPUTATION

Countries which are aggressive toward their neighbors – who conquer provinces, and declare war frequently – will begin to acquire a Reputation, otherwise known as "BadBoy." Other countries may fear them, which may cause bad relations at first. Eventually, it may result in a war, as other countries "gang up" on the growing threat. This growing threat, however, may also cause smaller countries to be intimidated so that they may be willing to pay Tribute by becoming Vassals.

A country's current Reputation is listed at the bottom of their Diplomacy Interface, in a line of text which sums up their perception by other countries.

## STABILITY



Your empire's Stability reflects the degree of satisfaction and confidence among the Population that things are going well. It's a matter of keeping the people happy. As the Population becomes more satisfied, it will impact a number of governmental elements, including Tax revenue and Revolt Risk. It affects other things as well, such as your ability to Declare War.

To improve your Stability, you must spend Gold to pay for a ceremony where the High Priest will perform an animal sacrifice – this will give the people more hope and confidence. The exact amount is dependent on your country's size, and which level of Stability you're trying to reach. To perform the sacrifice, open the Religion Interface, and right-click on the wild boar and dagger icon in the upper-right corner of the interface.

Your country's Stability may also be affected – positively or negatively – by events. Declaring War, or changing a National Idea, can also lower your Stability.

If your Stability is negative, you will not be able to choose or change National Ideas. Also, if your Stability is -3, you cannot Declare War.

## WAR EXHAUSTION

If your empire remains at war for a long period of time, you will increasingly suffer penalties for war exhaustion. These penalties may impact your revolt risk, causing more revolts. It may also indirectly cost you Tax revenue, because Revolt Risk negatively affects Taxes.

War Exhaustion is increased at a set rate for every month a country is at war. It will also decrease at a gradual rate for every month that country remains at peace, until it is gone.

You can see the level of War Exhaustion a country is suffering by examining a tooltip that will appear if you hover your cursor over the Revolt Risk figure in any of that country's Province Interfaces.

## TRIGGERED MODIFIERS

Some Events are “triggered” by conditions in the game. These will cause country-wide effects over a period of time. These modifiers will be displayed underneath the National Ideas in the National Overview Interface. If you hover your cursor over each icon, it will show what the modifier is and how long it will last.

# GOVERNMENT

## OVERVIEW

One major thing that differentiates countries from one another is the Type of Government, and the choices a player (or the computer’s Artificial Intelligence) makes regarding National Ideas. You cannot control the form of your Government, as this can only happen through a chain of Events, but you set the tone for your country’s culture and character by choosing National Ideas, which will help you achieve your most desired goals.

## NATIONAL IDEAS

Each form of government has a set number of National Ideas – think of these as a culture or ethos that guides the government or people – which may be different depending on the form of government. Each Idea has an “assigned” category, be it Military, Civic, Religious or Economic. You may choose whatever idea you wish for each of these slots, but the Idea’s category must match its assigned type or your Government will be penalized.

National Ideas come in four categories: Military, Civic, Economic and Religious. You will have a few Ideas available at lower technology levels, though you will gain access to more advanced and more helpful National Ideas as your Technology Levels in that category advance.



Even at the start of the game (Technology Levels 0), any country can pick either of two National Ideas in each category which are available at that tech level, though both can be selected with a penalty. Higher Technology levels make more and more powerful National Ideas available, which may give you an advantage over other countries. This will help you shape the nature and culture of your country.

Having the wrong category of National Idea means that you get the benefit of that National Idea, but you will not get the benefit of your Form of Government. For instance, a Military Republic can choose an economic idea for its assigned military slot; it would still get the normal benefits of that Idea, but would not get the additional bonus it would normally get for Type of Government (i.e. the increased unit Discipline).

If you've chosen the wrong category of Idea for a slot, such as picking a Religious Idea for a Military Idea slot, there will be an "x" next to the category graphic above the National Idea. It may be too late to change, unless you're willing to take the substantial Stability reduction that comes with changing any Idea.

As your technology increases, you will become eligible for new National Ideas. To change to a new, more beneficial National Idea, however, is still a major shock to your society, so it is still necessary to accept the Stability penalty for changing.

You cannot choose a National Idea, or change one, without having positive stability (+1 or better).

## TYPES OF CIVILIZED GOVERNMENT

Most of the countries around the Mediterranean Sea coast are "civilized," in the style of the ancient Greek or Roman civilizations. They have certain distinct forms of government which are different from those found in the less civilized interior of Europe.



Character Wealth: +6.0%

Each Form of Government has its own advantages. Certain Governments are better at Trade, others are better at warfare. Each one also has a set combination of National Ideas which can be chosen by the Ruler. These are the ways countries can become quite different from each other in the way they are played or the way

they operate.

## TYPES OF TRIBAL GOVERNMENT

The tribal countries of Europe are often farming cultures of a less civilized nature than those around the Mediterranean Sea coast. These tribal countries (the settled countries – this does not refer to Barbarian Hordes, or to the uncivilized provinces which spawn them) have different Types of Government than the civilized countries.



These countries exist, typically, in France, Germany, Spain, or around the Black Sea coast. One major difference between Civilized Governments and Tribal Governments is the number of National Ideas. The Tribal Governments are not as sophisticated as a developed civilization, so they only have one National Idea each.

## CHANGING TYPES OF GOVERNMENT

It is possible to change from one form of government to another, but the player does not have control over when and how their government changes. These changes are dictated by Events, which are often triggered by some situation or condition.

# DOMESTIC ECONOMY

## OVERVIEW

The things that will keep your country running include proper economic management, which primarily means raising revenue (income) and budgeting properly.



ECONOMY	
INCOME	EXPENSES
Taxation 0.06	Army, maintenance 0.04
Trade 0.29	Fleet, maintenance 0
Tributes 0	Tributes 0

Balance: 0.31k

## INCOME

There are three types of income – Tax, Tribute and Trade.

## TAXES

Tax income is generated by the slave population in your provinces. It will increase as your slave population increases, which will happen through 1) normal population

growth, 2) acquiring new provinces, or 3) capturing barbarians in combat and enslaving them.

Tax income will be affected by a number of things: Stability, Revolt Risk, the culture and religion of the province, city or colony status, Traits or corruption of a Governor, starvation due to lack of food, and so on. Geographic separation from the Capital (i.e. for overseas provinces, or for provinces separated by other countries) or Blockades can also reduce Tax income.



This is the current number of Slaves in the province.  
3.6 Slaves (30.0% of 12.0 people)

CISALPINE GAUL 4 5 4 0 12

Capital: Mediolanum  
Culture: Roman  
Religion: Roman  
Tax: 2.1%  
RP: 5.4

Revolt Risk: 0.0%  
Max Attrition: 5  
Supply Limit: 22  
Manpower: 468  
Pop. Growth: 1%

Roman Rebels

At month's end, you will see a graphical representation of the amount each province contributes to the national economy – it will emerge from the city as a yellow figure (a Floating Message), which will grow larger, but fainter, and then will disappear. It's only there for a moment to give you an idea of each province's worth. If you want to see what the number was or wish to recheck it, find the Tax value in the Province Interface and divide by 12. This will give you the monthly, rather than the yearly, value.

## TRIBUTE

Tribute is provided to you by vassals who are friendly to you, or who are afraid of you and want to pay you to stay on your good side. Tribute income only changes when you pick up new Vassals or when one of your Vassals fails to make a scheduled Tribute payment, which will provide you with a Casus Belli (excuse for war). Tribute and ways to establish Vassals are discussed in more detail in the Diplomacy section.

## TRADE

Trade income is produced via the buying and selling of Trade Goods. You can set up trade routes between provinces inside your country, or between overseas provinces which belong to your country. You can use diplomacy to establish trade routes with provinces in other countries, across land or sea. Trade income will increase as you add new trade routes or make better trade deals than those you had previously established.

TRADE ROUTES				
Province	Exports	Province	Exports	Income
Tritonis		Sabratha		0.10 x
Theveste		Numidia		0.06 x
Taladusii		Massaesyli		0.11 x
Massyli		Numidia		0.09 x
Ikosim		Sabratha		0.34 x
Hippo Regius		Massyli		0.10 x
Hippo Regius		Rusadir		0.23 x

Many of our provinces lack trade routes. Do not neglect the arteries of our economy!

*A series of Numidian Trade Routes, including one which is still being set up*

Any income you receive from blockades of enemy ports will also show up under Trade in the Economy Interface.

Trade is discussed in more detail in the Trade section.

## EXPENSES AND BUDGETING

You will need money to run your country. Things that will cost you money include raising armies, building ships, building Province Improvements, paying Maintenance to keep your armies and navies ready for war, certain Diplomatic Actions, etc.

You may also face expenses for Sacrifice ceremonies (for Stability), and as a result of Events. Events can also provide you with money in the form of donations or loans, or can cost you money either arbitrarily, or by choices you make.

Please note that there is another completely different set of costs which are limited to Characters, in that the Character pays the costs, not the country, and the benefit goes to them, not to the country. If allowed by events, Characters may gain (or at least try to gain) benefits and advantages over other Characters, or may join with or against each other through these Events. They might even acquire titles or popularity for the Character. This “underground” economy of costs and benefits exists mostly beneath the view of the players, though a clever player can examine the Events and character information to determine what might be going on. Some Events like this do not cost the Characters anything, but many do.

## FIXED EXPENSES

Fixed expenses — expenses you can expect to pay every month, regardless of other choices — include army and navy Maintenance.

Please note, however, that if you’ve exceeded your Support Limit (the total number of cohorts or ships your country can operate without a penalty), you must expect this “fixed expense” will be larger, according to the penalty for being over your Support Limit. It’s still a fixed expense; it’s just higher than it was before you exceeded the limit.

If, during a diplomatic or peace deal, you have agreed to pay tribute as a Vassal, then this becomes a “fixed” expense until something results in the terms being broken, like being unable to make a payment, which may send you both to war.

### Monthly Budget & Balance

Your Economic Interface will explain your revenue and expenses and provide you with a balance total, which you should make an effort to keep in positive territory.

If your balance goes negative (your expenses outweigh your revenue), an alert icon will appear at the top of the game screen which looks like a money bag and an exclamation point.

### Debt & Bankruptcy

In *Europa Universalis: Rome*, you may not normally spend money you don’t have. However, it is possible to go

into debt with some Events. Beware: if you are unable to pay off that debt quickly, it may cause serious problems for you. While there is no formal “bankruptcy,” you may be forced by Events to sell some of your Buildings or Province Improvements for a fraction of their cost to try to make up some of your debts (and, yes, this did happen to historic governments and governors, too).

# PROVINCES

## OVERVIEW

The basic geographic unit in *EU: Rome* is the province. The Main Map shows the world, divided by province. If you click on a province, you will get a wide variety of information on that province, which will tell you much of what you need to know as you’re running your country.

## PROVINCE OWNERSHIP AND CONTROL

A province has two statuses (or perhaps that should be statii, since this is Rome): ownership and control. Every province “belongs” to one country. When a country is at peace, it owns all of its provinces it hasn’t agreed to give up in a peace treaty. During wartime, a province can be owned by one country, but controlled (i.e. occupied) by another with which it is at war. When an army wins a siege and conquers a province/city during wartime, that second country takes control over the province. However, ownership remains in control of the original owner until that province is surrendered in a peace treaty.



Obviously, there are many things you cannot do with a province that is occupied and under enemy control. You may not remove the province’s governor, nor build troops or buildings, nor will you gain Tax revenue.



The one exception to the rules of Ownership and Control, and to the rules relating to Negotiated Peace, is Civil Wars. In a Civil War, there is no Peace negotiation. A province which falls to one side or the other automatically becomes Owned by that Faction in the Civil War. These provinces may switch Ownership several times over the course of the Civil War.

## PROVINCE INTERFACE

The Province Interface is designed to show you everything that's going on within the province, and to allow you to make changes and remain aware of everything relevant to the operation of the province. This interface is discussed in far more detail in the Game Interface section (the Main Interfaces header).



*The City of Alexandria: Different cultures have different styles of buildings*

The Tax revenue and Research Point lines in the left-hand column, and the Revolt Risk line on the right, are the province statistics you will find most important. If you are having serious negative modifiers on any of these, you may have to replace the Governor with someone who is less harmful to the proper running of the province.

The Trade interface, on the far right, is also very important, but once you have Trade Routes set up, it becomes more easily managed and you should not have to look at it very often. The Province Improvements (the boxes of Building Projects) are much the same in that you will only have to do anything with them when you have the money to do so.

Most of the figures and graphics on this interface will provide more information if you hover your mouse over the figure or graphic.

If you click the small box with an arrow to the left of the Trade Good icon, you will open the Cityview Interface. This shows what Province Improvements have been constructed, and what each of them contributes to your country or province (via tooltips). Any of these Buildings that highlight when you move your cursor over them can be clicked on, which will show you an up-close view of the building and what purpose it serves.

Generally, a province with Fort Level 1 will have no visible walls, instead featuring minor fortifications along the perimeter (not visible). A city with Fort Level 2 has wooden walls (a Stockade), with watchtowers. Later, higher levels of fortification are represented by tall, stone walls.

## PROVINCE POPULATION

Basically, Citizens are the elite members of your Population. They contribute to your research points. Freemen are your general free population – the people who will be employed as your soldiers. Slaves are like bondservants and/or captured prisoners. They do most of the work in any country, so they produce much of your income. Barbarians are listed if they exist in your province, and they may rise up or cause problems.

Generally, your Population will grow slowly but steadily. Reliable access to grain can improve this, as can certain Traits and certain Omens. Populations which are under siege, suffering from Plague, or under other types of stress will not grow as fast. The Province Interface shows the growth rate for each province.

## DEMOGRAPHICS (CITIZENSHIP, RELIGION & CULTURE)

Just as the total Population of a province increases, the composition of that Population is also changing. More Slaves may be added as a result of battles. Also, certain National Ideas or Type of Government bonuses may increase the rate at which Slaves become Freemen, or the rate at which Freemen become accepted as Citizens. All of this ultimately impacts the Economy and Research aspects of the game.

Different provinces, even within a single country or empire, may have a culture or a religion that is different from the dominant Culture or Religion in the country. This will have certain economic and revolt risk effects.

A province's Tax revenue will be reduced if its population is the same culture group as the government's primary culture, but not the exact same. Non-accepted cultures cause a province to lose still more from its tax revenue, and the same is true if the population is the same Religion category (Pantheon), but not the exact same Religion as the dominant one.

A province's Revolt Risk will be +1 if the population is not the exact same as the country's primary culture, and/or an additional +1 if the population is not the exact same religion.

A province's culture or religion may change over time by events driven by the province's situation and other factors.

## CIVILIZATION VALUES & CHANGE

A province's Civilization Value represents its level of development in the direction of Greek, Roman, and other civilization – established cities, fortresses, cultural centers, etc. Provincial Civilization Values are constantly changing in relation to what's going on inside the province (barbarian invasions, province improvements and the like) and the Civilization Level of the surrounding provinces, which are themselves influenced by their own neighbors.

Neighboring provinces will not lower the Civilization Value of a province whose value is higher, but the more civilized provinces will always improve the Civilization Value of its neighbors.



Barbarian hordes migrating through a province will do damage to the Civilization Value through looting and pillaging. The damage can get much worse if they decide to settle (see the Frontiers & Barbarians section).

The main game effect of Civilization Value is that it is a multiplier for research: the citizens in a province have their research points modified by the Civilization Value, so you get much better results from a highly civilized province.

Civilization Value is also a key factor in colonization: a barbarian province must reach a certain intermediate level of civilization before it becomes eligible for Colonization.

The Supply Limit (the amount of cohorts which can be in a province at one time without attrition penalties) is also partly affected by the Civilization Level of the province.

## GOVERNORS & ECONOMY

Governors contribute to the economic output of their province by keeping things running properly. Governors should typically be Characters with high “Finesse” ratings, as that’s the most useful Aattribute here. Other attributes such as Charisma and Popularity may improve colonization chances and other important issues, such as Revolt Risk, or culture or religion changes. A high Martial attribute may be useful on the Frontier, where it can aid in pacifying Barbarians and expanding Colonies. Certain Governors have Traits which increase or decrease their aptitude to serve as Governor.

High skills will generally result in better administration, which may result in more Gold, less Revolt Risk, or better and more beneficial Events. High popularity will make revolt less likely. Low loyalty may mean that character could turn against you, while high corruption ratings may mean they will siphon off part of the province’s wealth for themselves.

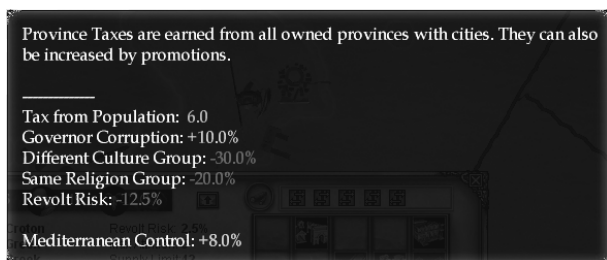
## EFFECTS OF EFFICIENCY OR CORRUPTION

Governors who have high Finesse attributes are more effective at governing their provinces, are more likely to receive positive game events, and are less likely to receive negative game events.

A Governor who is corrupt (to varying degrees) will actually produce more tax revenue than a law-abiding Governor. The increase in tax revenue is proportional to the Governor’s Corruption. However, he will also gather an extra cut of the money for himself, which breeds resentment among the population of the province, resulting in higher Revolt Risk, which is also proportional to the degree of corruption. Corruption affects Research Points in a similar way.

Part of being a good administrator is making sure your province has food to eat. Provinces which do not either produce or trade for food (grain or fish) may suffer from Starvation, which carries a negative modifier on tax revenue.

## BASIC ECONOMIC VALUES



Each province will have a base tax value, which is determined by the slave population in the province. This base is modified by various factors, such as:

- **Stability** – Positive or negative Stability
- **Culture** – Different Cultures (the more different, the more it matters)
- **Religion** – Different Religions

- **Governor Corruption** – Increases Tax revenue (but hurts in other ways)
- **Governor Traits** – A wide variety of Traits may affect Taxes, up or down
- **Missing Governor** – There is a serious negative modifier if no Governor is placed
- **Revolt Risk** – Unrest hurts the economy (this is also how War Exhaustion hurts it too)
- **Starvation** – No access to food
- **Separation from Capital** – Provinces which cannot trace a land route through friendly territory to their nation's capital suffer a penalty to their Tax income (these provinces may face other problems, too: Event-based Revolts, etc.).
- **Triggered Modifiers** – Some Triggered Modifiers have an effect upon Tax revenue

## CORES

Provinces which have traditionally belonged to a country or whose population retain some loyalty to that country or culture, and may be considered Core provinces even if they are no longer part of that country. One constituting country's Core provinces which exist under the domination of another country provide excuses (called *Casus Belli*, which is discussed in the Diplomacy section) to go to war – to retake those provinces that “rightfully” belong to them. Any country which has a Core in another country has an automatic *Casus Belli* against that country, and can Declare War without penalty to Stability.



A province which has belonged to one country for a certain number of years will become Cores of that country. Also, a province which has not belonged to a former owner for a set number of years will lose that Core status. A country's Colonies automatically gain a core, since the population is mostly made up of Freemen and Citizens who are loyal to that country.

Please note that a Core is both, something which a province can have, and which another country can have (or gain). The Core status is part of a province's attributes, but each Core “flag” in that province ties it to the country which owns the flag.

## PLAGUE

One event which has the potential to seriously impact your country is the Plague. A Plague event will indicate that the Plague has broken out in a province, and will normally name some Characters who have become infected (and who may die soon). There is a percentage chance that the Plague may spread to other provinces.

# CONSTRUCTION

## BUILDING CONSTRUCTION

Each province has the potential to build certain Province Improvements, generally referred to as buildings, even though some might be irrigation ditches or aqueducts.

To build a Province Improvement, you must first have the Technology to allow it to be built, and the Gold required to build it. Requirements to allow construction may include Inventions, and not just Technology levels.

## CONSTRUCTION PROJECTS INTERFACE

To build a province improvement, select a province, then select the Construction Projects icon (a hammer, located at the bottom of the screen to the left of the Minimap) from the Special Menu Toolbar, which will bring up a list of buildings you may eventually be able to build. In the early stages of the game, you will find that most of the buildings or province improvements on this list will be listed as “unavailable” and cannot be built. Unavailable buildings will be gray, and available buildings will be listed in red. A lock icon, to the right, indicates which

options will continue to remain unavailable until the required Technology is researched. It should be noted that some civilizations may have technology levels at the beginning which will allow you to construction of some of the gameProvince Improvements. Regardless, all civilizations become capable of building more as increased levels of research provide new inventions and new construction opportunities – something to keep in mind as you consider where to allocate your income.



An eligible selection may be selected by right-clicking the appropriate icon from the list of Province Improvements. The name and picture of the Province Improvement will appear at the bottom of the Construction Projects Interface. You can either click on “Build” to begin building that project, or simply double-click that project’s line from the list; you’ll be asked to confirm your decision through a pop-up.

Only one Province Improvement may be built in a province at a time, and only either a military cohort or a ship (but not both) can be built at the same time.

The time required to build a Province Improvement will go down over time as your Construction Technology Levels increase. This Technology not only opens up new Buildings for you to build, but also helps you to construct everything more quickly.

## MILITARY CONSTRUCTION

Provinces may also build military units, and some may build ships, though only in coastal provinces. These are built the same way as buildings and province improvements.

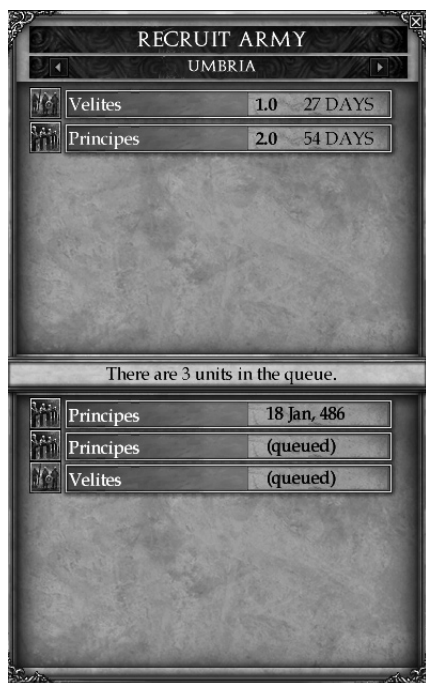
Army and navy units can be built in sequence by ordering more than one at a time, which will putplace them into a queue. The appropriate amount of money

will be taken from your treasury for each one you order, but you won’t have to go back again to set new construction orders until after the queue has built all the units you’ve selected in sequence. The Build Queue, located in the lower half of the Recruit Armies or Recruit Navies Interfaces, will show the date the first unit is due to be completed. All other units in the queue will indicate they are “queued.” If you are tracking the building queue in the Outliner, remember that it will only show units that are currently being built, and not queued units.

To build some military units, access to certain materials through native production or trade routes must be available before the unit can begin construction. Ships must have access (through native production or trade routes) to wood, cavalry must have access to horses, and so on. All ships and cohorts will also have to draw 1,000 men from your Manpower pool. Provinces which are besieged by an enemy army may not begin building new military units, although units which are already being built, even units in a queue, will continue. However, they will face a hostile welcome when they are finished. New units have zero Morale (the statistic which allows them to stand and fight) when they are freshly recruited, so they will generally lose the battle and be forced to retreat.

