

GAME MANUAL

IMPERIUMS GREEK WARS



EXPERIENCE THE GREEK WORLD AS NEVER BEFORE

IMPERIUMS: GREEK WARS

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SECTION ONE - BASICS

1. INTRODUCTION

The Hellenic world has changed since the Persian invaders were defeated more than 120 years ago and the rather inconclusive resolution of the more recent, 27-year-long Peloponnesian War. Yet, circa 359 BCE, the political entity the world will come to know as ‘Greece’ does not yet exist. The Hellenic civilization is divided into great number of smaller or bigger city-states that hold a grudge against one another, most especially due to unhealed wounds resulting from the Peloponnesian conflict.

Sparta, defeated at the hands of Boeotia and allies at Leuktra 12 years ago, is a ghost of its former self following its victory over Athens in the Peloponnese. Athens has engendered much resentment against herself, in others’ eyes becoming haughty and aggressive as Sparta’s glory fades. Chalkidike, Thessaly, Korkyra, Euboea, all yet hold significant power; the barbarians of Molossia and Thrakia continue to threaten Hellas; and even the remnants of Persia in Anatole, the Achaemenid Empire and its disloyal satrapies, still represent a considerable threat. And now, emerging from defeat at the hands of the Dardanians, a new power rattles its spears: Macedonia!

Many others yet would taste fame and glory; from seaworthy Rhodos to the nomadic tribes of Enchele, all hunger for power. All have secret goals, political and military ambitions; all are eager to plunge the world into a war of hegemony that will raise their nation to prominence.

Who will you lead to final victory? Choose 28 historical nations to demonstrate your leadership skills, military prowess, and political genius. The economic, political, military, and social development of the country is entirely in your hands!

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

1.1 About the Game

Imperiums: Greek Wars is an historical 4x turn-based strategy game with elements of grand strategies. All economic, military, technological, social, and cultural decisions that will shape the development of your country will weight on your shoulders.

Imperiums: Greek Wars is a game for a wide audience – history buffs with interest in ancient civilizations, fans of strategy games who enjoy complex and challenging games and even those who like to spice the game with a bit of adventure on side quests and in encounters with mythological creatures.

Our goal is to simulate historical reality as much as possible, starting with accurate tile-based maps featuring elevated terrains modeled on historical sources, including original settlements; through complex game mechanics and small details such as unit composition. The major game mechanics such as various government types, diplomacy, internal resource management or scientific advancements affect all aspects of economic, political, military and social life within and without the empire. All are intertwined and none is standing alone to simulate the real consequences of decision-making. Additional concepts such as loyalty, army morale or supply management then increase complexity of the game. On top of that new elements have been added such as generals, slaves or myths and quests.

Some game mechanics and options can be disabled to accommodate all types of players and levels of experience in terms of game complexity and micro-management. For example, you can completely turn off the mythological layer if that doesn't suit your purely historical taste. At lower difficulties you can concentrate fully on territorial conquest without paying much attention to complexities. Higher difficulty levels bring on new challenges that will demand your attention and thought-out decisions. All decisions are in your hands; you have sole responsibility for every action in your empire.

1.2 Greek Wars Scenario

The middle of the fourth century BCE sees the Eastern Mediterranean still recovering from the Peloponnesian War and myriad of lesser conflicts since. Even after six generations following the shaky coalition that rebuffed the Persian invaders, Hellenes still cannot get along; the fleeting alliance that once prevented subjugation and perhaps even assimilation, has long since sundered. At the same time, former Persian conquests in Thrakia have broken free, and Persian satrapies along the coast of Anatole continue to test the empire's resolve. Finally, barbarian tribes from the Balkan foothills continue to push at the northern periphery, threatening the heart of Hellas with their strange ways and gods.

Indeed, our scenario opens with the defeat of King Perdiccas III of Macedon, who lies dead on the battlefield against the Illyrian tribes of Dardania and Enchele, led by King Bardylis; Perdiccas' son is an infant, and thus the nobility of Macedonia thrust the crown upon the king's younger brother, Philip.

War for dominance over Hellas and western Anatole has once again begun!

Twenty-eight playable factions exist in the base game – even the satrapies of Lydia, Caria, Mysia, and Phrygia that are nominally vassal states of the Achaemenid Empire (Persia), can be selected. Dormant factions might also appear during the game and form as new states. Celtic tribes might invade in small groups from the north, their units behaving as regular AI units, founding cities and taking territories.

1.3 Where to Find Information

Information is available in many locations, including this manual, game hints and tooltips, the in-game Imperiums Library, and online on [Steam forum](#) or [Discord channel](#).