Once a unit begins building, an icon will appear (blacksmith for units) on the Main Map, showing that construc-

tion is underway. You can check either in the Outliner, in the Construction Projects Interface or on the Main Map to see what's being built, and when it will be completed – just hover your mouse over the unit's description, and a tooltip will display this information.



A province may not build both ships and army cohorts in the same province at the same time.

The Recruit Armies Interface also allows you to recruit Auxiliaries, which are described more in the Land Military section. These mercenary cohorts will be displayed in yellow, as opposed to your own military units, which will be in a shade of red. Auxiliaries do not draw upon Manpower, but they do cost more in both recruitment costs and Maintenance.

Take note that military units in different parts of the Mediterranean world will look different from others – they have cultural differences, depending on the part of the world where that country exists.

## REVOLTS & REBELLION

### REVOLT RISK

If a province has a Revolt Risk value, there is a chance it may revolt and spawn an army of revolters. The size of this army is generally based on the Population in that province. Some revolts are easy to defeat, and others may contain a substantial number of Rebel cohorts.

Like any other hostile army, a Rebel army can overwhelm a city's defenses and capture the city if it is allowed to remain in siege long enough.

Attacking Rebels with armies is conducted the same way as attacks upon Barbarians or other enemy armies. The difference between defeating Rebels and Barbarians is that Rebels only provide popularity to the victorious general, whereas Barbarians may also provide Slaves (see the Frontiers & Barbarians section for more information on attacking Barbarians).

A province which remains in revolt for a sustained period of time may defect to another country.

## NATIONALISM

Certain provinces will have Nationalism, which means their people are very angry at the government that controls them, and they want their independence. Nationalism will significantly increase the Revolt Risk, making an eventual revolt more likely. Nationalism results from bitterness over a recent conquest, and will last for 30 years after the annexation of a province.

If you open the Province Interface for one of these provinces and hover your cursor over the Revolt Risk value, it will show you a tooltip to indicate the causes of the unrest. Nationalism is listed at the bottom, along with a note indicating when the Nationalism will end.

During wartime, occupied enemy provinces, (provinces owned by the enemy, but occupied by you) will have increased Revolt Risk for the same reason, but not to the same degree as Nationalism. These modifiers will show



up on the tooltip as “Occupation,” instead of “Nationalism.”

Because of the modifiers that Nationalism creates, you will normally want to station troops in a province with Nationalism in effect, so the revolts that will surely come do not succeed (or will have a harder time, anyway).

## CIVIL WARS

Civil Wars are a form of rebellion which is internal to an empire, and which has far more serious consequences and larger potential for havoc within your country.

They will involve actual Characters within a country's government, and other Characters have the option to switch sides to support the Revolt Faction. This ties into the Loyalty and Corruption levels of Characters, as well as their Rivalries and networks of Friends and Family (discussed more in the Characters section). It also takes into account the Loyalty of not just Characters, but army units which may choose to follow their leaders into war, no matter which side they take.

Civil Wars are discussed in more detail in the Civil Wars section.

# CHARACTERS

## OVERVIEW

One aspect which makes EU Rome more than just a strategic conquest and country simulator is the inclusion of characters and their extended families, friends, and so forth. Characters will interact with each other, and may hold official government positions such as general, consul and the like. This interaction can get quite complicated, and can become one of the most interesting parts of the game.

## ABOUT CHARACTERS

The screenshot displays the character interface for Gaius Octavius. On the left, a family tree shows his lineage: Father and Mother at the top, leading to Siblings, then a Spouse, and finally Children. Below the family tree are sections for Friends and Rivals, each showing portraits of associated characters. At the bottom left, a tooltip for Marcus Vipsanius Agrippa (Dux) is visible, listing his stats: Martial: 8, Charisma: 4, Finesse: 7, Age: 37, Wealth: 501,276k, Traits: Wise, Loyalty: 90.06%, Popularity: 80.05%, and Corruptness: 20%.

**GAIUS OCTAVIUS**

Consul

Family: Octavii  
Age: 32  
Martial:   
Charisma:   
Finesse:   
Popularity: 60%  
Loyalty: 70%  
Corruptness: 20%  
Wealth: 500k  
Culture: Roman  
Religion: Roman

History

Unlike in armies and governments in modern times, a Roman citizen could sometimes switch from being a governor to being a general, and then later take command of a navy as an admiral. You may assign your favorite citizens to whatever governmental duties you desire.

*The future Emperor Gaius Octavius, and his friend and advisor, Marcus Agrippa*

Don't be confused by the initials you will see in Characters' names (especially Roman names). This was a typical Roman convention, where the initials were familiar to everybody. For this reason, though, it will be helpful for you to remember all three names many Roman Characters had, so that you'll recognize a name when you only see the initials and last name (which is generally a Family or Clan name). Hovering your cursor over the Character's portrait will show a tooltip with their full name.

A character will try to gain wealth as time goes

on. This will be easier for some characters than others, as some will come from rich, noble families, and start with much wealth, so they benefit more from percentage increases. Also, some characters have Corruption, which enables them to use their positions or titles to gain more wealth.

There are four major aspects which determine who a Character in *Europa Universalis: Rome* is and how they will behave within the game context. For ease of explanation, I will describe them as Attributes, Major Statistics, Minor Statistics, and Traits.

## ATTRIBUTES & MAJOR STATISTICS

Each character will have a variety of values detailing their skills and aptitudes. Characters' attributes may increase as they grow older and gain experience – they can “come into their own” as characters, if they survive that long.

Attributes are part of who a Character is, and help determine their abilities and aptitudes:

- **Martial** – This is a Character's ability to understand warfare and marshal his or her fighting forces in battle. It's important to note that Characters are not limited to one form of warfare – they may serve either as Generals or Admirals, or their Martial attribute may come into play as Governor of a Frontier province.
- **Charisma** – This is a Character's ability to influence others. It may come into play as a means of getting another country to agree to a Diplomatic Action, easing unrest or soothing citizens of other cultures in a province where they serve as Governor, or in war as a means of rallying their troops to change the tide of battle.
- **Finesse** – This is a Character's ability to get things done, despite obstacles. It is an important administrative skill, which you will want in Characters you appoint to high offices such as Research Magistrates and Governorships.

Major Statistics can change more frequently than Attributes:

- **Popularity** – This is the Character's likeability and status with the people. It helps a Character in elections for office, can improve Revolt Risk or cause Cultural changes in provinces where they serve as Governor, or can determine which Character(s) have the power base to lead Civil Wars against the Ruler.
- **Loyalty** – This is a Character's steadfastness in support of the state and/or the current Ruler and can also be seen as the reverse of a willingness to betray a Friend or Ruler.
- **Corruption** – This measures the level of a Character's non-adherence to the rule of law and propriety. Corrupt Characters (as explained in more detail under the Corruption header) will try to use titles and offices to enrich themselves, or advance their station in life outside of normal practices. Take note, though, that a Ruler may benefit from having some Corrupt officials: for instance, Corrupt Governors generally produce more Tax revenue than law-abiding Governors. On the other hand, these Governors breed resentment (Revolt Risk).

Please also note that Modifiers caused by Traits (see Traits header) can cause Attributes and Statistics to be higher than their normal range. For example, you may see someone with an 11, on a 1-10 scale. All modifiers are calculated into the Character's Attributes and Statistics as they are shown in the interface.

## MINOR STATISTICS

- **Wealth** – A Character will acquire Wealth in the course of his or her life. This Wealth can be useful in many circumstances and for many different Events, some of which may benefit them through Popularity or Friends, which can ultimately help them become Ruler. Some National Ideas, Inventions or Government Type Bonuses will allow Characters to gain wealth more rapidly. Also, Generals may gain personal wealth by defeating Barbarian Hordes (a percentage goes to the Treasury, and another percentage goes to the General). A Character will spend wealth, when given the option, through events. A Character may, for instance, be asked to help construct some public building, which will give him or her more popularity. During Civil Wars, some Characters may be given the opportunity to use their wealth to raise their own cohorts, which will be loyal to them in the war.
- **Age** – A character's age is, naturally, very important. Characters will die of natural causes or illness as they get

older (and sometimes when they're not so old). And until the "age of majority" (which in *EU: Rome* is set at 14), child characters will be unable to hold any government positions.

- **Culture** – A Character is raised in a particular Culture. Because of the relatively cosmopolitan nature of the Ancient Mediterranean world, someone of almost any Culture could rise to a position of prominence in many of the societies back then, even if it was rare. Therefore, a Character's Culture will not necessarily be the same as the country's primary Culture.
- **Religion** – A Character is raised in a particular Religion, and in some Cultures it doesn't matter much who the Character worships.
- **Family** – A Character's family line can be very important. A Character gains some status from the Prestige held by certain Families. Family connections may also provide access to Wealth and increased influence and power. Loyalty to Family may also set up certain Friendships and Rivalries, which may make other event-related things more possible to accomplish. Family names are tracked in the Ledger, along with other information relevant to Families.

## TRAITS

Most Characters have at least one special Trait – personality quirks, or personal characteristics which may give them advantages or disadvantages relative to other characters. These Traits are many and wide-ranging, and may affect any of dozens of different game variables. Some Traits may make a person especially good at some task. Others may make him or her incompetent, or likely to die sooner.

	Nefaarud Naravid	0	4
	Ankhmachis Kenamid	5	1
	Manetho Penamid	6	2
	Nysa Penamid	6	5
	Argan	3	7

**Tactically Inflexible**

---

**Personally:**  
Battle Event Chance: -10.0%

Any modifiers to a Character's attributes or statistics which are the result of traits (i.e. -1 Charisma for the Trait "ugly") are already applied to the attributes displayed in the interfaces. If a Character gains or loses Traits, such as -1 Martial for being Wounded, the changes are automatically applied. This means that the Martial attribute of the Character in the last example would change to 5, if it were 6 before.

Each Trait has an opposite Trait, and one Character cannot have both of them. However, certain Events may cancel one Trait, and replace it with its opposite.

## ACQUIRED TRAITS & QUALITIES

Characters in *EU: Rome* may sometimes lead lives of "drama." Events flavor and color their lives, and may result in not just the addition of new friends, rivals or special opportunities, but also may add or eliminate certain Character Traits and qualities. An event, for instance, may indicate an illness, which may leave that Character with the Trait of "Sickly."

Characters may gain positive or negative traits during or after battles – Victorious, Wounded, Maimed, etc. Traits which are negative, such as injuries, may result in the eventual death of the Character.

Characters may lose or acquire Traits by Event, either as an outcome of combat, or other random or situational Events. Certain battle-related Acquired Traits may make it possible to have Battle Events (see Land Combat section), which can themselves make a difference in future battles.

During childhood, several events may result in special qualities being acquired by those characters.

If Plague hits one of your provinces (a random event), one or more of your Characters who happen to be in the province may catch the Plague, meaning that they acquire the Plague Trait, which may eventually kill them. Moreover, the Plague has a chance of spreading to other provinces, and more Characters.

## CORRUPTION

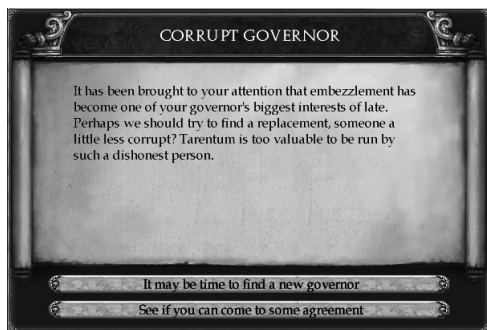
A corrupt character, placed in the right position, can actually be a benefit (of sorts) to a country. As Governor, these characters gain extra tax revenue, part of which they pass on to the government in the form of higher Tax revenue from that province, and part of which they keep for themselves.

However, a corrupt governor will also upset the populace in a province, increasing Revolt Risk, and making a revolt more likely. Corruption also reduces a province's Manpower and Research Points.

Corrupt Governors are also more likely to accept Seduction attempts from other countries. They also may be more likely to use ill-gotten Wealth to increase their own Popularity, potentially becoming a Rival and threat to the Ruler, and perhaps eventually leading a Revolt Faction against them in a Civil War.

## CHARACTER EVENTS

As the game progresses, various Events may occur which relate specifically to a Character. These may open opportunities for Friendships or create new Rivalries. Sometimes, you will have a choice of more than one option. Other times, the consequences will be set.



Some Character Events may even allow you to change your religion.

## FAMILY MEMBERS

Depending on your Message Settings, a pop-up window (event window) may appear to inform you when two characters marry, and may also be recorded in the History Log.

These married couples may soon start to have children who will grow, acquire traits and attributes of their own, and eventually will become adult Characters (if they survive).

Characters in infancy will have very low attributes, which will increase as the child grows up. Age 14 is considered the age of majority (age of adulthood) in *EU: Rome*, and at that point they may be eligible for certain jobs and titles.

Wealth, debts, Friends and Rivals are inherited by family members when the elders die.

If a Character has acquired the personal Loyalty or Friendship of army cohorts or other Characters before dying, there is a chance (increased according to the Charisma of the son) that that Character's eldest son may inherit the Loyalty or Friendship given to his parent.

If a Character is fortunate, he may belong to a prestigious Family (see below).

## NOBLE FAMILIES & PRESTIGE

Families all have Prestige values, which makes some families more important than other families. A character belonging to a family carries with them the prestige of that family, which can help in gaining election to important offices, and can also involve him (or her) in Events which could bring Wealth, titles or power.

Certain events may be triggered by prestige ratings, or may be keyed only to family members with a certain level of prestige. A Character belonging to one of these families may have other advantages, and more influence over conditions or other Characters.

Characters are also Loyal to their Family, and a hostile action by the Ruler against one of the characters of a Family (anything from Assassination to something as petty as removing a Family member from an important position) may gain the Ruler a Rival, or lower the Loyalty of Family members.

Head	Name	Prestige	Members	In Egypt
	Alcetid	0	10	1
	Aratid	0	12	2
	Helladid	0	13	2
	Magas	100	2	2
	Ptolemy	1000	6	4
	Sosiclid	0	11	2
	Xenonid	0	12	1
	Zagreid	0	12	1

## RIVALS & FRIENDS – CHARACTER RELATIONSHIPS

While much of the Character interaction takes place behind the scenes, it may actually be very complex. Factions develop, and Characters acquire Friends and Rivals, with neither category guaranteed to stay that way. These relationships are triggered by Events, which may in turn trigger other Events.

Events may result in a Character's Friends or Rivals aiding or opposing (respectively) his or her efforts in positions within the government. For example, a Magistrate or Governor may be more or less effective according to the interactions of their Friends and Rivals.



If one Character revolts, their Friends will be more likely to support them, while Rivals will of course be opposed to each other.

Sometimes, there will be series of Events which interlock and interrelate to each other. Some of these Events may lead up to a confrontation between rival Factions, or even Civil War.

## RULERS

Character interactions throughout the game are important, but even more so with regard to the Ruler. Family relationships, Friendships and Rivalries become more important by degrees. Rivals to the Ruler can actually lead challenges to their leadership, and/or lead Civil Wars.

These relationships are made even more complex in countries where the Ruler is elected, which means that a Rival may switch places with a Ruler, and back again.

A Ruler may be assigned to lead military units. However, by doing this, you place them in danger of losing their life or being wounded.

## RULER SUCCESSION

Succession to the “throne” (many of these positions were not actually thrones, nor even very powerful positions) is handled by a complicated formula based on many factors, some of which include Wealth, Popularity, Charisma, Finesse, Corruption and Family Prestige. Some countries in these times periodically hold elections among their citizenry to determine who their next Ruler will be.

In countries where the Government Type is a Kingdom, the Heir is usually a member of the Ruler's family. If that Heir happens to be underage (younger than 14) when the Ruler dies, a Regency Council will rule until the Heir is of proper age.

A Character who is currently imprisoned by a foreign power, while serving as a Diplomatic Envoy, or who is behind the lines in an occupied province, may not become Ruler.

## REGENCY COUNCILS

In countries where the Government Type is a Kingdom, it's possible for the Heir to the throne to be underage (younger than 14) when he or she takes the throne. In these cases, a Regency Council will be appointed – one or more nobles who may or may not have the young Heir's best interests at heart. You may see Events indicating good or bad results stemming from this.

## MILITARY LEADERS

You may assign any Character as a military Leader for either land or sea – even both, though at different times. These Characters use their Martial attribute in command in battle, where each Leader's skill is measured against the opponent's. The general with the higher Martial attribute gets +1 to his army or fleet's combat modifiers.

There is no multiplied modifier for having a much higher attribute.

A Leader's Charisma is also important, as the higher this attribute is for a General or Admiral, the better the chance that Leader may be able to inspire his troops enough to get a Battle Event – a means of rallying the troops to achieve a certain goal (Rally, Hold, Force Attack, etc. – see Battle Events).

Some Characters may have Traits that will help or hinder them in combat. These include those Traits that allow Battle Events.

New military Leaders may only be assigned to a unit that is in friendly territory (Owned or Controlled by the player).

Leaders can be wounded, maimed, or killed in combat. If they receive an injury, they may later die from those injuries. A Character in battle, as a General, may also be taken Prisoner if the battle is lost. In these cases, the victorious country may choose to release the Prisoner, or to Ransom the Character for a price (see Ransom & Release of Prisoners).

	<b>Tabae's 2nd Cohort</b>	875
	<b>Paraitacene's 2nd Cohort</b>	943
	<b>Tabae's 2nd Cohort</b>	670
	<b>Loyal to Vahbarz Menid.</b>	
	<b>875 men. Morale: : 1.27 / 2.58</b>	
	<b>(Hypaspists) - Raised from Tabae</b>	
	<b>Experience: 5.8%</b>	

A Character who is assigned as a military leader may acquire the personal Loyalty of the cohorts under his command during combat (battles, Assaults or Sieges), especially if that Character has high Charisma. You will see this displayed in the Army Interface as three links of gold chain, and the tooltip will show to whom they are Loyal.

This means that, if a Civil War occurs and this General (or Admiral) is part of either Faction, those cohorts who have Loyalty to that Character may join the Civil War on the same

side as their Leader, even if that Leader no longer commands the unit.

If a unit is personally recruited by a Character, as can happen through Events, it will have Loyalty to that Character.

## RANSOM & RELEASE OF PRISONERS

Characters of another country can be captured and taken prisoner while they are performing duties as a military leader, or as Envoys trying to conduct a hostile Diplomatic Mission.

These prisoners can then be released, or Ransomed back to their country for a price. You will be advised through an Event window that you have captured a Character. To send them back for a Ransom, you must use the Diplo-



matic Action interface, which will have a special line when you have prisoners to handle. The country to whom the prisoners belong may also initiate negotiations for their return.

## CONQUERED CHARACTERS

When you conquer and Annex another country (i.e. it disappears from gameplay), the Characters from that country will mostly go into seclusion, and be unavailable until / unless the country later gains its independence (when they will become its citizens again). It's possible some of those conquered citizens may go into exile in another country. It's also possible some of them may defect to your side and become Characters within your country.

# TECHNOLOGY & INVENTIONS

## OVERVIEW

Much of the reason for Military or Cultural predominance of one empire over others, historically, is their ability to develop technology to improve their lives, their status or their ability in battle.

## RESEARCH LEADERS

Each country has positions for five Magistrates (each has a different title, but collectively they are known as Magistrates), and one is assigned to oversee development of each of the five types of technology research.

Each Magistrate contributes his or her Finesse Attribute as a percentage modifier onto the number of Research Points generated in all the country's provinces. Some Characters have personal Traits which would affect their work if they were Magistrates; these sometimes relate generally to Research Points, and other times relate to a specific position, such as High Priest.

## TYPES OF RESEARCH

There are five types of Technology research:

- **Land Technology** – Improves your armies' ability to fight, recruit, and use new technologies against the enemy in combat.
- **Naval Technology** – Improves your fleets' ability to fight, build, and use new technologies against the enemy in combat. Some Naval Technologies can benefit Trade, too.
- **Civic Technology** – Improves the government's ability to do its job, and make things run more efficiently for Research, Revolt Risk, the Economy, Population shifts, etc.
- **Construction Technology** – Improves your ability to build new Province Improvements, and the efficiency of such construction.
- **Religious Technology** – Improves Omen Success Chance, Omen Power, Revolt Risk, and other Stability-enhancing motivational tools for the government.

## CONTRIBUTIONS TOWARD RESEARCH

Aside from the Research Magistrates, you also have your country's Citizen population, which contributes research points to your country's totals. In other words, the Citizens do the hard work, while the Magistrates administrate the benefits as best they can.

Events will sometimes improve your research by providing additional research points.

Ultimately, population growth will be your best ally in earning more research capacity.

Players can manage negative modifiers by ensuring all provinces have Governors. A province without a governor has a penalty applied to its Research Points, making the province less productive.

## RIVALRIES AND ALLIANCES AFFECTING TECHNOLOGY

Naturally, in a Character-driven environment, friends and rivals of the assigned people will affect how well they can do their jobs. A Rival can stand in the way of effective governing, or a Friend can provide special benefits.

## PREREQUISITES

Many Inventions, and some Technology Levels, require your country to achieve a certain Civilization Level before they can be successfully Researched. Some inventions require an additional prerequisite of another invention from a previous Tech Level.

## RESEARCHING AHEAD

If you attempt to acquire a tech level ahead of its expected time (i.e. if you “work ahead” on research as compared to historical Research advancement), you will suffer some penalties, such as increased Research Point cost to reach the next level.

## INVENTIONS

Technology Levels generally have few advantages by themselves. However, they do allow you to achieve inventions which have those Tech Levels as prerequisites. These Inventions are the nuts and bolts of the technology tree, and they allow your country or its military forces to improve their impact upon the game.



As you achieve certain “milestone” Tech Levels, you will become eligible for certain Inventions. These inventions may also have prerequisites, as described earlier.

At times, you will receive Events which will ask you to make a choice between two or more different “avenues” of research – basically, to make choices about the direction your culture and country will take in the future. These decisions, be they a cultural tendency toward functionality, or a preference for small ships instead of large ones, may forever lock you into a certain path of technology, bypassing other paths. These decisions, made by you and the AI alike, will create a permanent and growing diversity between differ-

ent countries, including their abilities and preferred strategies.

## CIVIL WARS

### OVERVIEW

A Civil War is an entirely different aspect of *Europa Universalis: Rome*, which can have a huge impact on gameplay, if one happens to occur while you’re playing. Characters and their personal relationships are constantly changing during any game. Sometimes, these relationships can begin to spiral out of control, and may result in an ambitious Rival challenging the Ruler for control of the country.

### REVOLT FACTIONS

If your ruler has an ambitious Rival for his position – often, someone who has won (or bought) enough Popular-

ity to pose a threat – he may end up starting a Civil War.

This operates like a Revolt, except that actual Characters are deeply involved, and there is a lot more going on in the background.

Each country has a Revolt Faction which may rise up against the Government and try to win power through military attacks against their provinces. The Revolt Faction will operate as if they and the lands under their control are a separate country, with its own leaders, economy, and so on. The Revolt Faction will be in charge of the rebellious forces, and a popular rival politician will take leadership of the faction.