1.3.1 Manual

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

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

1.3.2 Imperiums Library

If you don't want to spend any more time reading and prefer immediate action, the next best thing is to play through the tutorials and refer to the Imperiums Library. This in-game help – **[F1]** or accessible directly from

the main screen by clicking on the  icon in the upper-right corner – is an extensive source of information about all aspects of the game.

The library is divided into several sections, each dedicated to a certain game feature. Sections are represented by tabs on the left; clicking on a tab will reveal a list of links (underlined text) that will help find the information you seek. Links are provided to other tabs and reference points for easier navigation between different sections of the library.

- ❖ **GAME RULES** - dedicated to the most important game mechanics, rules, and principles.
- ❖ **MAP AND UI** - overviews navigation, visibility, and major features.
- ❖ **SCENARIO** - provides historical context to the current game.
- ❖ **TUTORIAL** - includes all aspects of the game covered in the Basic and Advanced Tutorials (see below).
- ❖ **TECHNOLOGIES** - provides links to all technologies available in the current scenario.
- ❖ **MAP ITEMS** - introduces all map items (e.g. buildings), their basic characteristics and properties.
- ❖ **GOVERNMENTS** - lists all government types available in the scenario.
- ❖ **IMPROVEMENTS** - lists improvements for all map items.
- ❖ **LAND IMPROVEMENTS** - explains advanced agricultural technologies that increase food production.
- ❖ **RESOURCES** - provides details about all resources available in the game.
- ❖ **ACHIEVEMENTS** - describes technological milestones that have a major impact on state infrastructure.
- ❖ **RESEARCH TREE** - opens a window listing all technologies that can be discovered.

1.3.3 Tutorial

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

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

The **Tutorial** can be played for Macedonia on the campaign map only and it provides the most important information about the navigation of the map, use of game menus, building infrastructure, resource management, and diplomacy.

A separate section on the tutorials follows: see [Tutorial](#).

1.3.4 Imperiums Forum

Although we've tried to be as thorough as possible, some details might have been overlooked in the manual, and we are always updating and improving things. If you cannot find the answer to your question herein, you can check with us at the [Imperiums Forum](#) or [Discord channel](#).

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

2. STARTING A NEW GAME

This section explains how to get a new game going, including setting all options.

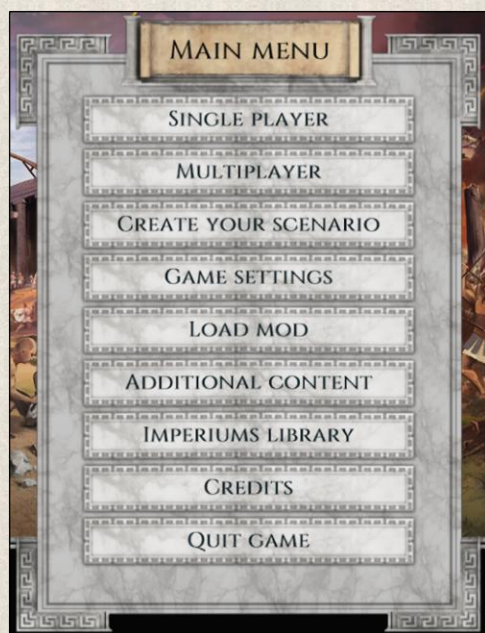
2.1 Main Menu

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

Tutorial is only displayed when you haven't completed the tutorial in the campaign scenario yet. If selected, the game sets all settings and options automatically to fit the [tutorial](#) requirements.

Single Player allows you to start a new game with you as the only human player. Once selected, you will be lead to choose if you want to start a completely new game or load a previously saved one.

Multiplayer allows you to join or invite other players to join either in an online or offline (so called “play-by-email”) game (see also [Multiplayer game](#)).



Create your Scenario opens a new window where you can start creating a new scenario by designing your own map using the in-game [Editor](#).

Game Settings displays a list of settings divided into several tabs that allow you to modify the appearance of the game according to the performance of your PC, your preferences, and game style. Settings can be also changed during the game from the Main menu and some can changed directly in-game (*Main Menu*→ *Game Settings*). For more information see [Game Settings](#).

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

Additional Content opens a new window where you can see all new mods, scenarios and saves that are publicly available on Steam for download (see also [How to work with Steam Workshop](#)). This tab is only available when you start a game.

Imperiums Library brings you to the aforementioned library, where you can find all important information about game rules, mechanics, units, etc. (see [Where to Find Information](#)).

Credits opens a list of people who participated in the game’s development and deserve our thanks and gratitude.

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

2.2 New Game

Once a Single or Multiplayer is selected, you can choose to start a new game or load a previous save or to join an existing game in the case of Multiplayer.