Two separate countries and Governments are set up: the original country, and the Rebels. Characters will be forced to choose sides in the Civil War, with some going into the rebellious camp, and perhaps becoming part of their Government. Civil Wars also have a set of Events unique to Civil Wars, including many Events that lead into other Events.



## CIVIL WAR DIPLOMACY

While the two sides in a Civil War cannot negotiate with each other (they're in a fight to the death – why negotiate?), other countries may negotiate with either and try to take advantage of the situation by backing one side or the other.

## CIVIL WAR EVENTS

Events are occurring regularly through the course of *Europa Universalis: Rome*. However, certain Events have more importance than might seem obvious at first glance. Some Events interconnect with other Events to form a sophisticated network of Events, leading to larger things.

Some of these Events are tied to Civil Wars. The first Events in this series may seem unimportant or unconnected.

But, as Events build Rivalries and Friendships, relationships are beginning to develop which may be important later.

Other Events lead toward Civil War more directly, but still may not be obviously heading in that direction. As coalitions and Factions build, and as Characters within those Factions build Wealth and Popularity, the potential increases for something big to come of it.

Characters' Loyalty and Corruption values are also able to change, and may do so as a result of Acquired Traits or Events. These values can affect whether a Character would be willing to begin, or take part in, a Civil War.

## CHARACTERS IN CIVIL WAR

Characters all have Loyalty and Corruption values. The more Loyal a Character is, the less likely he is to take up arms against the Government in a Civil War. But other things complicate this calculation, such as the Characters' Family, Friends and Rivals. These bonds can be strong, and may affect the behavior of Characters as a Civil War starts to develop.

Events are often presenting Characters with the opportunity to acquire more Wealth, or to spend Wealth to gain Popularity. Characters who lead armies may have more opportunity to gain both Wealth and Popularity. They also may build relationships of personal Loyalty with the soldiers they command.

Once a Civil War starts, it's even possible that Characters may use their personal Wealth to recruit armies which are personally Loyal to them.

A Character who starts a Civil War on one side is not bound to remain on that side. In fact, a Character may switch sides more than once over the course of the Civil War.

## LOYAL COHORTS

A cohort may acquire personal Loyalty toward a General who has commanded them in combat. This Loyalty is shown, in the Army Information Interface, as a three-link gold chain. A tooltip will indicate to which Character the unit is Loyal.

The unit's Loyalty extends even after that Character is no longer in command of the cohort. If the country enters a Civil War, these cohorts will stay with the leader they remain Loyal to, no matter which side he chooses. The Loyal cohorts may also bring other cohorts that are with them onto the side which is chosen by the subject of their Loyalty.

Cohorts which have Loyalty to a certain Character are more difficult to Disband, and will cost more money to Disband than a normal cohort. The lower the Loyalty rating of the man they're personally Loyal to, the more expensive it will be to Disband them.

If the leader who the cohort is Loyal to dies, and his eldest son has sufficient Charisma, the Loyalty of the cohort may transfer to the son.

## CONTROL OF PROVINCES

In a Civil War, conquered territory doesn't become Occupied – it becomes part of the country of either the Government or the Rebels.

The Civil War will only end when one side or the other is entirely conquered, and their lands merged once more.

If you, the player, are on the losing side of that Civil War, then the game will come to an end, too. The lesson: Don't lose!

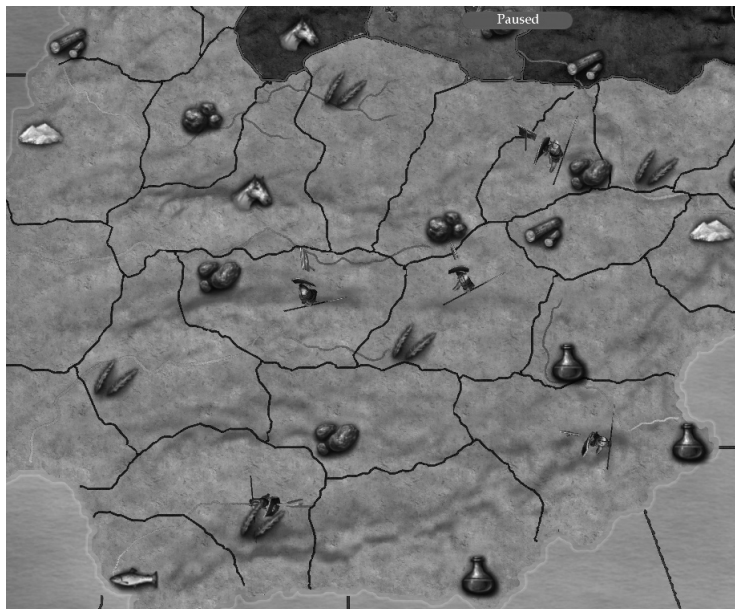
# TRADE

## OVERVIEW

Since the beginning of time, people have exchanged trade goods with other people. You can set up a trading network between provinces in your own country, as well as with provinces in other countries. This not only provides income, but can also improve relations with other countries.

## TRADE GOODS

Every province has a native trade good – a trade commodity that is produced within the province. These trade goods may be traded with other provinces, along trade routes.



## IMPORTANCE OF CERTAIN TRADE GOODS

Some trade goods provide more benefit to the owner than just the profits of trade. Special trade goods, such as iron, will allow you to build different types of military units. For instance, stone will improve your city's defensive qualities against sieges, salt will speed up cohort recruitment, wood allows for archers and ship construction, horses allow cavalry and horse archers, etc.

Food is another important product, as provinces need food for their population. A province which does not either produce food (grain and fish) or trade for it from another province may face Starvation, which is outlined in the Province section.

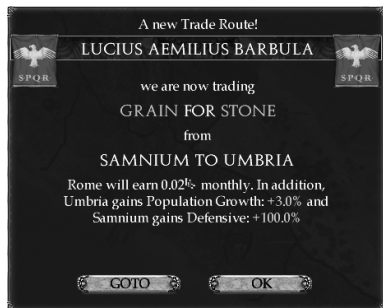
## TRADE ROUTES

Each province has a certain number of trade routes that it can open. These can be with neighboring provinces,

or perhaps via overseas routes. One route trades the product of one province with the product of the other province, generating a set amount of income depending on the goods in question and the distance. When you establish a Trade Route, icons in the Province Interface will show what's being traded.

If you have available trade routes, the Province Interface will feature a red and green icon toward the right end of the interface, next to the icon which shows what trade good the province produces. If you click on the icon, the Trade Route Interface will open, showing all possible provinces to trade with, what product they can trade, and what the expected income from that trade arrangement would be. To select an eligible province and approve that trade route, click on the checkmark on the right.

There will be a one-month delay while the arrangements are made before the trade route will become active. This waiting period is graphically represented on the trade route indicator of the province view, where an hourglass will appear to show it's in process, and an "x" to indicate it's not active yet.



If the Trade Route icon is gray, that means there are no provinces inside your country available with which to trade. There may be other provinces with open Trade Routes, but there may be none that has anything the province needs; for instance, there's no sense trading fish for fish.

Not every province can trade with every other province. Generally, Trade Routes can easily automatically be made into neighboring provinces, but Roads can extend those Routes by connecting non-adjacent provinces and allowing trade between them. Routes may also extend over the sea, too. However, these routes can be blocked by Naval Blockades.

A Forum will allow extra Trade Routes, as will Harbors, and certain National Ideas and Government Types.

Trade Routes can be Blockaded by armies on land, and by ships at sea. The Blockade must be right outside the harbor (in the seazone outside the provincial port). On land, it is sufficient to place an army in the province which is trading for the routes to be broken.

You can cancel a Trade Route by clicking on the left half of the Trade Route icon in the Province Interface, and then clicking on the "x" next to the Trade Route in the Economy Interface. Alternatively, you can use the Cancel Trade Route selection from the Diplomatic Actions Interface.

## LONG DISTANCE TRADE ROUTES

As has been mentioned, some of the most valuable Trade Routes are those that travel more than one province (i.e. that aren't between neighboring provinces). In the early years of the game, you may find that very few provinces are even allowed to trade beyond their neighboring provinces. This is because of the difficulty in transporting Goods across vast expanses of territory. One option to extend the range of your Trade Routes is to build Roads.

With the right level of Technology, Roads and Harbors can both be built through the Construction Projects Interface. This can increase the income derived from trade by allowing an extra volume of trade. This happens either by adding an extra Trade Route, as with the Harbor, or by allowing geographically separated provinces to trade with each other (a benefit of Roads), which may allow more lucrative trade routes.

## FOREIGN TRADE ROUTES

Foreign and overseas Trade Routes are especially vulnerable to Blockades, but can often be your most lucrative trade routes, since part of the profit made on Trade Routes is how far the Goods have to travel.

International Trade Routes must be set up through the Diplomatic Actions Interface by selecting the province you want to Trade with and opening the Diplomatic Interface. Then, open the Diplomatic Actions Interface by clicking



on the “Take Action” button.

From the list of possible actions, select “Create Trade Route.” This will open the International Trade Interface, which should reference the province you clicked on; if it doesn’t then you may have to select the province in the other country you want to Trade with and indicate what Trade Good it produces. Next, you will need to select which of your open Trade Routes you wish to use to Trade with the other country’s province. If you try to assign a province which cannot find a route to the other province, either because of lack of roads or intervening non-friendly territory, a tooltip will indicate that no route is found and the option will be inoperative.

If the Trade Route is allowed, click on the “Next” button. It will re-state for you what Trade you are proposing, how much income it will create, and a likelihood of success in seeking permission for the Trade Route from the country you’re dealing with. Not all countries will want to agree to Trade Routes, for a variety of Diplomatic reasons. If you are satisfied with the proposal, click the “Send” button.



## TRADE AGREEMENTS

There is plenty of “low-hanging fruit” in the early days of the game, when you can easily find provinces inside or outside your country with which to establish Trade Routes. However, later on, it may sometimes be necessary to search for either just the right Trade Good, or for unassigned Trade Routes that are the only ones you can begin new Trade Routes with.

In these cases, the Trade Agreements action (from the Diplomatic Actions Interface) may be necessary. If accepted, this will allow your Trade Route to pass through that country’s territory, en route to the province you want to Trade with. Please note that this action is not necessary to set up a Trade Route with a coastal province, or a neighboring province – only if there is intervening land which is neutral or unfriendly.

## TECHNOLOGY IMPROVEMENTS TO TRADE

As you increase your Construction technology, your trade income will improve because certain inventions allow increases in trade income and trade routes.

The Forum, which is available at Construction Tech 5, allows an extra trade route from that province. Naval Tech 1 will allow you to build a Harbor, which also expands the number of trade routes from that province. Naval Tech levels of 3, 7, 13, 20, and 25 also allow inventions which either increase your number of trade routes or the income you gain from existing trade routes.

The economic National Idea known as Regulated Markets allows an extra trade route, and the economic National Idea known as Tariffs increases your trade income by 10%.

Two Types of Government improve Trade ability. The civilized government Aristocratic Monarchy increases trade income by 25%, and the tribal government Trade Tribe allows extra Trade Routes.

## BLOCKADES

Trade routes can be blocked by hostile military forces. An enemy army will block movement of opposing trade through a province if they are located within a province. An enemy navy outside an enemy port can/will block a trade route going through the sea zone they occupy. Barbarians will do so as well.

A blockade at sea will also provide some of the income of that Trade Route to the Blockading country's Treasury (listed in the Economic Interface under Trade). A National Idea called Naval Blockades will increase the percentage amount of money you will gain from Blockades by 33 %.

Naval blockades can only be mounted at an enemy port, and not along the route nor at the other end of the trade route, unless both ends belong to the enemy.

A blockade of a land trade route will only cut off all trade along that route, and will not provide income to the blockading country.



If a province is taken (occupied) during war, its Trade Routes will need to be set up again once it's free and returned to the control of the owner. Obviously, the same will be true for new provinces acquired during peace negotiations.

# RELIGION

## OVERVIEW

Cultures, in general, are deeply religious – everyone needs something to believe in. This was especially true in ancient times, and there were a wide variety of religious beliefs prevalent in this period of history. Within a religious context, events and conditions which happened to an individual or a country were often attributed to the will of a god, or certain spirits. Generally, men (or women) were often raised up to communicate with these gods or spirits, and to try to bring good favor upon those within their influence.

## WORLD RELIGIONS

There are four groups of Religions, called Pantheons. Each Pantheon, or similar belief system, has enough in common that they can accept each other. However, if the Religions of the province and the Ruler do not match completely, there will be some friction.

### **Hellenistic Pantheon**

- Roman
- Greek
- Egyptian

### **Semitic Pantheon**

- Carthaginian
- Phoenician

### **Paganism**

- Shamanism
- Druidism
- Animism

### **Monotheism**

- Judaism
- Zoroaster

Provinces belonging to a different religious group than the state Religion will have slightly lower Tax revenue and a slightly higher unrest.

## REALM RELIGION

Your country will have a State Religion which people in the capital and many other cities will follow. You may conquer provinces – or start the game with some – whose populations follow other Religions, but these will not contribute to your country's Economy as efficiently until and unless the religion of the province changes, or your realm Religion does.

## RELIGION SPREAD OR CHANGE

If a majority of a country's provinces are of a different religion, a country can experience Events that can force religion changes.

Because of the Economic benefits, countries will naturally want all their provinces to generally agree on theological matters. As a result, you may wish to make such changes as placing a Popular Governor with high Charisma into those provinces in the hopes of eventually converting the Population.

This is also important because of the system of Religious Power and Prestige (explained below).

## RELIGIOUS POWER & PRESTIGE

In the Religious Interface, you can see the relative Religious Power of each of the world's Religions. Each Reli-

gion's Religious Power level is determined by the number of people who follow that Religion (counted by provinces and nations – also listed in the Religion Interface), as well as the number of Temples built in provinces which follow that religion. The effect of a religion's Religious Power is represented as a modifier to the Omen Success Chance of any Omens invoked by High Priests who follow that religion. For instance, if a religion's Power is 10, then those Omens would have 1% added to their Success Chance.

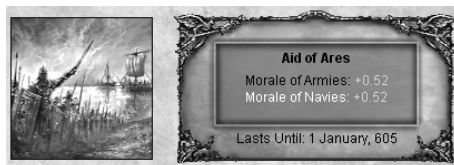
Religion	Power	Provinces	Nations
Animism	9.9	73	5
Carthaginian	10	14	1
Druidism	7.9	45	12
Egyptian	6.6	9	1
Greek	29.3	41	15
Judaism	1.3	1	0

Each Temple built by a country which follows a religion will add +1 to the Religious Power of that religion. Obviously, to build your Religious Power (and thereby your Omen Success Chance), you need to build more Temples

Religious Power is suppressed in provinces where the State Religion is different from the province's Religion. These "occupied" provinces do not contribute very much to the Religious Power of either Religion. If a province is later occupied during war or Annexed after the war by a country which shares the same Religion, that province's Prestige increases, contributing more to the Religious Power calculations.

## OMENS

Your High Priest can use his Finesse attribute to attempt to invoke an Omen, beseeching the country's gods to benefit the country in some specific way.



Some traits may make it more or less likely to succeed, as will some random events, and some actions by foreign governments. For example, Desecrate Temple is an unfriendly Diplomatic Action which makes your target country's Omens less likely to succeed.

An Omen which fails will "backfire" and produce an effect which is the opposite (but not necessarily equal) to the one intended. Omens last for a year from the time they are invoked.

There are eight different types of Omens you can invoke. The name of each is dependent on your country's Culture. The basic purpose of each Omen is as follows:

- An Omen to increase the income you receive from Trade.
- An Omen to reduce your nationwide Revolt Risk.
- An Omen to increase the Discipline (fighting efficiency) of your units in battle.
- An Omen to increase the Morale of all of your soldiers and sailors.
- An Omen to increase your Research Points.
- An Omen to increase your Population growth.
- An Omen to improve the Defenseiveness of your City Fortifications.
- An Omen to increase your Ruler's Popularity.

Each Omen will last for one year from the time it was Invoked.

The Alert indicator (which will appear at the top-center of your Main Map) will remind you if you do not have an active Omen, but only if your Omen Success Chance is high enough that it will be more likely to succeed than not.

# FRONTIERS & BARBARIANS

## OVERVIEW

In these middle stages of Mediterranean civilization, there were still many less structured, less permanent cultures and their settlements. They existed primarily beyond the frontiers of civilization, but the expansionist nature of many of the civilized cultures brought them into conflict with their neighbors. This section explains how governments and barbarian tribes operated outside the frontier areas, and how countries and empires expand into the uncivilized areas.



## BARBARIANS

Any province that is not settled in a civilized manner (i.e. by an empire or tribal government) is considered barbarian territory, occupied by nomadic barbarian hordes with a lesser degree of organization or government than in civilized lands. These barbarians can “spawn,” leave that province, and migrate to another province, where they may settle, attack, pillage or conduct any other sort of mayhem.

## TRIBAL NATIONS

Many of the countries you will see on the map will be lesser civilized nations, which might be best referred to as Barbarian Tribal Nations. These countries have Tribal Governments (their Type of Government), rather than Civilized Governments. They will only have one National Idea available to them.



At the start of the game, most Tribal Nations are only one-province minor countries. These countries are generally located in England, Germany, France, Spain, and around the Black Sea. In most ways, they behave the same as normal, civilized countries. But they are discussed here primarily because they do have significant differences from the other countries, and because they typically exist in the same frontier regions where uncivilized barbarian tribes are found.

These Tribal Nations are also the most likely to face takeover by Barbarian Hordes. Same as when Barbarians settle in civilized provinces (see Barbarian Settlement header), the head of government changes, the Culture and Religion may

change if there's a difference between the Tribes, Stability will become -3, and the Civilization Level is reduced. But, on the whole, there is less impact on the Tribal Nations, because even with these changes, Barbarian Settlement leaves things not so different than they were before.

## BARBARIAN POWER VALUE

Each uncivilized province has a Barbarian Power Level (BPV), which measures how active and how populous the Barbarians are in that province. This level increases over time if no civilized armies patrol the province, and is reduced by combat with civilized armies or when a Barbarian Horde spawns (which takes most of the population and places it into a mobile army).

The Barbarian Power Level is the current military strength of the Tribes living in the province, though the number of cohorts that may rise from that province may be more or less than this number.

Keeping civilized armies stationed in a province will keep the BPV from increasing. If no troops are stationed there, the BPV will usually increase over time.

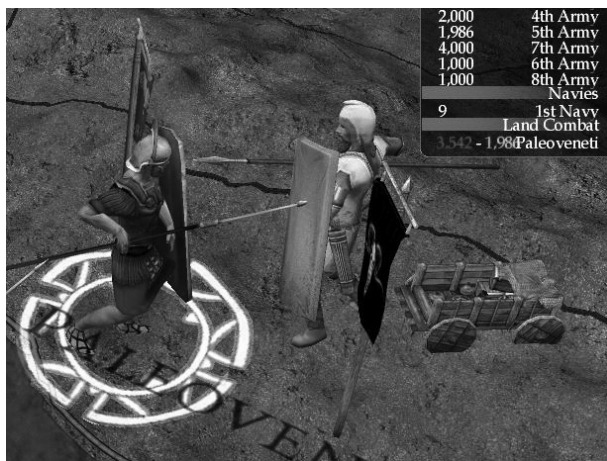
## BARBARIAN SPAWNING

A formula related to the Civilization Value of a province and the Barbarian Power Value determines when the barbarian population of an uncivilized province will “spawn” and give up some or all of its barbarian population to a migrating horde. Barbarian armies may also spawn if a civilized army is in their province.

When a Barbarian Horde rises up, a graphic “cry” of “Barbarians!” appears in the province, rising into the air (a Floating Message) along with a sound of riot that will strike fear into any player’s heart! Depending on your message settings, an event window may pop up to further advise you (otherwise it may be in the History Log).

If you were prepared, then you have an army nearby to deal with the threat. If you select your army in combat, it will show you the same Battle Interface as you’ll see for other battles (described in Land Combat, later in the Manual). The Barbarian leader will be shown, just as any other enemy leader would be shown in the Battle Interface.

Note that the act of spawning a Horde will cause the Barbarian Province Value of the source province to be far less because the nomadic Barbarians of the province are on the move in the form of a Horde, and not remaining settled within the province. Basically, the Barbarian population of any province is potentially mobile, and may leave at any time and move to another province (or die trying).



*An outnumbered Roman legion fends off an Illyrian Horde near the Adriatic Sea. The Horde’s “loot wagon” follows behind it, carrying the riches captured from civilized towns*



## BARBARIAN LEADERS (WAR BAND LEADERS)

Every Barbarian Horde will be commanded by a generic Barbarian War Band Leader.

These Leaders will not display some of the Attributes possessed by a normal character (Loyalty, Popularity, Corruption), because they do not need them for game purposes. The Attributes they do have are potentially useful in combat.

Like the leaders of civilized countries, these leaders have Military attributes, some of which may actually make them more effective in combat than your own Generals. They may also have battle-related Traits, and may earn Battle Events, depending on their Charisma.

If a Barbarian Horde settles down, either after a successful combat or after a negotiated settlement with a civilized power, they will take over as heads of that province, setting up their own government. Naturally, the War Band Leader would become Chief.

## BARBARIAN RECRUITMENT

As Barbarian armies migrate, they may gain in strength from the populations of the provinces they pass through, if those provinces have a similar Culture.

## BARBARIAN MIGRATIONS & PILLAGE

Barbarians get rich from the plunder they gain through migrations into more civilized lands. When they successfully Pillage a province, they will acquire some of the riches of that province, which they will carry with them to their next destination.

When a province is pillaged, the province acquires a crosshatch color in the Diplomatic Mapmode, as if it had been occupied by another country. Buildings or Province Improvements in the province are destroyed, and the Province Interface will show a Barbarian flag overshadowing the country's flag. This catastrophe will greatly damage the Civilization Level of the province, and will also change the Culture and Religion to that of the conquering Barbarians.

If a Tribal Nation's only province is conquered by the Barbarian Horde, then the Barbarian War Band Leader replaces the old Chief as Ruler, and the conquering horde becomes the new government (and army) of the country. A player who is playing this country then "becomes" the new Chief, who has decided that he likes having a roof over his head and the luxuries of civilization, and is unlikely to lead his horde away.

When a Horde has Pillaged a province that is not part of a one-province Tribal Nation, the Barbarians will generally stay for a short time and then move on to another province, hoping to loot and Pillage more there.

A Horde will carry a "loot wagon" with it, representing the Wealth they have acquired from the people and cities they have pillaged.

Defeating the horde will allow the victorious General to keep part of the loot the barbarians have collected, passing the rest on to his country's Treasury.

Remember that if Barbarians have taken over a province, the Province Improvements which had existed in the province prior to being Pillaged will have been destroyed, and will have to be rebuilt.

## BARBARIAN SETTLEMENT

When a Barbarian Horde reaches a civilized province, it may decide to Settle there.

If that civilized province is a one-province minor, the government of the country will be replaced by a new government under the Barbarians. If you happened to have *been* that government, then your Ruler is deposed. The Religion and Culture will change to that of the conquering Barbarian Horde, and Stability will become -3. All the money they had looted will be added to the country's existing treasury, and the Barbarian army will be placed under the control of that country's new government. The Civilization Level will drop because of the infusion of uncivilized tribesmen.

If Barbarians Settle in your small homeland, you take over as Ruler of the new government. You will have new characters at your disposal, based on the culture of the barbarian tribe that overtook your country.

Even if your country is larger, it's also possible to ask Barbarians to Settle, rather than to continue laying waste to your lands. This option is explained more fully under the next header.

## NEGOTIATE WITH BARBARIANS INTERFACE

When a Barbarian Horde is in one of your owned provinces, you may click the Negotiate With Barbarians icon on the Special Menu Toolbar near the bottom of the screen. This will open the Negotiate With Barbarians Interface.

Your options include:

- **Pay Off** – Provide them with a sum of Gold to ask them to leave you alone
- **Create Client** – Allows them to become a Vassal of your country, which will retain their culture and religion, and which is led by their leader, but which is bound to your country diplomatically.
- **Demand Surrender** – Maybe they'll listen... Chances of the Barbarians accepting this option are increased based on the number of military units you have nearby.
- **Settle** – Invite the Barbarians to Settle into one or more provinces of your country. Unlike Create Client, these Barbarians become residents of your own country, and will eventually become integrated with your Population.



## DEFEATED BARBARIANS

If your army forces a Barbarian Horde army to surrender, that Horde will disappear and the population will either drift back to their homes, or settle quietly into some of the native Population. In this case, they will not settle in large enough proportions to notice.

Alternately, if the Barbarians are not completely beaten, they may simply retreat. Unlike regular enemy armies, the Barbarians will often choose to “retreat” toward other civilized provinces, which they may hope to Pillage.

Whether the Barbarians surrender or retreat, some Barbarians will be captured and taken as Slaves, which are sent home and divided between your Capital province and other nearby provinces. The victorious General may also capture any “loot” the Barbarians have taken from raiding and Pillaging, though the Barbarians would have to

have Pillaged at least one civilized province in order to have any loot to capture.

A day after combat ends, the victorious army may see an event window (depending on your Message Settings) which explains how much Gold was captured from the loot wagon, how many Slaves were captured, and how much Popularity the general receives.

## FOUNDING NEW COLONIES

To expand your empire into barbarian territory, you must have a governor who has a reasonably good Martial attribute in a neighboring province with a reasonably high Population and Civilization Level. High attributes in Finesse, Charisma, or Popularity may also impact the likelihood of a Governor being able to create a new Colony.

It is also necessary to reduce the Barbarian Power Value in the targeted province to 1, and to keep it there by occasionally “patrolling” with your armies. Sometimes, when you patrol, the Barbarians will rise up and attack. The higher the Barbarian Power Value, the more likely they are to attack your army.

The Civilization Level of less civilized provinces, including those Barbarian provinces on the Frontier, will gradually increase based on influence from the Civilization Levels of nearby provinces; therefore, provinces near any civilized country will become civilized more quickly. If you keep the Barbarian Power Value suppressed and wait for the Civilization Level to increase, that province will eventually become eligible for colonization. This will be represented by the province’s “Colonize” button turning a gold color, at which point you may click to Found the Colony. Be warned: if there is more than one adjacent empire, another empire may benefit from the work you’ve put into civilizing this province. Watch carefully.



Eventually, if the conditions for Colonization remain met, you will receive an opportunity to Colonize the province, often immediately after your army defeats the defending Barbarians.

The new Colony will begin with a small Population, which is transferred from one of your provinces. You will need to appoint a Governor for the new province.

## BARBARIAN ASSIMILATION

Once a colony is established, it will have a small population of Barbarians living among the new, civilized colonists. Appointing a decent Governor to the province (someone with at least moderate Popularity and/or Charisma) may eventually make these Barbarians wish to be part of the new empire. An Event will appear to announce that they wish to assimilate, and if you approve, they will be added to your Freemen population.

# DIPLOMACY & WAR

## OVERVIEW

Successful countries in *Europa Universalis: Rome* will have to deal with other countries one way or another, whether by signing Alliances, establishing Trade Routes, or simply Declaring War on other countries, and then negotiating Peace (or Annexation!).

## DIPLOMATIC INTERFACE

The Diplomatic Interface (accessed through the parchment scroll icon, either in the Information Bar, or in the Special Menu Toolbar at the bottom of your screen) shows your relationships with other countries, and a variety of other important information. While the Diplomatic relationships shown are always your own relations with the world's other countries, clicking on other countries in the Diplomatic Interface will change all the other information in the interface to refer to that country. This information has been presented before, but it bears repeating, considering the importance of this interface.

In the relations list, positive relations will be in green, and negative (hostile) relations will be in red, with a minus sign. You can order this list alphabetically by clicking on the names (it should default to alphabetical); by order of relations by clicking that header; or by diplomatic ties (war, alliance, etc.). Like any other list, clicking a second time will place them in reverse order.

Small icons under the "Ties" header will demonstrate significant Relationships: Alliances are marked by a chain icon, war is marked by crossed swords, and Trade relationships are marked with a stack of coins.



On the right, you will see the country's Type of Government. Immediately underneath this, you will see the Ruler's name and title. To see his Attributes and Statistics, you can hover your cursor over his portrait, which is also seen here. A balance graphic and figure in the left column below this shows their Stability, and the amount of Gold they have. Current Manpower and monthly Research Points are shown on the right. Beneath these two columns you will see that country's National Ideas and, to the right of those, any active Omen. Each of these will have a tooltip which will indicate each one's game effect.

Underneath those general statistics, you will see the government's international Reputation, often referred to as a "Badboy rating." Below that, you will see a listing of their Technology Levels in each Tech category.

In the box underneath the Technology Levels, you will see that country's most important Diplomatic

ties with other nations – things such as Alliances, Wars, Casus Belli, etc. There will not necessarily be anything listed in this box, as you will only see listings if there are qualifying diplomatic ties. Truces are shown with expiration dates marked.

Importantly, at the bottom of the interface's right column, there is a button labeled "Take Action." This button opens the Diplomatic Actions Interface, to the right of the other window.



The Diplomatic Actions Interface lists all possible Diplomatic Actions which can be performed toward the selected country. If you have your own country selected, your choices are far more limited, but there are certain Trade and Character actions you can only perform through the Diplomatic Actions Interface.

If you are at War, any friendly Diplomatic Messages (other than Sue for Peace) are disabled between the warring countries.

## RELATIONSHIPS

### FOREIGN RELATIONS

Every country has a state of Diplomatic Relations with every other country on a 1-200 (negative and positive) scale. The rating – negative or positive – determines the general status of diplomatic relations between those countries, and the likelihood of either country's acceptance of the others' Diplomatic efforts. Positive Relations mean they will be more likely to Ally. Negative relations mean that War or other conflict between those countries is more likely.

Diplomatic Relations between countries will change over time based on many factors. Any positive Diplomatic exchanges will improve relations, while a failed Diplomatic Mission will hurt relations. Repeatedly asking a country to enter wars may cause Relations to go down. Positive

things like establishing Trade Routes, or treaties of Alliance, may cause the Relations to improve.

## ALLIES

A country may establish a treaty of Alliance with another country so that they will go to war with its Allies' Enemies, and vice versa. Treaties such as this can be set up through the Diplomatic Actions Interface, though they generally require positive relations.

Allies are expected to come to the aid of their partner when War erupts, regardless of whether the conflict was instigated by the Ally or their Enemy. Not coming to an Ally's aid may result in deeply hurt relations and a Casus Belli from the "jilted" Ally against the one who violated the Treaty of Alliance.

When War breaks out, an Alert icon will appear to inform you that you can ask your Allies to enter the war. That is always at your discretion. If one of your own Allies issues a Call to Arms, you will receive a Diplomatic Message (in the lower-left corner of the screen). You have the opportunity to accept or reject the request.

## TRIBUTE AND VASSALS

You can ask for another country to become your Vassal, and pay you Tribute. One country provides an amount of Gold to the other every month, and the country who receives the payments becomes the protector of the Tributary country. As Vassals, they promise to submit to your will and fight in your wars while paying you Tribute.

To ask for a country to become a Vassal, neither of your countries may be at War at the time. However, Vassalship may be a condition of Peace between two countries who are at War; if the conditions are accepted, then neither country will still be at War, so the rule still holds.

Vassals (or tributaries, as they were sometimes called) can be a friendly country who agrees to pay you to protect them, or it can be a country who is unfriendly but unconfident of standing against you in war. They might also be a country which has been defeated in battle, and is forced to become a Vassal.

A Vassal may find itself unable to pay a monthly Tribute payment, due to economic problems, or other reasons. Failure to pay will give the country to which the payment is owed a *Casus Belli*, which may lead to war.

## REPUTATION OR “BADBOY”

If a country is playing aggressively and conquering many provinces, it will begin to acquire a bad reputation as a “Bad Boy.” Other countries will begin to behave differently toward that country, treating it in a fearful manner. Fear, in international relations, sometimes means they will stay away from that country, not make friendly deals, and so forth. But sometimes fear means they will lash out militarily, and try to join with other countries to stop the expansion and lessen the threat posed to their peace and prosperity (or to their own empires!).

Reputation (the level of fear or respect a country instills) is increased based on the types of actions a country takes. Annexing provinces, and especially whole countries, will quickly increase a country's Reputation. Breaking treaties (Alliances and such) will also hurt.

The impact on Reputation is reduced if, instead of annexing provinces, the victorious country simply asks for a monetary settlement in Gold, a Vassalship, or for the defeated country to give up some of its Core provinces.

Reputation increases are highest when a country annexes another country's capital (i.e. full Annexation), or acquires several new provinces in a peace settlement. Having a Core on a province which is annexed reduces the Reputation gain (because you had an “excuse” to claim it).

Reputation is eased over time, reducing gradually toward zero. If a country which has acquired a Reputation remains quiet for a number of years, it can get its Reputation back to insignificant levels.

The effects of Badboy are such that if a country continues to take aggressive action, or to annex provinces taken during wartime, their Reputation will eventually build to a point where a Declaration of War by one or more rival countries is inevitable.

## INITIATING DIPLOMACY

To send an Envoy to another country with a diplomatic action, it's often best to pick a new envoy. Otherwise, the interface defaults to an Envoy who may not be suited to the Mission, or who may be too valuable to risk (for unfriendly Missions). Since these Envoys can be imprisoned or killed in response to the sometimes negative tidings they bring, you probably don't want to lose a valuable character to the other country's anger. On the other hand, you don't want to send someone incompetent.

Certain Diplomatic Actions are decidedly unfriendly, such as Seduce Governor and Assassination. These are meant to be conducted in secret, though there is a chance your Envoy will be discovered, at which point they may be Beheaded or Ransomed by the target countries.

## SELECTING AN ENVOY

Every time you try to perform a Diplomatic Action, you need to assign a character to be your Envoy. This character will be more effective if he or she has a high Charisma attribute, regardless if the Mission is a true Diplomatic Mission or an Intrigue (hostile) Mission. However, there is often a risk to sending your envoys on these missions, as they may be imprisoned or come back without their heads.

It will generally take only one day for an Envoy to receive an answer to a Diplomatic overture, or to complete an Intrigue Mission. However, for taking time to conduct the Mission, the Envoy remains unusable for other Actions until a month has passed (giving him time to return).

## DIPLOMATIC ACTIONS

- **Declare War** – This will place you in a state of War with the selected country. As with every other Diplomatic Action, you will always have the chance to cancel once you've seen what the potential consequences might be. Countries which Declare War without *Casus Belli* will have a penalty to their Stability. For purposes of beheading,



this is considered a Hostile Action.

- **Sue for Peace** – This is how you would end a War. This opens the Peace Interface, which allows you to select one of a few options: Annex, which is only selectable if you have a 100% War Score against a country which is only one province in size; White Peace, which ends the War immediately, with neither side suffering any penalty – this is basically both sides admitting the War has come to a “draw”; Offer Tribute, which allows you to make offers to the Enemy in an attempt to convince him that it's worth making Peace; and Demand Tribute, which allows you to pick what consequences to demand of your enemy, in terms of Gold payments on a one-time (Indemnity) or continuous (Tribute) basis.
- **Offer Alliance** – This allows you to make a Treaty of Alliance with another country, so that both of you pledge to go to war against any of the Ally's Enemies, no matter who started the War.
- **Cancel Alliance** – If you feel the Alliance is more dangerous than beneficial, or if for some reason you've decided you want to Declare War against your Ally, this is how you end the Alliance relationship.
- **Ask for Military Access** – Sometimes, it's impossible for you to reach an enemy country, so you need to request permission to pass through another country. This also may be used to gain a unique advantage against an enemy whose country has an exposed flank which can be reached through another country's territory.
- **Give Military Access** – For the same reasons given above, it's sometimes necessary to extend the courtesy of allowing your neighbor to move troops across your country.
- **Cancel Military Access** – When the purpose of allowing a neighbor to cross your land is fulfilled, you can cancel the Military Access. This is also necessary for you to Declare War on that country in the future.
- **Demand Tribute** – If your relations with the target country are -150 or better (i.e. up to zero and beyond), and neither country is at War, you may ask another country to become your Vassal by asking them to pledge Tribute payments to you. You are considered that country's protector, and the Vassal becomes your Ally. It is possible for friendly or distrustful countries to be targets of the Tribute request.
- **Offer Tribute** – This allows you to offer to be another country's Vassal. This may be because you need that country's protection, and your request for an Alliance did not succeed.
- **Request Trade Access** – This allows your merchants to cross another country's land in order to reach a distant Trade Route. This is not necessary for every foreign or overseas Trade – this is simply a pass-through request if a country you're not trading with happens to block your access to the country you want to trade with.
- **Support Rebels** – This will increase the Revolt Risk in a province, and will hopefully result in a Rebel army rising up and attacking its government. For purposes of beheading, this is considered a Hostile Action.
- **Desecrate Holy Site** – This allows you to attempt to destroy or damage another country's religious sites. Naturally, this will make them angry. It may also reduce that country's (and that Religion's) Omen Success Rate and Omen Power, due to the negative penalty it causes for Religion Power, as a Temple is no longer contributing. For purposes of beheading, this is considered a Hostile Action.
- **Seduce Governor** – This allows you to spend money (usually a good sum) to try to bribe a foreign Governor into defecting and pledging his province's loyalty to your country instead. This action works best against Governors whose Loyalty Statistics are low, or whose Corruption Statistics are high, or both. For purposes of beheading, this is considered a Hostile Action.
- **Create Trade Route** – This is how you select a foreign province to establish international Trade with.
- **Cancel Trade Route** – Sometimes a “better deal” for a Trade Route comes along, or sometimes you may need a certain Trade Good in order to build cohorts, and so on. Canceling an existing Trade Route may allow you to set up more valuable Trade Routes.
- **Assassinate** – This works against any Character in your own country (click on your own country before clicking the Diplomatic Actions Interface), or against any Character in another country, other than their Ruler. If successful, this kills that Character, and removes him or her from gameplay. For purposes of beheading, this is considered a Hostile Action.



## ASSASSINATION

This sends an Envoy to attempt to Assassinate a Character either inside your country or in another country.

Keep in mind that Assassination actions are directed toward an individual (who you select), and not a country. However, such an act, whether successful or not, may result in a bad Diplomatic result if your Envoy is discovered.

Likewise, if you Assassinate a Character in your own country, you may gain the resentment of his or her Friends and Family.

## SEDUCTION

Seduction is the method of attracting a Governor to come over to your side, be it through Religious overtures, bribery or simple blackmail.

You will choose a Governor of a province which you want to try to take over. It will also

cost a fair price of Gold. Your chances of success are much greater if they have low Loyalty, high Corruption, or both. A successful Seduction results in the Governor switching sides and declaring his province to be part of your nation.

You can never Seduce the Ruler of another country, which also means you cannot Seduce one-province minor nations.

## CASUS BELLI

A Casus Belli is an excuse – real, imagined, or manufactured – for going to war. Your country will suffer a -2 reduction to Stability if you Declare War without a Casus Belli, so it becomes important to have a Casus Belli before making such a declaration. Certain Events can provide you with a Casus Belli, as well as certain actions by other governments.

Either violating an Alliance pact or failing to keep up on Tribute payments while being a Vassal will both provide a Casus Belli to the aggrieved country. Also, if another country sits in one of your Core provinces, you will have a Casus Belli against that country, because they occupy land you believe to be rightfully yours.

A Core is represented by crosshatched green on the Diplomatic Mapmode. Also, every Province Interface features a representation of which countries (if any) consider that province a Core. If more than one flag appears under the Governor's portrait in the Province Interface, a country who does not currently own the province has a Casus Belli against the other for occupying territory it believes to be rightfully theirs.

While a Casus Belli does not automatically mean War will occur, there is a good chance that, over a matter of years, the two countries will end up at War.

## DECLARING WAR

When the time has come to go to War and everything is prepared to mount an offensive, you will go to the Dip-

lomatic Actions Interface, select the target country, and send an Envoy to issue a Declaration of War. If he's lucky, the Envoy will come back with his head intact.



A country may not Declare War if its Stability is -3. It is also impossible for a country to Declare War against a country with which it has a Treaty of Alliance, or if the target country is currently allowing you Military Access; you would have to cancel the Alliance or the Military Access before Declaring War.

While it should rarely happen, you cannot Declare War if you've used up all your Characters (because there's no one left to carry a Diplomatic message).

You are allowed to declare war against more than one country at a time. In fact, you can Declare War on as many countries as you like, up to the point when your Stability is reduced to -3.

## ALLIANCES AND ALLIANCE LEADERS



Countries which are allied with a country that goes to war may be Called to Arms by that country, no matter whether it's the aggressor or defender. An Ally's refusal to honor an Alliance will break said that Alliance and give the former Ally a Casus Belli against it, meaning it may later go to war to seek revenge.

The most powerful country of an Alliance is considered the Alliance Leader during wartime. The Alliance Leader is the only country in the alliance which may negotiate on behalf of all the countries in the Alliance. There is no guarantee the peace negotiations will favor anyone but the Alliance Leader, though it is possible, and far more likely if a lesser ally has taken much of the controlled land. If occupied land is part of a Peace deal arranged by the Alliance Leader, it will generally go to the country which occupies it.

Countries who are minor partners in a War (i.e. who are not the Alliance Leader) may make a separate Peace, and leave the War with no consequence.

## INTERNAL EFFECTS OF WAR

There are various internal effects from being at War which may affect your Economy and internal Stability. The most direct of these is War Exhaustion, which increases the Revolt Risk in all your provinces. War Exhaustion steadily grows over the

course of the War. It increases for every month a country remains at War, and also reduces for every month the country remains at Peace.

War Exhaustion also indirectly affects Tax Revenue by increasing the Revolt Risk (which in turn impacts the Economy directly).

Obviously, having Enemy armies moving through your land can devastate an Economy if they are not pushed back. Stability effects from Declaring War without a Casus Belli can also severely damage a country's Economy.

## WAR SCORE

As you war against another country, you will gain “points” which represent how well (or how badly) you are doing in that War. Battles may earn very small gains toward Warscore if you win, and will detract from it if you lose. Primarily, Warscore is accumulated as you conquer enemy provinces. The amount you gain is relative to the value or worth of that province to the country that owns it.

The Warscore is most important when arranging Peace. The higher your Warscore, the more leverage you have against your enemy in making Peace on terms that are favorable to you. Generally, when you send terms to the enemy, such as a Peace offer, you'll want to approximate the Warscore when adding up what you will ask for (or offer, if you're losing) in the peace negotiations.

## PEACE OFFERS

You may initiate a Peace Offer toward an Enemy nation, or you may wait for the Enemy to come to you. If you receive a Peace Offer from another country, you will receive a Diplomatic Message in the lower-left corner of your screen. You do not have to respond to this immediately (or at all!), as you have 30 days to respond, 25 days before the Diplomatic Message begins to blink, and another 5 days before it disappears.

If you receive a Peace Offer from another country, click on it and you will see the Peace Offer Interface, explaining the Enemy's offer. You will see a picture of the enemy envoy, who will describe via text what the enemy is offering.



You have four choices, listed at the bottom of the interface. You can accept the offer; you can flatly decline it; or you can play with the envoy – Throw Him in Irons (imprison him), or Off with his Head (kill him). These are the options for any “hostile” Diplomatic Action, though please note that patches may differ as to whether an Enemy Peace Offer is a “hostile” action.

## PEACE NEGOTIATIONS

If you are at War and you wish to attempt to end the War by using Peace negotiations, select Sue for Peace from the Diplomatic Actions Interface.

You will see the Peace Interface, which shows the Warscore at the top, and has four options: Annex, which may only be available if you control an Enemy's sole remaining province; Demand Tribute, which takes you to the Peace Negotiation Interface where you can select which provinces or other concessions you want to ask for; Offer Tribute, which also takes you to the Peace Negotiation Interface where you can choose what to offer; and White Peace, which allows you to end the war with no gains or losses on either side.

The one exception to the normal rules of making Peace is Civil Wars. , and Neither side in a Civil War may offer peace. They are bound in a fight to the death, and when one Faction ultimately conquers the last province of their Enemy in the Civil War, the War will come to a close as a total victory for that side.

## PEACE NEGOTIATIONS INTERFACE

The Peace Negotiations Interface will show a map of your country, or that of your Enemy, depending who's offering concessions. On the left, you may select which provinces you wish to make part of the offer, either in terms of giving or taking.

Any provinces controlled (conquered) by the winning side will be listed under "Cede Provinces." If you click on any of these, it will be marked with a checkmark and will be considered part of the Peace Offer.



As you add provinces or other concessions to the list of demands or offers, a calculator will tabulate how much Warscore (i.e. how much Warscore "value") that total approximates, which you can compare to the earned Warscore number at the top of the Interface. Depending on how confident you are, or how the War has been going, you can either choose to ask for more than the Warscore in the hopes of getting it anyway, or you can ask for less and hope that will encourage the Enemy to agree to your terms.

If your Warscore is low, and you just want to end the War, there are lesser options than asking for provinces to be turned over to you in the Peace deal. You may ask for a one-time Indemnity – a payment of Gold, just that once, to pay for your troubles.

If that's not quite sufficient, and you'd rather come away with something more permanent, you could demand Tribute. The Enemy would, in return for Peace, provide you with a monthly payment of a set number of Gold pieces, and would be considered a Vassal.

Another less painful option is to ask for your Enemy to give up their claim to Core provinces. This can make War less likely in the future by removing the "excuse" they otherwise have for Declaring War. If they hold a Core claim on a province you own, ask for them to give up that claim. It will never be an issue again, unless future wars bring it into question.

Obviously, if you're on the wrong end of the table for negotiations (if you've lost, or are losing the War), then take this advice in reverse – offer with these recommendations in mind, and hope that's good enough.

## ANNEXATION



A country can only be Annexed if it has been reduced to one owned province (i.e. it is a one-province minor). Countries which have more than one province will cede individual provinces but will not be allowed to be Annexed, even at 100% Warscore.

When you are eligible to Annex, the Diplomatic Actions Interface will show “Annex” as one of the available options.

Realize that any provinces you Annex from a peace deal, whether individual provinces or the provinces of an entire country, will exhibit Nationalism for the next 30 years, meaning you should expect to have to deal with revolts. Annexation is also considered very strongly when computing Reputation (BadBoy).