New Game opens a list of games where you can choose whether you want to play a predefined scenario (e.g. Greek Wars) or you prefer to generate a world of your choice (Customized World).

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

Join Game opens a window listing all active multiplayer games that you can join simply by clicking on the selected item.

2.3 Game Settings

There are several tabs on the left side of the window, each leading to a different set of settings. Changes in each tab need to be saved separately. There are three buttons at the bottom of the window to modify and save changes:

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

Cancel cancels all changes made and closes the window.

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

2.3.1 Player Settings

These settings are divided into basic and advanced and are mostly for player preference, some to tweak graphics performance.

UNIT SETTINGS

- ❖ **Only enemy actions** – allows you to see only actions of your enemies during their turns (see [Opponent Actions Panel](#)).
 - **Actions related to me** – you only follow enemy actions directly related to you (not all enemies).
- ❖ **Automatic unit selection** – another active unit will be automatically selected once orders are given to the previous one. This makes navigation and command of units easier, as all units that can still perform an action are queued in a loop (see also [Commanding Map Items](#)).
- ❖ **Automatic unit de-selection** – unit is automatically deselected once it executes its orders; it can no longer perform any actions in the current turn (see also [Commanding Map Items](#)).
- ❖ **Center on active unit** – the map is automatically positioned to have the selected unit in the centre.
- ❖ **Unit size** – size of all units on the map can be scaled from 1 to 5 (from smallest to largest). Note that this applies only for 3D view, not for Topview.
- ❖ **Fast unit movement** – all mobile units on the map will move faster.

- ❖ **Action highlight alpha** – defines the transparency of the highlight colors (0 means transparent and 100 means non-transparent).
- ❖ **Automatic city naming** – a name for a new city will be selected from a predefined list if you don't name it yourself by the end of the turn.
- ❖ **Automatic unit naming** – new military units receive a randomly selected name from a predefined list.
- ❖ **Zoom on attack** – camera will zoom in on any attack that involves one of your map items (does not apply in Topview).

MAP SETTINGS

- ❖ **Camera movement** – camera focus when unit is moving.
 - None: camera does not move
 - Destination focus: camera focuses on the final destination of the current move
 - Start focus: camera focuses on the starting point of the current move
 - Move camera: camera focuses on the selected unit and will follow its movements
- ❖ **Terrain saturation** – allows increase or decrease of the saturation of terrain colors. This setting is only enabled when the “Advanced techniques” graphic setting is also enabled (see below).
- ❖ **Fog density** – allows adjustment of fog density above hidden and invisible tiles.
- ❖ **Player color overlay** – toggles a colored overlay where terrain is highlighted according to player colors in order to clearly distinguish each player's territory (0 means transparent and 100 means non-transparent). This setting is also available in the [Map Menu](#).
- ❖ **Trees in Player color overlay** – the visibility of trees when “Player color overlay” is applied (0 means fully visible above the overlay and 100 means fully covered).
- ❖ **Terrain color overlay** – a terrain-distinctive overlay easily identifies different terrain types (0 means transparent and 100 means non-transparent). This setting is also available in the [Map Menu](#). It is only available when the “Advanced techniques” graphic setting is also enabled (see below).
- ❖ **Territory labels in Top view** – territory names are displayed on the map in Top view (2D view)
- ❖ **Country labels in Top view** - country names are displayed on the map in Top view (2D view)
- ❖ **Territory labels in 3D view** - territory names are displayed on the map in 3D view
- ❖ **Country labels in 3D view** - country names are displayed on the map in 3D view
- ❖ **Territory labels in Territory view** - territory names are displayed on the map when Territory view is activated (see also [Map Menu](#))
- ❖ **Country labels in Territory view** - country names are displayed on the map when Territory view is activated (see also [Map Menu](#))

- ❖ **River labels** – river names are displayed on the map
- ❖ **Sea labels** – sea names are displayed on the map
- ❖ **Mountain labels** – mountain names are displayed on the map

UI SETTINGS

- ❖ **Confirm new turn** – an extra confirmation pop-up appears before advancing the turn, allowing you to see the world one last time before visibility is recalculated and some map items or features might be again covered in fog of war.
- ❖ **Enable game hints** – hints providing basic information about the main functionalities of each control displayed at the right side of the screen will be displayed (see also [Hint panel](#)).
- ❖ **Activate advisor** – hints and suggestions will appear when urgent matters need your attention (see [Advisor Window](#)).
- ❖ **Show my attacks info** – battle results pop-up summarizing your attacks on mobile units (see [Battle Result Window](#)).
- ❖ **Show my conquests info** – battle results pop-up summarizing your conquests of enemy cities, resources, and buildings (see [Battle Result Window](#)).
- ❖ **Show enemy attacks info** – battle results pop-up summarizing enemy attacks launched on your mobile units (see [Battle Result Window](#)).
- ❖ **Show enemy conquests info** – battle results pop-up summarizing enemy conquests of your cities, resources, and buildings (see [Battle Result Window](#)).
- ❖ **Show confederation messages** – reports related to a confederation partner but not necessarily to your own territory or map items.