## MILITARY OVERVIEW

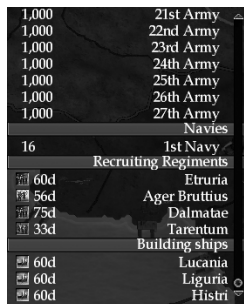
Much of the history of the Ancient world (at least the history we know about) is made up of armies and navies fighting each other across and around the Mediterranean Sea. Warfare is no small part of *Europa Universalis: Rome*, so pay close attention!

This section deals with things the game’s military units have in common, be they armies or navies. For items and issues that differ between land and sea units, those are dealt with in a separate section just for them.

### Structure of the military

The basic military unit on land in *EU: Rome* is the cohort for land units, and the individual ship for seafaring units. A multiple number of cohorts joined together become a Legion (more commonly referred to as an Army). A multiple number of ships joined together are considered a Fleet.

## RECRUITING MILITARY UNITS



In the province screen, you can choose to recruit new cohorts or ships, though ships are only an option in coastal provinces with access to wood. You may be able to build a range of different units, depending on the Trade Goods available in that province (either produced at home, or brought in through trade routes), and your Technology Level for Land Technology.

You can select new cohorts or ships to build in each province. If you choose more than one and pay for them up front, these extra units will enter a queue, and they will be built by that province in sequence.

You also must have available manpower to build or recruit units: 1,000 for land units or ships.

Some Events may allow an individual Character to recruit military units. If



this happens, those units will have personal Loyalty toward the Character who recruited them, and will initially appear in the province where the recruiting Character is located at the time.

As your Construction Technology advances, you will gradually get better Build Times, meaning that your units will be recruited or built more quickly. Some Trade Goods will also provide improved Build Times for provinces which either produce the Good, or Trade for it.

## USING THE SELECT BOX FEATURE

If you click and drag (click, hold down, and move the mouse) your mouse cursor, you can draw a white-bordered Select Box around multiple military units. This allows you to Combine units if they are in the same port, seazone or province – see below for more details – or to see at a glance where several of your own units are being directed to move, with each unit's movement arrow becoming visible.

## COMBINING AND SPLITTING UNITS

If you click on a unit containing more than one ship or cohort, there will be a box in the upper-right corner of the unit interface (an icon showing two arrows going in opposite directions). Clicking on this button will allow you to reorganize your units by selecting some to move into a new unit.



The Splitting Units Interface will appear. One side will show the army you're starting with, along with the names, types, and number of men in each cohort within that army. The other half of the interface will show an empty army (containing no cohorts) with a new name, though you should remember that you can always change the names of your units by clicking on their name in the interface. To move a cohort into the new army, click the arrow to the left of the cohort. You can move any unit

back by clicking on the arrow to the left of the cohort in the other army's list. When done, click close, and the armies will appear as commanded.

Likewise, if you draw a box (click and drag with your mouse) around the units in a single province, an interface will appear that shows every unit in that province, though you may have to select carefully to avoid drawing naval and land units into the same box. The Merge Units button shows two arrows pointing toward each other, with a line between them. This will combine your selected armies or fleets into one, larger unit, though they must all be in the same province or sea zone. It will also place them under command of a single General or Admiral; the other generals assigned to the units, if any, will be returned to the Character pool.



If only two armies or fleets are selected, you can reorganize them using the same interface described above. Click on the Reorganization button. Otherwise, you must first Merge them, and then divide them using the Reorganization button.

There is also a Consolidate Cohorts button located in the lower-right corner of your Army Interface which allows you to take multiple low-strength cohorts (with a number of soldiers adding up to less than 1,000) and combine them into one, stronger cohort. Remember that if you do this, you will lose the ability to reinforce the eliminated cohorts to full strength; in



other words, those units you lost when you consolidated are lost forever, though their men live on in a new cohort.

No units may reorganize or merge during combat, or during a Retreat from a lost battle.

## ASSIGNING LEADERS

In the Unit Interface screen, there will be a bar underneath the unit name showing which Character commands the unit. If no name is shown, that unit is “leaderless,” meaning it is under the command of lowly officers. You may click on this box to either assign or change a leader.

Leaders will affect that unit’s effectiveness in combat, as well as provide certain bonuses if they have certain Traits. A skilled commander may inspire his army to get Battle Events, which can turn the tide of battle in their favor.

There are times when you cannot assign new Leaders. During Retreats and during combat, the Leader is locked in place and cannot be moved. Also, it is not possible to assign a new Leader while a unit is in enemy-controlled territory, though it is possible while in enemy provinces you control. Admirals commanding ships, of course, can only be assigned while the fleet is in port.

A character who is assigned as a military leader may acquire the personal Loyalty of the cohorts under his command during combat (battles, assaults or sieges), especially if that Character has high Charisma. This means that, if a Civil War occurs and this General is part of the Faction opposed to the government, those cohorts who have Loyalty to that Character may join the Civil War against the government. Unit Loyalty is shown in unit tooltips, as is information about who the unit is Loyal to. A graphical representation of three gold links in the Unit Interface shows that unit has Loyalty to a Character.

If a unit is personally recruited by a Character, it will have loyalty to that Character.

## MORALE

Morale is what keeps a unit’s soldiers fighting in the field. It’s their motivation and willingness to stand against the Enemy. Once a unit’s morale is sapped by lack of Maintenance or through combat results, they will choose to leave the field of combat and retreat to a safer province.

## MOVING MILITARY UNITS

To move a unit, simply left-click on a unit (army or fleet). A rotating disc will encircle it to indicate which unit you’ve selected. Then right-click in the province or seazone where you want the unit to move.

If you hover your cursor over a province, an animation will appear at the back end of the cursor to indicate whether the unit you have selected is able to move into that province or seazone. A green pulsing arrow will appear if your selected unit can move into a province which is friendly, meaning that it is controlled by you or an allied country. A red pulsing arrow will appear if your selected unit can move into a province which is hostile or held by an enemy. A red flashing “x” will appear if your selected unit cannot move into that location at all.

If you’ve clicked on a province where the unit is not allowed to move, you will see a bright “star” flare and then fade, and no arrow will be created to indicate the unit will move there.

A land unit will not move into water unless there is a fleet with enough capacity to carry all its soldiers. A naval unit will move into port if a land province is selected, provided that province has a port.

Units standing in Enemy territory in provinces that haven’t fallen will automatically enter a Siege against that city. When a unit moves away from the province, the Siege ends. If you choose to return to the Siege before the next province is reached, just click on the province you haven’t yet left, and the Siege will resume.

If an army is forced into battle while it’s in the process of moving into a neighboring province, it ceases movement, completes the battle, and then continues its movement into the next province based on where it was and its distance from its destination when the battle started.

A tooltip will show where a unit is moving to, and when it is expected to arrive there if you hover your cursor over the unit or units, though separate armies or navies are shown separately. If desired, you may set your

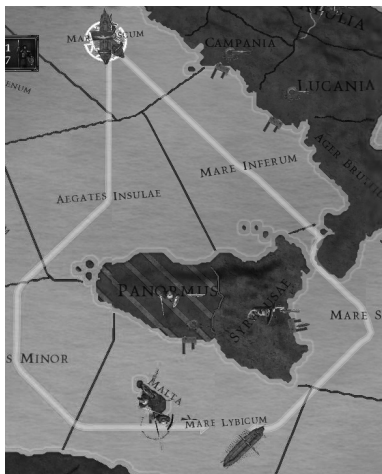


Message Settings to inform you when one of your units reaches its destination.

If you use the Select Box feature, you can issue movement orders to more than one unit, whether they are in the same province or not. To do this, all selected units can only be directed to move into the same destination province; if you wish otherwise, you'll have to issue separate orders. Note that these units will all move at their own maximum speed, and they cannot be guaranteed to arrive in the province at the same time.

## SETTING MOVEMENT PATHS

If you do not want your ships or troops to follow the default movement path selected by the computer (the "shortest route"), then you can override it. This will require movement in "legs" – two parts to your path. Set the first path normally: select a province or seazone to which to move that is close enough to your destination. You may have to experiment to find the right path. Then, once you've set movement close to where you want, draw the next leg of the path by holding down the "Shift" key on your keyboard, and right-clicking on your final destination.



You can set as many legs to the path as you want, even patrolling back and forth, if you want. The fleet will continue until it has run out of movement orders, or sunk because you underestimated Attrition!

*Here, the default path would take the fleet west, by the enemy shore, where combat is likely. You can override the default path, by first setting a waypoint (on the far right, east of Sicily), then holding down the Shift key and right-clicking on the next leg of the path*

## MOVEMENT SPEED

Each ship or cohort has a set basic "speed." Any fleet or army with multiple ships or cohorts will move at the speed of its slowest unit.

A Road in a province will greatly increase the movement rate of any army moving through that province.

## STRAITS

Certain coastal provinces are close enough to other coastal provinces that it's possible for armies to cross between those provinces as if they were crossing over land. This will normally take longer, as they have to cross the water (in small boats, presumably).

Crossing Straits will be impossible if there is an Enemy navy present in the seazone which separates the provinces. However, if the fleet is in battle, they become unable to block the Straits. In other words, the unit can make it across while the battle is still going on; otherwise, they will remain blocked.

## HOUSEKEEPING (END OF MONTH)

At the end of each month, the computer will conduct various “housekeeping” duties, such as applying Attrition, and adding Reinforcements. This is also when the Autosave feature does its work, if you’ve chosen that option. Each of these features may cause the game to halt, momentarily, while it processes this data.

## EXPERIENCE

When a unit engages in combat, it will gain Experience. The more intense the combat and the more successful the battles, the more Experience will be earned. Once accumulated, these Experience bonuses will give the unit an advantage in combat. Experience is tracked individually, cohort by cohort. Cohorts that are badly mauled in combat may lose part of their Experience bonus due to the loss of experienced soldiers.

Experience is shown in a tooltip if you hover your cursor over the specific cohort in the Army Information Interface, which is explained later.

## DIE ROLLS

To resolve combat in *Europa Universalis: Rome*, the computer “rolls” a 10-sided die for each side to randomly determine their combat modifier for the round. This process is used for land combat and naval combat alike. Each round lasts for five days, and then the dice are rolled again, with different random modifiers. How this affects each type of combat is discussed in more detail below.

# LAND MILITARY

### Overview

Control of the seas is fine, but the lives of most citizens, and most countries, exists primarily on land, which is why most of the world’s wars have been fought primarily on land.

Anything specific to land-based military units is covered here.

### Cohort Types

First, please note that each Culture may have its own name for each of these cohort types. The generic terms are used here.

- **Infantry/Militia** – These are the “light” infantry troops used by most armies around the world, especially by Tribes. Lightly armed and lightly armored, they engage primarily in wild, melee combat. They can participate in Sieges and Assaults.
- **Heavy Infantry** – Much more heavily armed and armored than Militia, the Heavy Infantry are the subject when people think about the Roman Legions, or the Greek Phalanxes. They can stand much better against Archers, Cavalry or Militia, and there’s not much (besides Elephants and other Heavy Infantry) they fear. They can participate in Sieges and Assaults.
- **Cavalry** – These are mounted horse soldiers who could ride around the flanks of the Enemy and take advantage of targets or openings of opportunity. The Cavalry is very mobile, and thus has a further “range” of attack than other units. The only cohorts they can’t attack as effectively is Heavy Infantry.
- **Archers** – With their arrows representing an effective long-ranged weapon, Archers could frequently kill many of their foes before the armies even came into direct combat. Archers are vulnerable, and so would deploy behind the Infantry for protection. Playing a primarily support role, they could provide a deadly hail of arrows before the Infantry engages in hand-to-hand combat. They can participate in Sieges and Assaults as support troops.
- **Horse Archers** – An improvement upon the Archer, these have the ability not just to rain hails of arrows, but also to move around the battlefield.
- **Elephants** – The heavy shock troops of whatever battlefields could field them. War Elephants strike fear into just about anyone, but they’re expensive.

## COHORT PRODUCTION

Elephants can only be built in provinces that produce or trade for elephants. Horses are necessary to produce Cavalry or Horse Archers. Wood is necessary to produce Archers, and Iron is necessary to produce Heavy Infantry.

## AUXILIARIES

Auxiliaries are mercenaries whose service is purchased at high cost from volunteer soldiers from other countries. You will only be able to hire Auxiliaries in provinces which neighbor other countries.

Auxiliaries do not drain Manpower when they are called up simply because they are volunteers. However, they require more money to maintain than your normal army units.

## ARMY INFORMATION INTERFACE



Please note that Roman armies were referred to as Legions, and Greek armies were often called Phalanxes. For ease of reference, we refer to all of these units (combined cohorts) as “armies,” no matter what Culture produced them.

When you click on an army (aim with your mouse cursor toward the base to indicate the specific unit and make it easier to select) the Army Information Screen will open. Each cohort which is part of that army will be listed; cohorts are a unit which normally contains 1,000 men, and an army may include more than one. If there are more cohorts than will fit on the screen, there will be a scroll bar along the right side of the interface. At the top, under the army name, is displayed the name of the army's General, or “no leader” if no General has been assigned.

Under this is a reminder of where the army is located. To the right is the total number of men in the army, and the amount of monthly Attrition it's currently experiencing, which can be due to the number of cohorts in the province being over the province's Supply Limit. This Attrition is applied at the end of each month if the unit is still experiencing that level of Attrition.

On the left will be an army icon and a red and/or green bar indicating the percentage of morale remaining for that army; green is good, red is bad. The bottom portion of the interface displays all cohorts which are part of the army. The picture is a graphical representation of what type of unit the cohort is, be it an archer, heavy infantry, and so on. Underneath the name of the cohort, to the right, is text which also indicates what the type of unit is called in that Culture. On the far right, you'll see how many men of the 1,000 maximum are currently in that cohort, minus attrition and casualties.

The Army Information Interface has small controls which are nevertheless important. At the very top-right are three small icons. The first allows you to disband that unit and all its cohorts – they will disappear and no longer be able to fight for you; see the Disbanding Cohorts header for more information. The middle icon allows you to divide the army's cohorts into more than one army, as it will open the Reorganize Unit Interface. The icon on the far right will close the Army Information Interface.

The two icons in the middle of the interface, to the right of the first cohorts listed, are arrows which will allow you to switch backward and forward through your country's armies in sequence, no matter where they're located. You will basically switch from the Army Information Interface for one army, and be looking at the same Interface for the next army.

An icon on the right at the very bottom allows you to consolidate weakened cohorts into a single unit. Basically, if you have three units which have been weakened to only 200 men, you can combine them into one cohort of 600 men. Remember that if you do this, those other two cohorts will be permanently lost and will never be reinforced; in other words, your potential reinforced strength of those three cohorts is no longer 3,000, but rather only the 1,000

of the single, consolidated cohort. One reason you may still wish to do this is so you don't waste Manpower in the form of Reinforcements to units that have little military value in their weakened state.

## MAINTENANCE

Each regiment has a cost that must be paid for maintenance (approximately .01 gold, at max), or else the regiment loses morale. This is reflected in your Economic Interface. You will be forced to pay considerably more for extra units if you've exceeded your Support Limit (the maximum number of units your country can normally support).

Auxiliaries cost more than your own cohorts to maintain because you're paying them more to work for you.

If your armies are over your country's Support Limit, you will have to pay a surcharge for the additional units, at a higher rate than for your normally supported units. A tooltip on the Military Interface will display how much you're paying for general Maintenance, and how much extra you're paying for being over the Support Limit.

## DISBANDING COHORTS

There are sometimes reasons to Disband units that are in your service. Maintenance for army units can be very expensive in the long term. Also, if a country is supporting more armies than its Support Limit, it will pay even more for Maintenance on those units.

By Disbanding a unit, you will cease paying Maintenance on that cohort, and the Manpower will go back into your Manpower Pool. That is one reason why you might wish to do this, but it will cost money to do so — you need to pay the soldiers for their service, or if they're being discharged early, for their "lost wages" from future looting. It will cost even more if the unit is personally Loyal to a Character who is disloyal to the State.

## MANPOWER

You have a base Manpower, determined by the Population of Freeman in your country. This "pool" is available to help build new units, and to help reinforce existing units that have lost troops to desertion or combat.

In long or costly Wars, the Manpower pool may be drawn very low. If you run out of Manpower, not only can you not raise new armies, but you can't even Reinforce the armies you have.

## SUPPORT LIMITS

Each province has a Support Limit which determines how many total cohorts can be in that province at one time (figured at the end of the month) without negative consequences. If the number of cohorts in that province is over the Support Limit, they will suffer a certain degree of Attrition, a number which increases as the Support Limit is increasingly exceeded.

It's important to keep in mind the difference between a "Support Limit," the amount of units your country can support without added expense, and a "Supply Limit," the amount of cohorts which can exist in a single province without suffering Attrition.

## ATTRITION

If your army enters a province and the total number of armies (yours plus whoever else is there) is higher than that province's support limit, all units will suffer attrition of 5% or worse (counted at month's end).

If an army is led by a general, that general's Martial attribute is added to the Supply Limit to create a temporary, artificial maximum Supply Limit for that province. Armies whose general's attributes keep them under the Limit will not suffer attrition, even if they are over the province's normal Supply Limit.

If more than one unit is in a province which is over its Support Limit, then only the smaller unit will suffer attrition, unless the larger unit by itself is over the Support Limit.

When calculating its value against the Support Limit, the "weight" of a unit is the maximum strength of that

unit, not its current strength (which may have been depleted in combat).

Provinces which are friendly or controlled by your country will have a higher effective Support Limit for your armies.

## REINFORCEMENTS

Each regiment which is below its maximum strength will receive reinforcements from your manpower pool at the end of each month, assuming you have surplus manpower. They will arrive at the rate of 50 men per unit until the reinforcement pool for that month (which can be checked by hovering your cursor over the Manpower value in the Information Bar) is exhausted. After that, no other units will be reinforced, so you may see some units are being reinforced, while others are not.

Normally, if your Manpower pool is large enough and you are not in such a large-scale war that you have multiple units needing reinforcement, each cohort will receive 50 soldiers at the end of every month to replace those lost in combat, or due to attrition. However, in those extreme circumstances often brought on by large wars, you may find that not all of your cohorts are reinforced. Each country has a maximum number of reinforcement soldiers per month. You may find this number by moving your cursor over the Manpower value at the top of the screen in the Information Bar and reading the information in the tooltip. Understrength cohorts will be reinforced until this number is reached and the other understrength cohorts will have to wait their turn.

# LAND COMBAT

## OVERVIEW

Some land warfare can be like Chess: a war of maneuver and strategy. However, in Ancient times, the game often ended with a bloody conflict at hands' breadth between opposing forces, very few of whom might make it out of the melee alive.

## INITIATING COMBAT

When opposing armies enter the same province, they will enter combat. If you select the unit, the Land Battle Interface will appear.

## LAND BATTLE INTERFACE

The top of the Land Battle Interface will show the name of the battle which is underway (the name of the province).

There are two halves to the display, the top one for the attacker and the lower one for the defender. The flags of the opposing sides are shown on the left, along with a portrait of the Generals. If there is no general assigned, the portrait will be blank, except for a question mark. The general's name will be at the top of his side's display, next to his portrait. If you hover your cursor over the name, it will show his attributes and traits. An army without a General assigned will indicate "No Commander."

To the right side of each side's display is shown the exact number of soldiers of each type on that side. These figures will change as casualties reduce the numbers during combat.

Underneath the General's name, you will see the "die roll" result for that side, and you will see other combat modifiers such as Martial advantage, terrain penalties, etc. These modifiers are added or subtracted to the die roll to determine a relative advantage in the battle. Generally, the higher this number, the higher the casualties on the other side.



any combat modifiers applied to that unit.

## DEPLOYMENTS

Every cohort on the battlefield has a Maneuver value based on its unit type. Cavalry, for instance, typically has the best mobility across the battlefield, so has the highest Maneuver. This value determines how many squares away on the battlefield matrix the unit can attack.

A unit placed in between one unit and its enemy will prevent the other two units from attacking one another. Therefore, any units in the second rank are immune from attack unless the defending units ahead of them are wiped out.

Missile troops (archers and horse archers) will deploy to the rear of any infantry-type units, and will be able to provide fire support from their protected position; in other words, they will inflict damage upon an enemy up to two squares away.

Cavalry will deploy on the flanks if there is infantry to hold the middle, so that it can attack around the corners of the enemy formation.

Infantry will typically mount a frontal assault against the unit in front of it, unless special battle events are received.

As the battle wears on, these cohorts may change position relative to each other, such as Cavalry moving up on the flanks, Archers moving forward, and so on. If cohorts have been eliminated, the remaining units may “close ranks” and move toward the center to make up for the loss of the unit.

## COMBAT PROCESS

Every day, the computer makes individual determinations of combat between whichever cohorts are attacking each other. It will determine Morale and Casualty damage based on the modified die rolls of each side and the Experience and Discipline factors of each unit. It will also take into account the special characteristics of each unit,

Beneath the battle modifiers is shown the army's Morale bar. Red shows falling morale, green shows resolve in the face of the enemy. As battle continues, each side's morale will start to falter. Typically, one side's morale will fall more quickly. You can hover your cursor over this bar to determine the exact Morale numbers.

Below this, in each half, facing each other, you will see an order of battle drawn up on a representation of a battlefield. This is meant to represent the formations of each side as they meet in the field of battle.

In the battlefield, each cohort will have a symbol to denote its type, and each fits into a box on the matrix according to its unit type (see Deployments below).

You may hover your mouse cursor over any of these cohorts on either side, and get more information about its name, how many men are present, their morale, their provincial origins, their experience, and



such as the relative strengths and weaknesses of each unit type against the other. Certain unit types are better at fighting some unit types than others. These balances also change on the basis of technological advances on each side. If the commanders' Martial attributes are equal, no modifier for leader bonus is applied.



Because of the support qualities of archer units, an infantry unit with archer support is more effective in combat than an unsupported infantry unit. The best armies combine Archers with Cavalry, and with Infantry; the strengths of each combine to even out the weaknesses of any one group of them. Battle Events (see below) may also greatly impact how the battle turns out, as well as the relative morale and strength casualties.

As cohorts take significant casualties, those cohorts will start to lose color in the Deployment field of the Land Battle Interface. They will take on a lighter shade until they are almost destroyed, at which point they are almost invisible.

## BATTLE EVENTS

When units engage in combat, commanders will use whatever tactics they know, to the extent that they know them. The higher a general's Charisma, the more likely he can rally his soldiers to extraordinary exertion.

- **Wedge** – This causes the army to inflict stronger damage against the Enemy at the center.
- **Envelope** – This causes the army to wrap around the enemy, which causes stronger damage against the flanks of the Enemy formation.
- **Force Attack** – By urging his troops to press the attack, they are able to inflict more casualties.
- **Hold Ground** – A defensive move where the soldiers reorganize and are able to mutually support each other in holding the ground. They take less damage than would otherwise be the case.
- **Rally** – The General urges his troops to draw upon reserves of spirit, and to believe they can do the impossible. This sustains their Morale, which is often as good as winning the battle.

## TERRAIN & RIVER CROSSING MODIFIERS

Most provinces have a predominant terrain – mountain, plains, forest, desert, etc. However, each province has a mixture of terrain. The game draws a line between provinces from the unit's origin to its destination, and the battle will happen along that path, in the terrain (somewhat random) on which the battle location falls. Basically, the

location is selected according to the terrain assigned to the pixel where the battle is randomly chosen to occur.

If your army crosses a river en route to a battle, as measured from center point of the origin province to the center point of the destination province, you will receive a -1 penalty to your combat rolls.

## CASUALTY DAMAGE

Depending on the relative strengths and weaknesses of the unit types in the combat matrix, and adding in that unit's modified die roll (the die roll with modifiers added or subtracted), a unit may lose a certain number of men. Battle Events may impact the degree of casualty damage, as well; for example, if an Envelope event causes the enemy flanks to falter, etc.

If a unit type is fighting a certain unit type, and is considered more effective than other units at fighting those troops (i.e. Cavalry vs. Militia), then the casualties among the lesser unit will be high. Across the battlefield, this calculation is made for every unit that is in contact with the Enemy.

Generally, the casualties during each day of a single phase will be approximately similar to the casualties on every other day of that five-day phase.

## MORALE DAMAGE

Different combat circumstances may result in few actual casualties, but will reduce the morale of the unit. You will see this represented by the unit's green bar being replaced by red. When the red replaces the green, the unit breaks and retreats. There are times when Morale Damage will outweigh Casualty Damage.

The first army to lose all its Morale will retreat, and lose the battle. Note that this applies not individual cohorts, but the army as a whole.

A unit's Organization helps it to recover Morale after a battle. Organization basically translates into a faster rate of recovery from Morale damage.

## LEADERSHIP CASUALTIES

Assigned Generals may find themselves maimed or wounded in combat, or even killed. This may have serious consequences to his leadership during the battle. Wounds suffered in combat may even kill the General days or weeks later.

Any wounds developed in combat will immediately affect the General's Martial skill, putting him at a disadvantage. Remember also that a General who dies in battle cannot be replaced until after the battle. This can be the cause of a serious loss.

## END OF COMBAT

Combat will end when one or more of a set of conditions are met: 1) one side or the other loses all its Morale, 2) one side or the other loses all of its men to Attrition or Casualties, or 3) one side or the other disengages (Retreats) all of its units.

Unlike in some Paradox Games, a cohort which has reached zero strength is not eliminated – it continues to exist, and “reorganizes” itself at the end of the month when it receives reinforcements. Please note that this is not true if the losing force is less than one-tenth of the strength of the victors (see Surrender, below).

A unit's Morale will begin to recover as they retreat. It will continue to recover gradually over a period of time if the unit is not forced into combat again. Since Morale does not recover quickly, a beaten unit is easy to defeat again if pursued by its enemies.

Unit Organization (a modifier) can increase the rate at which a unit's Morale recovers.

## SURRENDER

If a battle is so unbalanced (or has become unbalanced by disproportionate casualties on one side) that the los-

ing force has less than one-tenth as many soldiers at the end of combat as the victorious army, then the smaller army is automatically forced to surrender when its Morale is used up, and it is eliminated.

## RETREAT

When a unit chooses to retreat from combat, it will move into whichever province you choose, much the same as if you were simply moving the unit.

When a unit is *forced* to retreat, relative safety determines to which province it will retreat. It will prefer a province with friendly units, or friendly ownership, and with no enemy presence.

Generals of armies that are retreating may not be relieved of their commands (and presumably transferred) until after that unit reaches its retreat destination. Likewise, no generals may be added to a unit which is in retreat, even if its leader has been killed.

A retreating unit's Banner (the flag it carries with it) will turn gray or another color which contrasts with its regular color and will remain that color until it has reached a place of safety where it can end its retreat (i.e. it's reached its destination province, after its retreat).

## FORTS & CITY WALLS

Cities would typically have some sort of perimeter defense, whether this is a few guard shacks or a few isolated outcroppings, or a wooden or stone wall protecting the city.

When an opposing army moves into a province of its enemy, various hostile results may occur. If both sides have armies, then combat ensues. If the province is left undefended either by an absence of defenders or because of a combat victory, then a siege begins.

## SIEGES

A siege is generally an attempt to starve the enemy city into submission. This may take some time, if left to run its course. Over a matter of weeks or months, you will see a city gradually lose its ability to withstand the siege.

Sometimes, the city walls may even be breached, which can allow more direct and more effective assaults against the city. Lighter units such as Militia are in a better position to take advantage of a wall that has fallen down.

## SIEGE INTERFACE

The Siege Interface will show the name of the siege at the top (the name of the city). Below, there will be a graphic representation of the city, along with the flag of the country which controls the city. Below that, on the left side, a castle graphic is shown to indicate how strong the fortifications are (Level 1, 2, etc.). Along the bottom of the defender's half of the interface is an indicator of how many defenders remain in the city, along with their morale status.

In the attacker's half of the interface, the besieging general's portrait is shown, and his country's flag is on the left. Next to the general's portrait is shown how many soldiers of each unit type he has in his army. Below that is the attacker's morale Bar, and a skull with a number which indicates Attrition they are taking while besieging the city.

Between these two sides is the "Assault" button. You will click this if you wish to stop mounting a passive Siege by starving the enemy out and want to try to resolve things more quickly by Assaulting the city walls with your military forces.

A Siege will not achieve any success or make progress in weakening the city unless the number of infantry Siege force is at least equal in number to the garrison inside the city walls or inside the fort. If the Siege force is not superior, then no reinforcements will be able to arrive within the city; however, the Siege Percentage will never increase and the city will never fall unless more soldiers arrive to strengthen the siege. This may, in fact, happen by the arrival of the besieging cohorts' normal reinforcement process if the balance is close enough to even.

A player may decide to give up on a Siege at any time, simply by beginning to move into a neighboring province. If you choose to return to the Siege before the next province is reached, just click on the province you haven't yet left, and the Siege will resume. However, if the Siege had ended for more than a day, then the Siege progress must start over.

As the Siege progresses, the Siege Interface may show that the City is in distress, with smoke coming out of some of the more distressed portions of the City. Fires and/or Fallen Walls are good signs that the City will fall within another month or so.

Once a city has fallen to a Siege (or an Assault – see below), the native garrison of the province goes away whether it's been defeated in battle, or has simply surrendered after a long siege. A new garrison, manned by the conquering force, is established, starting at 100 men and will begin to grow from there back to the province maximum, as determined by the fort level.

A city or province which either produces stone locally or trades for it from another province will have a defensive bonus in withstanding Sieges. One of the Religious Omens can also help with Defense.

## ASSAULTS

Unless you have overwhelming force, a successful Assault upon city walls is very difficult (come on – look at those walls!). You may lose a substantial amount of your army for very little apparent effect, unless just the right conditions are met, which can be hard to predict before mounting the Assault. Your Morale will also suffer, and may drop to zero before your mission is completed.

Only Infantry units and Archers will attack the city. Only Militia, Archers and Heavy Infantry may use their strength against a city's defenses in an Assault.

An Assaulting army's chances of success are much higher if the city's walls have fallen.

Once all the city's garrison of defenders are dead or wounded, the city will fall. Like in a Land Battle, the city defenders may also lose their Morale before they are entirely defeated by casualties. In this case, the city still falls, and the defenders surrender.

If the attacker runs out of either Morale or men for the Assault, then the Assault fails, albeit temporarily, until either the Morale recovers or they receive Reinforcement. If this happens, the siege will continue, but may not be effective unless there are more besiegers outside the city than defenders inside the city. Once Reinforcements restore some of the besieging force, the Siege will be effective again. Later, if morale or soldier strength is sufficiently restored, a player may begin another Assault.

## CAPTURING PROVINCES

When an army occupies an undefended province (there is no opposing army, though there may be city walls), or once they successfully defeat a city through siege or assault, that province changes control from the former controller to the new one, though ownership will remain the same. This control status remains until control is regained by another country, or until the war ends.

The flag of the province's owner in the Province Interface will be partially overlaid with a small flag of the country which took over the province, showing that the province is occupied.

## NAVAL TRANSPORT OF ARMIES

Armies, for obvious reasons, cannot cross oceans or bodies of water. If a land path is not available between the army's location and its intended destination, you may choose to move the army by sea. This may be a preferred option even if there is a longer pathway over land. If there is no land access to that destination province, an army may not move there. Movement by sea can be more dangerous, but it is also almost always faster.

To move an army by sea, you must have a fleet with sufficient capacity to carry your army. In other words, you need one ship for every cohort that requires transport. If you have too many cohorts, then you can split your army and carry them in two or more trips.

To land an army at any enemy or allied province, or province of your own territory, you must select the tab on the upper-right corner of the Fleet Information Interface where the transported armies are indicated and then right-click on a coastal province adjacent to the transport's seazone, just as if you were moving on land. Naval disembarking may take longer than it would to move from province to province on land.

## ATTACKING BARBARIANS

This is explained in more detail earlier, in the Frontiers and Barbarians section. It is mostly the same as attacking any other enemy army.

# NAVAL MILITARY

## OVERVIEW

While “conquest” takes place on land, many countries will need to fight with ships on the seas in order to conquer or defend themselves. This is especially true of the Ancient Mediterranean, where movement along the rim of the sea on rugged land was far more troublesome than was travel by sea.

## SHIP CONSTRUCTION

Ships can only be constructed in provinces which have access to wood through native production or through trade routes. The province must also have Core status, and must not be under enemy occupation.



## FLEET INFORMATION INTERFACE

When you click on a fleet, the Navy Information Interface will open. A fleet may include more than one ship, and

each ship which is part of that fleet will be listed. If more ships are in one fleet than can fit on the Interface, there will be a scroll bar along the right side of the interface. At the top, under the fleet name, is displayed the name of the fleet's admiral, or "no leader." Underneath this is a reminder of what seazone it's in. To the right is the amount of monthly attrition it's currently experiencing in that seazone due to conditions. This attrition is applied at the end of each month if the unit is still experiencing that level of attrition.

## ATTRITION AT SEA

When a ship is away from home port (i.e. not in a seazone adjacent to a home province), it will suffer from attrition, meaning there is a chance of the ship taking damage from storms or other sea hazards besides combat.

A ship which is away from its home waters will have a small chance of suffering damage from attrition (storms, basically). A ship which has been at sea for a long time may also suffer attrition, depending on the amount of time it has been away from port.

The ship will cease to suffer from attrition once it returns to home waters no matter how long it has been at sea. In order to repair any damage, it must return to port.

## HOME PORTS

If a ship gets damaged at sea, the only way to repair it is to take it to a home port and let it stay there for a while, which may be a matter of a few weeks, or several, depending on the amount of damage needing to be repaired. The damage will be repaired gradually over the course of several days or weeks.

Friendly ports, be they allied or occupied, also carry this benefit.

## NAVAL REPAIR

A ship which has suffered damage from combat or seazone attrition can enter a friendly port and repair the damage gradually.

## DISBANDING SHIPS

As with cohorts, ships can be disbanded. They also cost money to disband, as the sailors will want to be paid before they go. You will no longer have to pay Maintenance, and the sailors will be shifted back into the Manpower pool.

## BLOCKADES

When countries are at war, they may move ships into a seazone adjacent to an enemy port, which will begin a Blockade of that port, assuming there are no defending ships, which would instead cause you to go into combat. A Blockade prevents the income from a Trade Route from arriving in its target country, and instead routes some of that money to the Blockading country.

## TRANSPORTING ARMIES

Armies, for obvious reasons, cannot cross oceans or bodies of water. If a land path is not available between the army's location and its intended destination, you may choose to move the army by sea. This may be a preferred option even if there is a longer pathway over land. If there is no land access to that destination province, an army may not move there.

To move an army by sea, you must have a fleet with sufficient capacity to carry your army. In other words, you need one ship for every cohort that requires transport. If you have too many cohorts, then you can split your army and carry them in two or more trips. Combat can interfere with the landing of troops, where it will either take longer or prevent the initiation of unloading.



Remember that when disembarking into a combat situation on land (where there is an enemy army present in the province you're landing in), you will receive negative modifiers to your combat, since you are landing from sea.

# NAVAL COMBAT

## OVERVIEW

The Ancient Mediterranean was the site of some of the most legendary naval battles of all time. Many times, the fate of empires rested upon their success in naval combat. Because of the geography of the region, the Mediterranean was the only common “ground” many countries had on which to fight, and the only reasonable means to place soldiers on the enemy's territory.

## INITIATING COMBAT

Like land combat, naval combat automatically begins on the day when ships from two warring countries exist in the same seazone at the same time, unless one fleet is retreating.

When two fleets of opposing naval forces are in the same seazone, they will enter combat.

## COMBAT PROCESS

As with land combat, naval combat is conducted in five-day phases, with die rolls changing every five days. Naval combat is determined not just by the relative strengths of the ships and the modifiers of the Admirals in charge, but also by the speed ratings of the ships involved.

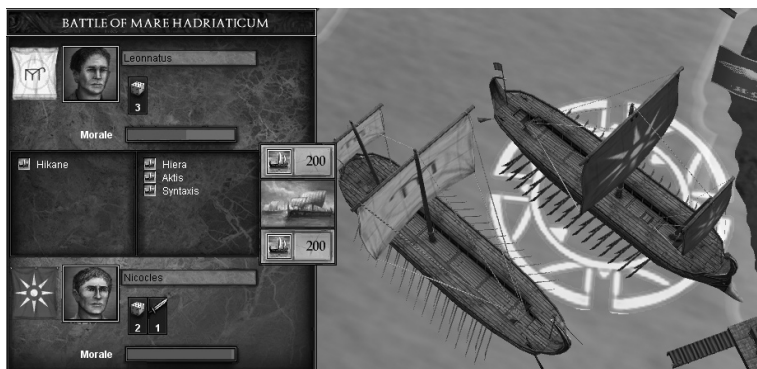
## NAVAL BATTLE INTERFACE

The Naval Battle Interface will show the name of the battle (the seazone) at the top. Underneath this, you will see the attacker's flag, the portrait of the admiral, if any, and the admiral's name.

Underneath this, you will see the die roll received by the attacker's side, along with any modifiers such as the admiral's skill. Below this is the navy's morale bar. Red shows falling morale, green shows resolve in the face of the



enemy. As battle continues, each side's morale will start to falter. Typically, one side's will fall more quickly. You can hover your cursor over this bar to determine the exact Morale numbers.



At the very bottom, you will see the same information for the defender: flag, portrait of the admiral, name. You can hover your cursor over the admiral's name to see his attributes and traits. Below this is the defender's die roll, as well as any modifiers.

In the very middle of the interface is shown the rival ships lined up for battle. You can hover your cursor over any of the ships to get more information on their individual Structure Damage.

## COMBAT RESOLUTION

Ship combat is based largely upon the commanders' relative skills, and the maneuver rating of each ship. They will suffer damage (Structural or Morale) in stages, so you will rarely lose a ship before you have an opportunity to try to break off combat, but be careful, as retreating ships are vulnerable to being captured.

Fleets, no matter how skilled their Admiral may be, are not intended to receive Battle Events like armies do.

## STRUCTURE DAMAGE

Ships will often take actual damage to their ships. It will come in chunks at a time, but if you don't either start winning or retreat to save your ship, you may eventually be without one.

This is even more of a consideration since Naval Attrition may take more of a toll on the ships even after they retreat. It's even possible that a badly damaged ship will sink later due to Attrition, after the battle is long done, but ultimately as a result of the combat.

## MORALE DAMAGE

Ships, like armies, can suffer morale penalties, which may build and cause one side to retreat before they are fully defeated in a military sense. When a fleet retreats for this reason, there is a possibility some of the ships may be captured, provided that the Enemy ships have better Maneuverability.

## LOSING ADMIRALS

If every ship in the fleet is sunk, then your Admiral will be killed. An Admiral may also be wounded or maimed in combat, which may later cause his death later.

## END OF COMBAT

When one side or the other has no more ships, then combat will end.

If one side's morale has faltered and the commander can no longer stand and fight, then the fleet will retreat (see below). In naval combat, this option carries with it its own dangers...

## RETREAT

As in land combat, a ship which retreats from combat due to morale losses will retreat to the nearest "safe" seazone (as safe as the computer can figure). However, "safer" is a different concept at sea, as there are no seazones technically "in enemy territory." A fleet whose commander chooses to leave the combat early will retreat or flee in the selected direction, which is why this is sometimes the preferable option.

When one fleet retreats, a calculation is made — one fleet's maneuverability rating against another's — and a determination made whether one or more ships from the slower side might be captured by the other side.

## TECHNOLOGY IN NAVAL COMBAT

As with Land Combat, you will be able to improve your units' abilities in battle as you gain Inventions from advancing your Technology. For those who want to see their fleets using fiery catapults, or the peculiar boarding techniques that historically gave the Romans the ability to take advantage of their expertise with land combat while fighting on the seas, it's these Inventions which will represent these advances in the game.

# THE LEDGER

## OVERVIEW

The Ledger is meant to serve as a player aid, and sort of a "secretary" for your management of your country, much like the Outliner, but with different scope and functions.

## USING THE LEDGER

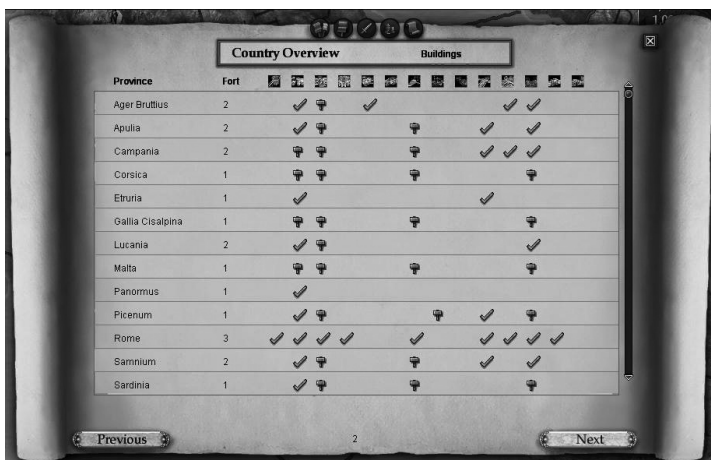
The Ledger can be accessed by clicking on the rectangular icon next to the Main Menu Options button in the Special Menu Toolbar. This will open a window that appears to be a book with several chapters and pages, each one with special analytical information you may find useful to your understanding of your world, government and environment.

At the top of the Ledger, you will see various icons which will take you to the various chapters of the Ledger. The first icon is for Country Comparison (comparing your country with others), followed by Country Overview (information about your country), Military Overview (about your armies and navies), Economy Overview (regarding your expenses and income), and Diplomacy Overview (a review of all treaties, wars, and other Diplomatic information).

## LEDGER PAGES

### Country Comparison

- **Countries** — Shows a comparative list of all the Mediterranean world's countries, along with basic information, such as their Stability and Income.
- **Country Tech** — A sortable comparison between all countries' Technology Levels, useful for finding who might be a threat to you.
- **Provinces** — A chart showing what countries have the most provinces, and their country's relative growth in size over time. This page may be sorted to include only friendly or enemy countries, or only neighbors.



## Country Overview

- **Provinces** – Shows sortable statistics and relative worth of each of your country's provinces, such as information on their Governor, Tax income, Research Points, Manpower, Trade Goods and Fort Level.
- **Buildings** – This page shows which provinces have what Province Improvements (Buildings). This list is also sortable. A green checkmark indicates that Building is already built in that province. You will see a hammer icon in those provinces where you have sufficient Gold and the appropriate Technology to build a certain Province Improvement. You may actually issue the build order from here by clicking on the hammer.
- **Characters** – This is a detailed list of every Character in your country, and shows all their vital Statistics and Attributes. If you click on any of the portraits, you will open that Character's Family Interface.
- **Families** – This page shows not only all the different Families that exist in your country, but the relative Prestige values of each, and how many Characters belong to each.
- **Tech Bonuses** – This page shows various modifiers active within the game, and which ones are active for your country. For instance, it shows such things as the Discipline modifier for Heavy Infantry through National Ideas, etc.
- **Charts** – This shows four helpful pie charts which indicate the demographic makeup of your country, the types of Trade Goods, and how many of your provinces are Cores.
- **Characters Abroad** – When you send Envoys out to deal with other governments, they are temporarily outside of your social circle. This is where you would find those Characters, and when they'll be returning home.
- **Foreign Characters** – Similar to the Characters Abroad page, this shows what foreign Envoys are busy in your country, what they are doing, and when they will return.
- **List of Rulers** – A list of all the Characters who have ruled your country over many years or decades. It shows their relative Attributes.

## Military Overview

- **Armies** – This shows the names and locations of all of your armies, as well as how many cohorts are in each, and whether the unit is at top strength.
- **Navies** – This shows the names and locations of all of your fleets, and their strength.
- **Cohorts** – This is a detailed list of all the cohorts you have serving your country, their name, what army they're

assigned to, their home, what type of unit they are, Morale, Strength, and other important information.

- **Ships** – This is a detailed list of all the ships serving your country, their names, what fleet they're assigned to, their home, what type of ship, Morale, Strength, and other important information.

### **Economy Overview**

- **Income** – This shows all your sources of income, compares the current year to the year before, and what percentage of the total is provided by each category.
- **Expenses** – This shows all the categories of expenses you spent money on, either in the current year or the previous year, and what percentage of the total each category accounts for.
- **Trade Routes** – This shows which provinces are trading with which other provinces, what each is trading for the other, and the amount of Gold each Trade Route provides annually.
- **Income Graph** – A chart of the relative incomes of the countries of the world over time. Sortable by friends, enemies, neighbors, etc.

### **Diplomacy Overview**

- **Friendly Relations** – This shows all the Alliances, Vassalages, Trade Agreements, etc. between countries in the world. This is a sortable list.
- **Hostile Relations** – This shows all the hostile or negative relationships between countries around the world. This is a sortable list.
- **Current Wars** – This shows a list of all the wars underway at any one time. It will show flags for each participant, and you can hover your mouse over the flags for a tooltip to explain who it is.

## **OTHER CONSIDERATIONS**

The Ledger can be closed by clicking the “x” at the top-right of the window.

If you close the Ledger and re-open it during the same game session (i.e. without resigning and reloading), it will open again at the same page where you were last reading. This should help you to keep your place, and will allow you to look back and forth for information.

Please also note that other pages may be added after the game is released, or perhaps even beforehand. More pages is always good!

# **MULTIPLAYER**

## **STARTING A MULTIPLAYER GAME**

Once you have clicked on the Multiplayer button in the Main Game Menu, you will come to a screen with various options for connecting with Multiplayer opponents. *Europa Universalis: Rome* supports Multiplayer games with as many as 32 players, though for practical purposes you can only have this many players on a LAN. Games played over the Internet are best limited to a dozen or fewer.

One player must always serve as the Host. The other players will be Clients. An ideal Host is the player with the highest speed and most reliable Internet connection. Due to the amount of data transmitted during a Multiplayer game, it is not practical to play over a conventional dial-up modem.

## **PRELIMINARY REQUIREMENTS**

Before launching the game, each player should ensure that his system is set up to receive and transmit data. Many computers are set up so that Clients will not need to change any settings. However, firewall systems may block game transmissions, so an exception to the firewall rules will need to be made to play Multiplayer. Many people may want to play on a computer that is behind a router. Most routers include firewalls, which can also interfere with the game. A Host that is behind a router will almost certainly need to enable port-forwarding to establish a connection with the Clients.

*Europa Universalis: Rome* uses **ports 1630-1635 and the UDP transfer protocol (or, if you're using the Metaserver, port 1637)**. You may need to ensure your firewall software permits *EU: Rome* to access the Internet, and that port-forwarding is enabled on your router, if applicable. Due to the huge variety of software and hardware, we cannot provide comprehensive instructions on how to do this with your specific setup. For legal and practical reasons, we also cannot automate this process. Please refer to your router and firewall user guides to determine how to meet these requirements.

If you will be playing a game where players will connect directly over the Internet without using Paradox's free "Metaserver" matchmaking service, the Host will also need to determine his computer's current IP address and communicate this to the Clients.

## MULTIPLAYER START INTERFACE

When you first click Multiplayer from the Main Game Menu, you will see the Multiplayer Start Interface. First, you should type your Player Name into the entry field – this is the name other players will know you by.



### HOST

To Host a game, select the "Host" button. This allows you to Host either by a LAN or by direct Internet communication.

You will be asked to choose a name for your game session. Then, click "Host" again inside that interface, and you will be taken to the Multiplayer Lobby, where you will wait for the other players to arrive.

### JOIN LAN GAME

To join a LAN game, first click the "Scan" button on the current interface. The Host's game should appear in the list box at the top of the menu. Highlight the name, and click on "Join LAN Game." This will take you to the Multiplayer Lobby.

### JOIN INTERNET GAME

If you will be connecting to a Host directly over the Internet, click on "Join Internet Game," and you will be asked to enter the Host's IP address, which he should have supplied to you before play. Once you have done so, the computer will attempt to establish a connection with the Host, and you will be taken to the Multiplayer Lobby. If it cannot find it, wait a moment and try again, or contact the Host for more instructions.

## METASERVER

Paradox Interactive offers a free matchmaking service for finding Multiplayer opponents. Players will meet in the Metaserver chat lobby to arrange games. The Metaserver will help create and join games from there. Once the connection is established, the Metaserver releases the Host and players, who will play the game just as if they had established the connection directly over the Internet.

## MULTIPLAYER LOBBY

The Multiplayer Lobby is where players assemble before starting a Multiplayer game. All players have to be present and must choose a country to play before the game can start. This is controlled by the Host.

The Lobby is very similar to the screen you see when selecting a country for Single Player play. The panel on the left shows the same options for Bookmarked games or Saved games. The Host can pick from these, or may also

change the date using the Chronometer. In the middle is the map, showing the current world situation and what countries can be selected. On the right is a panel where each player's name and flag will show up as new players arrive in the Lobby.

If you are resuming a saved game, the Host should load the save first. The file will be loaded into the Host's computer, compressed, and then sent to each of the Clients' computers. Each Client will unpack and load the saved game, so that everybody has the same information at the outset. This process may take a few minutes, depending on Internet connection speeds. All players must have the save loaded before the game can begin.

At first, you will see a Rebel flag next to the name you gave. When you pick a country, the flag next to your name will change to that country's flag. This operates the same as the Single Player selection interface.

*Europa Universalis: Rome* supports cooperative play, so two or more players may pick the same country. You'll have to work it out among yourselves who is to control what. It's also polite to have an agreement beforehand that more than one player will play that country. Otherwise, showing up in another player's country can be considered rude. With proper planning, cooperative play can take much of the pressure off the players, and allow for a very fun gaming experience!



You may chat with other players in the Lobby by clicking on the text box at the bottom-left of the screen, typing your message, and hitting the Enter key on your keyboard. All players in the Lobby at that time will be able to see it. Private chat is only available inside the game, though many players will have alternate means of communicating privately outside of the game.

Once every player has selected a country, the Host's "Play" button will highlight in gold, indicating play can begin. It is customary for the Host to confirm through chat that everybody is ready. Then, by clicking the "Play" button, the Host initiates the game.

All players will see the game begin to load, and a window in the middle of the screen will show the process of each player being accepted into the game. Everything is paused, naturally. As players are confirmed ready inside the game, each player's flag will highlight, indicating they are ready to play. The Host can then click "Start" and the game will begin.

## THE METASERVER

Paradox Interactive maintains a Multiplayer matching service for registered owners of *Europa Universalis: Rome*. When you register your copy of the game, you will be asked if you also want to register for the Metaserver. It takes only a minute or two to go through the steps, create a username and password, and begin using the

Metaserver. There is no fee.

Once you have registered, click the “Metaserver” button from the Connection Types menu to connect to our service. You will be asked to enter your username and password. You will arrive in the Metaserver’s main chat lobby, where you will see a full listing of all the other players who are online and who might want to join a game. **Make sure you’re set to use Port 1637 with the Metaserver.**

When you’ve found a few players willing to join a game, you may create a separate chat channel where you can discuss the details of Hosting and other items. Once everything is arranged, the person selected to Host will click the “Create Game” button to launch the game’s Multiplayer Lobby. The other players will see the new game listed, and can then join it.

Because this is a free and public worldwide service that may be used by people of all ages, we ask that you remain polite and respectful of all other members when using the Metaserver. It is considered impolite to use inappropriate or vulgar language, and etiquette suggests that you not join a listed game without first discussing your intentions with the Host.

Once players have selected their countries using the same process as detailed for the Multiplayer Lobby earlier, the Host will click “Play” to start the game. The Metaserver will ensure that all players are correctly connected, and then will hand off the game to the Host. From that point forward, play will continue just as any other Multiplayer game would.

## MULTIPLAYER GAMEPLAY

The Artificial Intelligence designed for use in Single Player games of Europa Universalis should provide an enjoyable challenge for any player, but many crave the incomparable experience of playing against a living, thinking human opponent. For this reason, Multiplayer games are more difficult, and present more complex gameplay.

It is recommended that you examine the hints contained in the Strategy Guide for more information on how to deal with Multiplayer gameplay. There is a more comprehensive section on the challenges of Multiplayer play in that volume.



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Last, but not least, a special thanks to all forum members, operation partners and supporters, who are integral for our success.

FORZA DJURGÅRN!

## About Paradox Interactive

Since 1999, Paradox Interactive has been a leading developer and publisher of PC-based strategy games. World-renowned for its strategy stable, the company holds a particularly strong presence in the United States and Europe. Its steadily-growing portfolio includes original titles such as the critically acclaimed Europa Universalis and Hearts of Iron franchises, as well as the best published titles like the Penumbra series, Supreme Ruler 2020, Mount&Blade, Elven Legacy and the greatly anticipated Majesty 2 – The Fantasy Kingdom Sim.

Read more:

<http://www.paradoxplaza.com>

# EUROPA UNIVERSALIS ROME GOLD

## DEVELOPMENT DIARIES

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# DEVELOPMENT DIARY: ROME #1

Hello everybody and welcome to our first development diary for Rome. The team has been working very hard on improving the game lately, and we are only a few Vindaloo away from starting the recruitment for our beta-testing.

Since a lot of the game-logics code has been implemented during the spring and summer, we are now focusing mostly on interface development. The artists are also busy adding more and more graphical content. Soon we will be able to show these interfaces in detail. The game is shaping up nicely, and we are really excited about this game.

Usually everybody just goes "Johan rules" on the forums when we do something great, but I do not work alone developing the games, but have a good and dedicated team with me. I will be taking the time to introduce the team-members of Rome during this series of development Diaries. First out is one of our new programmers, podcat or Dan Lind, as his name will be on the credit-list, who joined us this summer. Dan has been doing a lot of graphical programming on the game, responsible for shaders, camera & animations, and also doing a large bulk of the interface code. I am extremely happy having Dan on the team, and his abilities will be very important for the quality of the project.



This screenshot depicts the north-western part of Europe. What is new since previous screenshots, is our gaul model, and that the map have gotten rivers and forests more as we want them to be. As you can see, there is no chance of Sweden ever getting properly balanced (or overpowered as some might claim) in this game.

So what do we have interesting for you to read about when it comes to game-features today. What we found working as a great concept in EU3 was the government and ideas. However, we felt that we could not just take it straight up, but needed to do something that fitted the feeling of Rome more. In Rome governments have a set amount of ideas they can have, with different slots for different idea-groups. As an example a Military Republic currently have slots for 2 military ideas, and 1 civic idea. If you do not match the idea categories, you will not get the benefits of that government, and may get penalties. Below you see a small snippet of the ideas file. Of course changing government type is not something the player has full control over in Rome.

**Code:**

```
military_ideas = {  
    martial_ethos = {  
        trigger = {  
            land_tech = 0  
        }  
        land_morale = 0.25 # Land Morale +25%  
    }  
    horse_lords = {  
        trigger = {  
            land_tech = 0  
        }  
        cavalry_discipline = 0.33 # Cavalry Discipline +33%  
    }  
    naval_ethos = {  
        trigger = {  
            naval_tech = 5  
        }  
        naval_morale = 0.25 # Naval Morale +25%  
    }  
    professional_soldiers = {  
        trigger = {  
            land_tech = 5  
        }  
        heavy_infantry_discipline = 0.33 # Heavy Infantry Discipline +33%  
    }  
}
```

## DEVELOPMENT DIARY: ROME #2

Hello again, and welcome to this weeks Development Diary for Rome. It is clearly noticeable that we are located in the far north, where darkness comes early and the cold is slowly creeping into our bones. Thankfully we got a cozy and warm office where we can spend out time developing computer games instead of hunting polarbears on the streets of Stockholm.

It has been great fun seeing the religion and diplomacy interfaces become implemented during the last week. What have also been interesting are the long discussion meetings we've had on which event series to implement in the game. We are aiming to have an amount of events that will exceed the count of any other game we've released. Of course that may change as we go through the beta. What we really want is to have character driven events like those in Crusader Kings, with as an example, events triggering on stats of rulers, and contextual event-series simulating for example Civil Wars, Religious Spread and Civilizing Processes amongst other things.

In our series of introducing team members, it is now time for Besuchov, or Thomas Johansson as he's known on the credit-lists. Thomas has been working with us for almost four years now, and before that he was an active forumite. He is mostly working with game-logics, interfaces and network programming, and is nowadays the lead programmer of our team. Besides his strong programming skills, he is also a gamer and fan of history. Thomas is the cornerstone of experience and knowledge for our team, and we would not be able to make these games without him.



This screenshot indicates a few aspects of the new religious features. The most important is the calling of Omens. Omens are something people believed in during the era, and a feature we believe will create an extra layer of strategy. Omens can be called about twice a year, and you can only have one active Omen. Depending on the abilities of

the priest, your religious discoveries and powers, and what ideas you may have, you will get either success or failure, when invoking an omen. A failed omen is a curse that will be hurting your nation over that time period.

Omens are of course named depending on the religion of your state, since a Blessing of Jupiter does not really fit all that well if you are playing a Jewish state.

**Code:**

```
divine_trade = {  
    trade_income_modifier = 0.25  
}  
  
divine_calm = {  
    global_revolt_risk = -0.05  
}
```



## DEVELOPMENT DIARY: ROME #3

Its yet another Wednesday, and we have a new development diary for you all to read. Today's Vindaloo was a bit spicier than last week, but very good, and provides great inspiration for our development this afternoon.

We have been working at implementing more diplomatic and intrigue actions that a state can do with another state. I hope to be able to tell you more in detail about those soon. There is ten different graphical styles for units, cities and buildings in the game, and we are steadily adding in them into the game. This week last week we finished the persian unit. The interface guys have been busy with adding in the character view screens, where you'll be able to view all details about any character in the game. Meanwhile, our dedicated AI programmer have been busy making sure that the trade-routes AI is getting all the attention it needs.

This week, I'll introduce you to King, or Chris King as his passport says. Chris has now been with us for 18 months as a fulltime employee, and was a moderator and tester before that for several years. He is responsible for our QA here at Paradox, and also helps out with game-design and database-scripting. Chris is the one that verifies the quality in the things we do from design ideas to actual finished games. It is his extensive historical knowledge and quick analytical mind that makes him such a valuable part of our team.



Today's screenshot shows the current look of the map, where I am rather happy with the work done so far. We still plan to add cities, coastlines, name on the map and other things like that. Lets see if anyone spots any other changes compared to previous week.

In Rome, you do not have direct full control of every province in your empire. You need to appoint governors, strategos or satraps to each province outside the capital. A province without a governor is not working properly, and will most likely drift into chaos in a short time period. Selecting governors is a strategic choice in it self. A competent one may get more out of the province, but if he is corrupt, he may pocket a lot of the wealth as well. In a republic, he may end up winning the next consul ship when returning by spending his wealth to increase his popularity.



## DEVELOPMENT DIARY: ROME #4

Its becoming a Wednesday tradition to have a proper Vindaloo before writing the weekly diary, and today's was mild and spicy. I'd say we are about two of them from the start of the beta.

This last week, we have been busy improving the game, and the team is very excited about the future of this project. We have finalised our design of which event-series to include in the game, and have now started implementing them all. Those will truly create a rich and rewarding game experience, while giving flavor to the different types of countries that can be played. Playing a tribal state will be really different than what a republic will be. The interface guys have been finalising more screens, and also adding in various forms of alert notifiers.

One recent addition to our team, is mique, also known as Mikael Olsson. He joined us this summer to do primarily 3d graphics for the games, and have had extensive experience developing games before joining us. Mikael has a keen eye for detail and has done a rather impressive job making our armies and navies come alive in Rome. His skills in keeping deadlines without sacrificing any quality is worth its weight in gold to our development team.



Here's a screenshot of the economy interface as it is in the current alpha version of the game.

I'd thought it would be good to talk about the economy-system in some detail today. What we have is a system with underlying nuances and complex strategic options, but is also easily understandable. There are three different types of income in Rome, the 3 T's. First of all is tax, which is the basic income from the land. This value depends heavily on the amount of slaves in a province. Slaves are one of the three different parts of population in the game. The other two are citizens and freemen, which provide advances and manpower. This delicate balance determines the strength of a state, as while a long and bloody war may give a lot new slaves, the amount of freemen may drop too low to create strong enough armies for the future. The second type of income is tribute, which is the diplomatic income from states that have been forced with the sword or the tongue to give an amount of money to you for their own good. The final type of income is from trade routes, where each route provides some income to a country, besides the strategic benefits.

## DEVELOPMENT DIARY: ROME #5

Hello everyone. We are located in a city that had some snow chaos last night, luckily none of the team-members got stranded anywhere, so we could have our weekly Vindaloo happily today.

The last week we have seen a lot of underlying code getting finalised, including civil wars & important character attributes like corruption, popularity and loyalty. The interface team have been busy finalising the look of the character information windows and the province view. Important interface lessons we learned from NA has been implemented as well, including building queues and disabling event options for the first seconds.

This week we are introducing our 2d-artist yonaz, also known as Jonas Jakobsson, to you all. Jonas joined us in the middle of this summer and has been an important addition to our team. Jonas has been doing the interface artwork, as well as the map that covers most of the screenshots. While our programmers have done a great job at an improved map engine, only Jonas great art skills have made it possible to look as good as it does.



This screenshot shows the greek heartlands, and also shows the alert icons. Wonder if anyone can identify what they are all for? I thought today would be a good time to tell you about the technology system of Rome.

There are five categories for technology, land, construction, naval, civic and religious. Each of these has a set amount of levels, kind of similar to have Eu3 and Victoria works. However, there are no immediate effects from getting a new “level” of technology as in those games. For each type of technology you can appoint a character to a position in the government, where his skill will amongst other things affect the progress in this field. The other major factors affecting the progress are Civilization Value of a province and the amount of Citizens present.

So, if technology levels does not give you immediate effects, what good is it then to have any form research. Well, there is a thing called “discoveries” which triggers during the game, depending on various factors. Different discoveries are enabled for different types of countries, depending on their triggers. Of course, there is no guarantee that you will get a discovery as soon as you have reached the desired technology level.

**Code:**

```
phalanx_charge = {  
  trigger = {  
    land_tech = 18  
    capital_scope = { civilization_value = 60 }  
    has_country_flag = hellenistic_warfare  
  }  
  effect = {  
    #no enabling effects  
  }  
  heavy_infantry_offensive = 0.03  
}  
  
irrigation_invention = {  
  trigger = {  
    construction_tech = 1  
    capital_scope = { civilization_value = 5 }  
  }  
  effect = {  
    irrigation = yes  
  }  
  #no modifiers applied.  
}
```

## DEVELOPMENT DIARY: ROME #6

It is Wednesday so it is time for another development diary. I hope you'll enjoy today's diary. More importantly though, we are just a few vindaloes from the beta starting, and today's was strong and spicy, just as we like them as Paradox.

Recently, the game-logics people have been working on experience for military units, the logics for how barbarians behave and how you interact with them, and how units are generated when you start the game. The interface people have been focusing on how selections are displayed, while the event team have been added a lot of events for political activity in various different types of countries.

This week I'd like to introduce another important part of the Paradox Development team, Chiwiss, or as our creditlists say, Anna Drevendal. Anna has now worked with us for over two years, doing the historical research, databases and events for our games since then. When it comes to making sure the research we have can be adapted to the design and working game balance, her attention to detail and great organisational skills are second to none.



Today's screenshot depicts what we talked about last week, here showing the five technology investments and the characters working on them.

The event engine in Rome is extremely powerful and builds upon everything we have learned so far, with nesting complex event-chains where events can refer to the event for someone else spawning them and so on. There are also variables and flags in the events, so that even more advanced event types can be built up. We have separate event types for characters, countries and provinces.

We have added a new type of spawning events, where we have a list of events that can be picked from at various chance when something happens in the code. For example, we have a list of events that may trigger at "battle\_won" from the code.



## DEVELOPMENT DIARY: ROME #7

Hi everyone and welcome to another development diary of Rome. We had to wade through metres of snow, and fight off several polarbears on the streets of Stockholm to get our weekly lunch vindaloo, but now we are back in our office and working hard at preparing the beta.

One of the most interesting aspects that was finished last week was the portrait generating code which creates the images for the characters dynamically from a set of textures. We get a lot of variations, with about four billion unique ones for each gender and culture. The AI for actions got its first implementation finalised last week as well. We also wrapped up everything with Barbarians, and that part of the game works really fine now, and I'll talk about it later in this diary. The underlying logic for characters marrying and having kids was also written during this time period.

In the seventh week, we come to the final member of my team, Doomdark, or Henrik Fähræus as his passport says. Henrik rejoined the company early this autumn after spending the last few years studying. He worked with us on every project from Eu2 to HoI2, and was doing everything from game design to AI programming. His experience when it comes to developing games has been a godsend to the team, and his biggest strengths are his touch when it comes to game-design, and his strong programming skills.



Here we see one event that happens early in the game, where you pick what kind of nobility you want in your empire.

As I said earlier in this diary, I'd talk more about the Barbarians of Rome. At times during the game, there will be a too big of a restless population in non-civilized provinces that feel entitled to more food and riches. They will then form what we refer to as a horde. A horde will then march until it finds a good place to settle. Passing through similar culture areas, it may pick up more troops, and while moving through semi-civilized territory, it may drop off settlers, plunder it for money, and reduce the civilization value. If a horde controls everything of a country, it

may take over the country, introducing a new rulers and culture to the ruling elite in that state. There are several ways to deal with barbarians. First of all, you can send an army to defeat and destroy them, which will net you their gathered loot (minus personal expenses for the commanding generals, and their friends, and nephews, and ...), and a large amount of slaves. If that option is not cost effective you could try to negotiate with the barbarians, where you have multiple options, including creating client kingdoms, allow them to settle or pay them off.

## DEVELOPMENT DIARY: ROME #8

It is yet another winter afternoon here in Stockholm, and the sun set a few minutes after lunch. We had our last pre-beta Vindaloo, as the beta-testers will be starting their work at the end of this week.

We added the possibility for Fog of War to the map and wrapped up the final culture army unit for the Seleukids. The programmers also spent a lot of time, further optimising the game, making both the map and the event engine to run quicker. The system to recruit mercenaries for your armies were developed, and we added the artwork for the ideas. Several more eventseries for governors, rivals, intrigue and nation creations were made.

We finished our presentation of the team last week with the seventh team-member, and that's everyone that is working on the development side. We also have other people involved with the game at Paradox, including people working with localisation, support, marketing, economy, distribution and sales. Without their hard work, our games would not reach you all.



Here we see a screenshot of the overview interface. I'm currently playing Rome with Gaius Julius Caesar as my Consul. Rome is an oligarchic republic, so we get a bonus if we have 1 military, 1 civic and 1 economical idea. I picked Professional Soldiers, Citizenship and Organized Recruitment for mine here. On the screenshot you also see 5 indicators below the ideas, which are which modifiers currently affect the country. There are a few positive and one negative there. This screen also contains a list of your nations provinces and a big picture of your current ruler.

Today I will talk a little bit about how the trade-system works in Rome. Each province has one type of goods that they produce. Each type of goods gives a certain benefit. For example, iron allows the recruitment of heavy infantry in that province. Each province may then have a variable amount of trade routes connecting it to other provinces, where they mutually give the benefit of their goods to each other. The amount of trade routes a province can have depends on several factors, such as national ideas, buildings, and technological advances. Traderoutes



can be of three different categories, first of all, every province can always trade with a neighbour province if both can have at least 1 more trade route. Secondly, a province with a harbour building can trade overseas with another province with a harbour. This trade is of course very vulnerable to pirates or blockades when in wars. The third way to get a traderoute going is by tracing one overland, but then you need to have trade access negotiated through any potential countries between, and each province needs a road-network built up. Trade routes also provide income in gold to the countries, with foreign trade much more profitable than internal trade.

## DEVELOPMENT DIARY: ROME #9

Hello everyone, I am back from a big press event in Copenhagen yesterday, where we showed the game at the first time. This went really well, and I am excited to see what they will write about it.

Last week, the beta-testing started, and our testers are now working hard at catching all exploits and bugs before the release. Our animator finalised the animation for building units, and to keep the tradition, it will be a blacksmith hammering at an anvil to represent this. We added event series for civil wars, childhood & games. The programmers spent most of their time implementing the peace logic code, and add the new system of arrows on the map. We are happy to inform you however, that the AI for a 100% historical Roman peace negotiation AI was simple to do.



Here you see how the combat interface works in Rome.

In its basic conception the combat in Rome is similar to EU3. Each unit has a manoeuvre value, which determines how many squares away in can engage. However there are certain key changes. Firstly there is now only one type of combat; there is no fire and shock phase. Secondly missile troops in the second rank add bonuses to troops in the front rank. So an infantry with an archer unit behind it is more effective than an infantry unit on its own, however second rank units are still immune from attack. Troops are arranged with infantry in the middle, cavalry on the flanks and missile troops in the back whenever possible. Each type of unit has different strengths depending on what technological discoveries you have made and what paths you have chosen. Also, different units perform differently depending on what type of unit they are facing. Each leader has a martial ability, and if your leader is better than the opponent, you will have a bonus in that battle. Leaders may also have traits that can enable combat event during the battle, where you can get morale increases, stronger attacks on flanks, and more...

## DEVELOPMENT DIARY : ROME #10

Welcome to the last development diary of the year, we'll be back with recharged batteries after the yule is over here. . .

We've been working hard the last week, wrapping up the features and heading into the bugfixing and balancing part of the development cycle. The 3d-cityview was finalised, and you can now select view on any city of the world to get a big screen to see how that city looks like. Of course, that view is not automatically shown every time you select a province. J



Here's a quick screenshot of the troop building interface in Rome. You can easily queue recruitment, and switch provinces quickly.

One very important aspect of Rome is the way diplomacy is conducted. To negotiate with another nation, you need to send a character off to do the actual negotiation. This carries some certain risk, as recipients may send back just his head.

Here is a fairly large code-snippet which describes how one culture group looks like. Culture-groups define completely how names are generated for that group of people, where a lot of keywords can be used to create names. Culture-groups also contains names of potential barbarians and which sub-cultures they contain, and a link to what graphical style they should use.

### Code:

```
# Do not change tags in here without changing every other reference to them.
# If adding new groups or cultures, make sure they are unique.

# for cultures.csv and <group>_malename/<group>_femalename
# NAME_MALE = takes random name from male_names
# NAME_FEMALE = takes random name from female_names
```

```

# FAMILY_MALE = takes FATHERS family name. (or random if no father)
# FAMILY_FEMALE = takes FATHERS family name into female (or random if no father)
# NICKNAME = takes a random name from nickname or Fathers if he exist.
# FEMALE_ORDER = takes in order of daughters if father has more than 1 daughter already.

latin = {
    male_names = {
        Appius Aulus Decimus ...
    }
    female_names = {
        none
    }
    family = {
        Aemilius.Aemilia
        Antonius.Antonia
    }
    ....
    nickname = {
        Agrippa Agricola ...
    }

    female_order = {
        Prima Secunda ...
    }

    culture = {
        roman      etruscan osco_umbrian  messapic venetic
    }

    barbarian_names = { BRUTTII CAMUNNI CARACENI CENOMANI EUGANEI FRINIATES LIBURNI
    LIGURES LEPONTII LUCANI MAMERTINI PATAVINI PENTRI VENETI }

    graphical_culture = romangfx
}

```

# DEVELOPMENT DIARY: ROME #11

Welcome back after two weeks of great holidays and busy like bees working on the game.

So, what have we done since the last update then? Well, a lot of time have been spent on adding in the last remaining parts of the game, as tutorials, various cityviews, a proper frontend, and finalising historical databases. From now on, we're feature complete and just work with playing and testing and balancing the game.



This screenshot shows our current units and their status, as well as our support limits and current maintenance settings.

Today, we'll talk about civilization and colonisation.

Every province has a civilisation value which describes how civilised it is. This value increase over time if it is neighbour or a province it is trading with is more civilised. Over time civilisation will spread from the Mediterranean out into the Barbarian hinterlands. A wealthy ruler may decide to raise epic monuments to their rule, boosting the civilisation value of the capital. Civilisation value acts as a multiplier on research generation. So you'll find that research goes a little slower if you are a barbarian. The civilisation value of the Capital also acts a restriction on what inventions you can get. You require a minimum civilisation value to gain access to the inventions that boost heavy infantry effectiveness, a barbarian country that raises Roman style heavy infantry will not be as good as the real thing, they just don't get it.

Civilisation value also influences colonisation, as the civilisation value over the frontier increases and the barbarians are weak enough then the other side of the frontier looks attractive to settle. A strong military governor and defensive structures will boost this attractiveness. New colonies will start to appear. Eventually the province will become civilised enough that the Barbarians will be absorbed and become your people and the process will continue. Although another way of looking at it is that regular expeditions to keep the barbarians on the frontier in check will lead eventually to the advancement of your frontier.

We have a new system of calling events, that is triggered directly from the code as an action happens with the correct scope. Here is an example on two groups of event-series that can be triggered for characters.

**Code:**

```
#character
on_battle_won =
{
    20      = 500      #very low chance to get victorious
    50      = 504      #low chance to get confident trait
    50      = 505      #low chance to get tactician trait
    50      = 506      #low chance to get discipline trait
    50      = 507      #low chance to get steadfast trait
    50      = 508      #low chance to get aggressive trait
    1000    = 0         #weight 1000 on nothing
}

#character
on_battle_lost =
{
    100     = 501      #10% chance to lose Victorious if you have it
    1000    = 0         #weight 1000 on nothing
    100     = 503      #gaining brave or coward
}
```



# DEVELOPMENT DIARY: ROME #12

Hello, and welcome to one of the final development diaries of this game. Now it is not many vindaloos left before we go gold with this game.

Our artists have been busy adding in more face-elements for the characters in the game, while also putting the final touches to the interfaces. Our AI programmer has been very busy improving the military warfare logics of the game, which should improve the actual gameplay. The system for troops gaining personal loyalty to commanders was finalised, and should provide some interesting gameplay twists.



Here's a screenshot of selecting which character to appoint to various research offices. As you can see, they have various stats and traits.

Traits, like Crusader Kings each character in Rome can have traits, these are both good and bad will give direct penalties on characters. In addition the majority of events that can happen to characters are influenced by their traits. As with Crusader Kings character will gain and loose traits throughout their life via events. There are events, both good and bad, that trigger for character trait making character a bit more unique. In Rome we have also added special combat traits that a Character gains only in combat and will affect the characters ability to trigger combat events. Traits can affect either your characters abilities, the country when he/she is a ruler, or the province when assigned as a governor.



Here's a look at some of the traits in the game.

**Code:**

```
benefactor = {
    province = {
        local_tax_modifier = 0.05
    }
}
inventor = {
    opposites = {
        narrowminded
    }
    country = {
        research_points_modifier = +0.1
    }
}
victorious = {
    max_friends = 1
    max_rivals = 1
}
conqueror = {
    monthly_character_popularity = 0.1
    loyalty_gain_chance = 0.05
}
```

## DEVELOPMENT DIARY: ROME #13

We're still busy coding like mad little bees... so here's a small update..  
Here's the list of playable countries (not counting playable revolt factions)

Italy	Levant	Africa	Caucasus
Magna Grecia	Commagene	Carthage	Albania
Massilia	Judea	Cyrenaica	Armenia
Rome	Nabatea	Egypt	Bosporan Kingdom
Syracusae	Osroene	Mauretania	Colchis
	Parthia	Numidia	Iberia
	Seleucid Empire		Rhoxolani
	Sophene		

Asia Minor	Barbarians	Greece	
Bithynia	Aedui	Achaean League	
Cappadocia	Arverni	Aetolian League	
Corduene	Atrebates	Crete	
Galatia	Aulerci	Dacia	
Lycian League	Cantabri	Epirus	
Paphlagonia	Carnutes	Illyria	
Pergamon	Eburones	Macedonia	
Pontus	Helvetii	Sparta	
Rhodes	Lemovices	Tylis	
	Lusitani		
	Nervii		
	Parisii		
	Sequani		
	Suebi		
	Vaccaeii		



Here you see the trade mapmode, with which province has which tradegoods, and coloration showing where traderoutes are possible.



Just a cool macedonian army ready to reunite the world under the heirs of Alexander.

# DEVELOPMENT DIARY: ROME #14

Yeah, we're still busy working hard at finishing the game...

So, we thought we'd show ya some screenshot from playtesting and polishing of the game this afternoon...



First up, here's Yonaz playing the Suebi at maximum zoomlevel. He's a major fan of playing the barbaric states in northern europe, so I expect he's happy with the latest tweaks on roaming barbarian hordes to go for richer provinces if possible 😊



So King was testing a game as Macedonia.. and noticed Rome had turned into a dictatorship after being forced to accept Carthaginian dominance. However, the heir of the former dictator does not look like she'll last very long.





Here's Miqe playing as Egypt, and he wants to show off how different it looks compared to just a few weeks ago.



So here we are, not far into the scenario which starts when Caesar crosses the Rubicon. In this scenario, Rome already starts in a Civil War. Civil wars, what's so civil about that?

Every reasonable sized country runs the risk of the civil war. A disloyal character may consider attempting to overthrow the government. Various factors affect this but the most important one is having loyal cohorts. The more loyal cohorts a general has the more likely he is to go for it, any troops the general is commanding will also join him. For those of you who think all I have to do is simply remove him from command alas it is not so simple the troops will remain loyal to their general until he dies or they are disbanded and if the general decides to launch or join a civil war they will follow him regardless (they will also take the rest of the army they happen to be with as well). Now of course the obvious answer is to simply disband the cohorts that are loyal to a general, however in Rome all troops expect a pay off on disbanding. If the cohort is loyal to a commander then they will expect more (increasing as his loyalty drops). The next little problem is that cohorts have experience so disbanding veteran cohorts and replacing them newly raised but not loyal to commander cohorts will leave you safer from civil wars and will give you the same strength of army, but you will lose military efficiency, so beware.

Now the civil wars themselves are very much character driven, as their loyalty shifts they will switch sides throughout the conflict. Wealthy characters will raise troops (loyal to themselves) or contribute to the treasury. The war ends when one faction controls all the land and they become the country. Also when a civil war faction captures a province controlled by the other both ownership and control switches and there is no diplomacy between the factions it is a fight to the finish. To other countries the civil war factions are ordinary countries that they can have diplomacy with as usual so countries can join on either side and try and cash in on the disruption.

A couple of final notes, things like manpower and force limits are shared with the civil war factions so just because Caesar rises up in Gaul doesn't mean he can't raise an arm and if you (the player) lose the war you lose the game. So if you are wondering what Rome offers you the player once you have reached the critical mass and the world will be yours in time, think Civil Wars. The bigger you are the more character you have to juggle, the more little problems that come up and ask yourself this do I want to use the incompetent but loyal general or the brilliant but disloyal?



# DEVELOPER DIARY: VAE VICTIS # 1

This is the first entry in the developer diary for Vae Victis. EU: Rome is a good game with a lot of unrealised potential. With the expansion, we aim to tap into that potential, and, while we're at it, improve the two areas that we are least happy with – the user interface and the military AI.

For this first diary entry, I'll give you an overview of some central features you can expect from the finished product. Subsequent entries will focus on specific features in more detail.

One of the most glaring omissions in EU: Rome was the lack of the Senate – after all, the game covers the golden age of the Roman Republic. Vae Victis will feature the Senate with a vengeance! Not only does the Senate assign the player more or less difficult tasks, it can also block diplomatic actions outright depending on the current power of the five political parties. Monarchies will also receive some love, in the form of a Council consisting of nine characters. The Council does not have the power of the Senate, but the councillors can cause trouble if the line of succession is not to their taste. . . Tribal countries have a similar system, but with Clan Chiefs.

In EU:Rome, the player never really cared for the characters in the country. There were too many, they were too hard to keep track of, and they were not really that central to the game play. Vae Victis features a whole slew of improvements in this area.

Here are some of the most important:

- A new character overview screen contains all kinds of filters for browsing your characters, for example employed, unemployed and imprisoned characters.

- Characters have ambitions (think character missions.) Fulfilling them will yield different types bonuses, and some ambitions will even influence character loyalty, political affiliation and behaviour.

- Governors are now in charge of whole regions rather than individual provinces. This both reduces micromanagement and makes the existing governors a lot more powerful and interesting.

- Characters now have a Prominence value that increases by holding prestigious offices, winning battles, etc. The most prominent characters will tend to marry and have children, which allows players to follow the fates of their favourite families throughout the game.

- Players can imprison, banish, or even execute characters. However, being too heavy-handed in getting rid of the opposition will increase the state Tyranny, which has various detrimental effects.



Vae Victis features Decisions and Missions very similar to the ones seen in In Nomine, with the addition of special decisions called Laws, which, unlike regular decisions, can be more or less easily revoked.

The interface in EU: Rome was intended to be less forbidding than the one in EU 3, but unfortunately this did not turn out as well as we had hoped. Vae Victis will fill in the blanks and introduce a lot of handy shortcuts. For example, the Province view will be bigger, more informative and more interactive, allowing you to quickly peruse the diplomatic status of – and easily set up trade routes with – other countries. There is also the much-needed new character overview screen mentioned above, and a greatly expanded and interactive dynastic view, etc.

To finish off for today, I'll mention the new AI. The AI in EU:Rome is essentially the same as in In Nomine. But whereas I am relatively proud of the current AI iteration in In Nomine, for several reasons it does not work well in EU: Rome. The slow unit movement exacerbates some inherent flaws in the military AI (which was originally written for fast movement and front style HoI2 engagements.) Moreover, the existence of many countries behind a barrier of barbarian provinces causes several difficult problems. Lastly, the naval AI does not properly handle the fact that all ships are transports. Vae Victis will feature an essentially rewritten military AI, tailor made for this game.

## DEVELOPER DIARY: VAE VICTIS # 2 - THE SENATE

In Vae Victis, all republics have a Senate, which provide the player with both new opportunities and obstacles. There are five parties in the Senate; Military, Mercantile, Civic, Religious and Populist. In the Senate screen, the player can see how many seats each party presently holds, who the five party leaders are, and the three most likely candidates for Consul.

Every adult character in a republic is aligned with one of the parties, which provides the basis for a whole slew of character events. Moreover, each party gives a significant bonus when it is in power (when the ruler is from that party.) The exception is the Populist party, which represents dissenters of all kinds. When they are in charge, the country suffers a penalty. On the other hand, if the Populists hold a lot of seats in the senate, but the ruler is from another party, they might decide to start a Civil War...

Current issues within the state will shift senators from one party to another. For example, a long period of peace will strengthen the military party, and a lack of trade will incite senators to align with the Mercantile party. To give the player some control over these political winds, the five technology magistrates will strengthen their parties in the senate, depending on their charisma. For the same reason, the new office of Censor has been added; it is a powerful office, open only to previous consuls and magistrates. Through their control over the Senatorial and Equestrian ranks, the two Censors carry a lot of influence in the senate.

The Senate will task the player with time limited missions, and it has the power to block diplomatic actions depending on the current strength of the parties. For example, if the military party is weak, it might be difficult to declare wars...

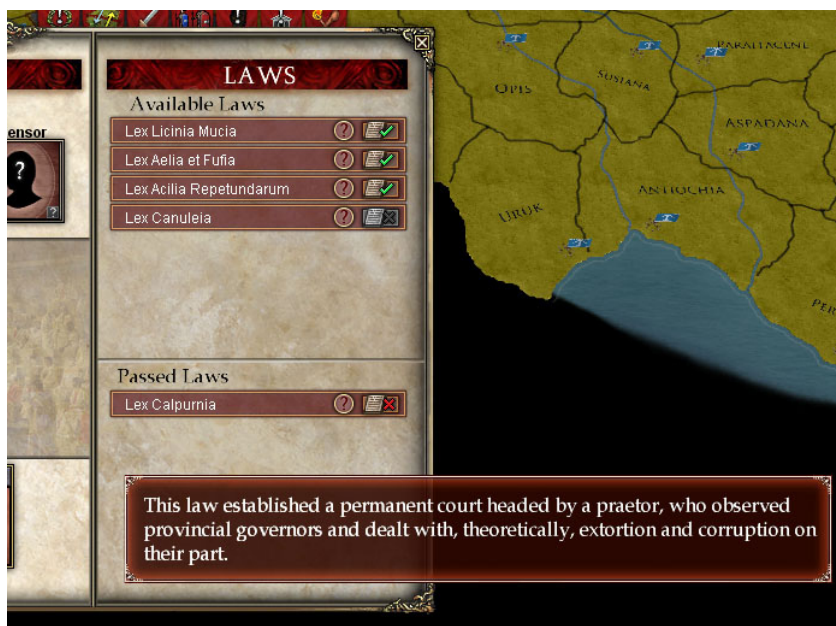
To the right of the Senate screen is a list of Laws. Laws are essentially decisions, like in In Nomine, but there are some differences; Laws have a permanent effect while they are instituted, and they can be revoked. (Monarchies and Tribes will also be able to pass and revoke Laws, but their selection will be more limited and slightly less important.)

To sum it up, the special events and ruler bonuses for republics can make them more powerful than monarchies, but they are also more difficult to run!









# DEVELOPER DIARY: VAE VICTIS # 3 - IMPROVED INTERFACE

Much of the criticism leveled at EU:Rome concerned the interface; some important information and frequently used functions were several clicks away, or “hidden” in the ledger.

Thus, streamlining the interface was always a high priority for us in a hypothetical expansion. Well, the expansion is now a lot less hypothetical, and I am happy to unveil some of the interface improvements in Vae Victis.



The first screenshot features the new and improved Province View. Now you can always access information about diplomatic status with a single click. We have also added a list of diplomatic actions you can take, which, as mentioned in the previous diary, can now be blocked by the Senate (second and third screenshots below.)







Screenshot number four shows the brand new Character View, where players can use different filters to peruse various character categories. We have also added the actions you can take against characters directly to each character entry in that window. For example Imprison, Banish and Assassinate.



The final screenshot showcases the revised Dynastic/Character information window. Note the new information fields to the right, and again, the character action buttons above the portrait.

Perhaps I should elaborate on the character actions: players are now allowed to imprison or banish most characters in the country (with some obvious exceptions.) The downside is that doing so increases Tyranny, which has all kinds of detrimental effects. Banished characters can appear in the court of other countries. (Likewise, when a normal country is annexed, many of its characters are likely to move to another country.) Other character actions include Execute (only possible against imprisoned characters), Bribe, and the old “diplomatic” actions, like Smear Reputation.

In all, it is our hope and belief that players will have a much smoother and more enjoyable experience with the improved Vae Victis interface!

# DEVELOPER DIARY: VAE VICTIS # 4 - MISSIONS & DECISIONS

Ave!

The topic for today is Missions and Decisions!

Players of EU3:In Nomine will already be familiar with basic concepts. New missions are assigned as soon as you don't have one. If you complete a mission, you get a nice reward. However, in Vae Victis you tend to get different types of missions depending on which party controls the senate (if you play a republic); and unlike the forgiving In Nomine missions, you only get a certain amount of years to complete them! Fail the Senate (or Council, or Church, as the case may be), and pay the price...

Decisions work exactly like in In Nomine; they can best be described as events which you can peruse and trigger at your own leisure, rather than semi-randomly firing when their conditions are met. Like events, they are fully scriptable, allowing modders to add whole new features to the game.

The decisions in Vae Victis include the ability to change government type; an ability that was sorely missing in EU3:Rome. Changing to monarchy from republic or the reverse will not be easy, requiring a progression of government types.



# DEVELOPER DIARY: VAE VICTIS # 5 - TRIBES AND TITLES

With some delay, here is the fifth installment of the Vae Victis dev diary. Today's topics: Tribes and Titles.

With the overhaul that Republics and Monarchies have been given, it would have been remiss to leave the Tribal forms of government untouched. Thus, rather than a senate or council, tribal players will have to deal with the heads of the largest and most prestigious clans in the tribe. Through events, these clan chiefs will make various demands and generally cause trouble... As seen in the screenshot, tribes also have their own set of laws, typically dealing with honour, bravery and the spoils of war.

Titles are a new concept in Vae Victis, and they come in several varieties. Many titles are tied to central character functions, like being the ruler, or a general. Others are more or less minor, but gained or lost automatically, such as Proconsul. The last category is explicitly granted to characters by the player, for example in order to boost their loyalty. All three types of titles are scriptable and provide a powerful new tool for modders. Here is an example of the script for a very minor title:

## Code:

```
title_bodyguard = {  
    grantable = yes  
    grant_limit = 20 # 20 characters can hold this title  
  
    grant_trigger = {  
        is_female = no  
        is_ruler = no  
        country = { government = tribal }  
    }  
  
    gain_effect = {  
        loyalty = 5  
        family_prestige = 5  
    }  
    lose_trigger = {  
        prisoner = yes  
    }  
}
```

Next time, Monarchies.

## DEVELOPER DIARY: VAE VICTIS # 6

For this final entry in the development diary, I will talk about Monarchies, the most noble form of government!

The first thing players will notice is the special government window for monarchies. Instead of a senate or a bunch of hairy clan chiefs, there is a Council.

The council consists of the five technology magistrates (who incidentally play a bigger part in Vae Victis for all types of regimes) and four other gentlemen; your ministers.

The ministers are important since their skills affect your country in many ways; if managed right, their bonuses will equal or surpass that of the ruling party in a republic.

However, it can be dangerous to appoint your most skilled characters to the council, since some may favour themselves, or a relative, or even friend, rather than the legal heir. Thus, when the king dies, or possibly before - if a majority of the council is unhappy with the legal heir - they may decide to back a pretender and spark a civil war.

Monarchies have a different set of laws, many of which concern the succession. They also have their own collection of minor titles, missions, and events; all to make playing a monarchy feel different from a tribe or a republic...

# VAE VICTIS - IMPORTANT CHANGES TO THE GAME

A quick briefing of some of the important changes to the game.

## GENERAL

- The map has been divided into multi province regions that governors are appointed to
- Disloyal governors will consider declaring their whole region independent
- Armies can be assigned to regions. These are commanded by the region
- governor, may not leave the region and reduce the revolt risk and barbarian spawn chance inside that region.

## TRIBES

- The senior members of each family are the clan chiefs. These are the people eligible to succeed the current chief when he dies
- Clan chiefs will be upset if their family are denied top jobs

## MONARCHIES

- There are three types of succession in monarchies. Agnatic (eldest male child),
- Agnatic Seniority (senior male family member) and Egyptian (the succession alternates between senior male and senior female family member)
- There is a high council, each of whom gives bonuses to the country according to their stats
- Each council member will have a preferred heir. As more council members back someone other than the primary heir (as designated by succession) there is an increasing risk of civil war
- If the primary heir is not part of your family the council is less likely to back the primary heir, increasing the risk of civil war
- Potential successors may consider spending some of their wealth to promote themselves up the succession order
- The main heir may not always wait for the previous incumbent to die

## REPUBLICS

- There is now a senate of 100 members all of whom are members of one of 5 factions
- Each diplomatic and espionage action is liked or disliked by a party, although if you have more than 40% war score or less than -40% the senate will always be willing to make peace
- Each character is also affiliated to a faction
- Characters will consider switching faction according to their job
- The faction affiliation of the consul gives the country bonuses (or penalties)
- Charismatic characters in important positions will influence the composition of the senate
- Each republican government form defines how long the term of a consul last and how many years must pass until a consul can be elected again. The senate will have three likely candidates they are considering
- The conditions for holding senior jobs are much more restrictive in republics
- Each of the senior jobs has a time limit (although some of these are for life)
- When someone's term is up the senate may recommend someone else for the job
- As the populists gain more support the risks of a populist civil war increase
- Depending on the party the consul is a member of; a republic may change ideas of that type for free. Except for Populist consuls, they pick a random idea for your country (oh those crazy populists they love having a laugh)



## CHARACTERS

- There are various ambitions that a character can acquire during his or her life. Completion of these objectives earn the characters increases to their values in particular prominence
- Only the most prominent characters marry and have children. You can influence which families rise and fall in your nation by helping character complete their objective
- For some ambitions the Character may actually fulfil him/herself
- Characters may now be imprisoned, exiled or executed, these actions raise tyranny this value lowers all characters loyalty in a country. The higher the tyranny the more likely a character will be prepared for this eventually and be able to avoid it.
- Attempting to imprison, exile or execute an important character runs the risk of a civil war. There is a similar risk when attempting to remove a character from a job before their term is up.
- There are prestige titles that can be granted to characters. These give boosts to character stats and can be used to raise a characters loyalty

## COUNTRIES

- There are now missions for countries, some historical and some generic. Fulfilling missions gives bonuses while failing them gives penalties
- Each country now has national decisions that can be used to steer a country
- There are now laws that influence the shape of the country. The ability to enact and revoke laws depends on the ruler in monarchies and the governing faction in republics.

Also, there have been a lot of changes and improvements to how the interface works, with more information and interactivity.

We have also spent a lot of time at improving the AI, to give you a more challenging game.



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