GRAPHICS SETTINGS

- ❖ **Show fog above invisible tiles** – undiscovered map tiles are covered in ‘fog’ (see [Map Visibility](#)).
- ❖ **Enable ambient animations** – birds, deer, wild boar, fish, and dolphins appear on the map.
- ❖ **Show particles** – a wake behind ships is displayed.
- ❖ **Show waves** – movement of the sea against coast is visible on the map.
- ❖ **Hide trees in Topview** – simplified terrain features without trees in Topview (see [Map Menu](#)).
- ❖ **Change daylight** – different light is applied according to the country’s situation (e.g. war).

GAME SETTINGS

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

- ❖ **Autosave with end turn** – game is saved automatically when at the end of each turn

2.3.2 Multiplayer

- ❖ **Turn time limit** - allows the owner of the lobby to change the turn time limit during the game

2.3.3 Graphics

- ❖ **Profile** – choose and save graphics settings that fit the parameters of your machine. The chosen profile will automatically reset the other graphics settings listed below, however, you can always customize the settings manually.
- ❖ **Resolution** – sets the game display resolution.
- ❖ **Antialiasing** – smooths jagged edges
- ❖ **Window Mode**
 - **Standard Window** – Standard Window mode
 - **Fullscreen Mode** – Fullscreen mode
 - **Borderless Window** – Borderless Window mode
- ❖ **UI scaling** – allows to adjust the size of UI controls (to fit bigger screens).
- ❖ **Terrain detail** – the level of terrain relief detail is scalable from low to high quality (to support low-end graphics cards).
- ❖ **Shadow quality** – quality of shadows in the game is scalable from none (no shadows) to low to high (to support low-end graphics cards).
- ❖ **Show fog** – ‘fog’ will cover undiscovered tiles or those hidden due to fog of war (rather than shades of black and grey).
- ❖ **Tree detail** – the level of tree detail is scalable from high to low to support low-end graphics cards. Choosing Low setting will decrease the number of vertices; choosing “None” will disable the display of trees in the game.
- ❖ **Texture detail** – level of terrain texture detail is scalable from high to low
- ❖ **Advanced techniques** – a set of graphic features and options such as terrain saturation, terrain color overlay, etc., is enabled.

If you experience performance issues, try the following:

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

2.3.4 Audio

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

- ❖ **Master volume** – allows you to change the volume of all game sounds and music at once.
- ❖ **Terrain sounds** – sounds of nature typical for particular terrain types (rivers, wind, animals) will be enabled.
- ❖ **Terrain sounds volume** – volume adjustment for Terrain Sounds (above).
- ❖ **Movement sounds** – sounds accompanying certain moves and actions (footsteps, attacks, construction works) will be enabled.
- ❖ **Movement sounds volume** – volume adjustment for Movement sounds (above).
- ❖ **Music** – toggles music, cycling through a collection of 100+ songs themed for the period (see also [Game Menu](#)).
- ❖ **Music volume** – volume adjustment for music (above).
- ❖ **Game sounds** – clicking and UI reactions will be enabled.
- ❖ **Game sounds volume**
- ❖ **Greeting sounds** – units respond when selected or given an order
 - **Simplified greeting sounds** – default greeting sounds are replaced with simple game sounds. This setting can be used only when “Enable greeting sounds” is turned on.
- ❖ **Greeting sounds volume** - volume adjustment for greeting sounds (above).

2.3.5 Keyboard

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

Next Unit	Spacebar	Encourage	Oem comma
Next idle city	Ctrl+Spacebar	Provoke uprising	Oem minus
End Turn	Enter	Resources breakdown	Tilda
Go to	G	Move camera farther	Ctrl+[minus]
Cancel Move	Q	Move camera closer	Ctrl+[plus]
Attack	T	Move map left	LeftArrow or A
Wait	E	Move map right	RightArrow or D
Build inside	B	Move map up	UpArrow or W
Build facility	Ctrl+B	Move map down	DownArrow or S
Heal inside	X	Zoom in	+
Repair	Ctrl+X	Zoom out	-
Train	V	Imperiums Library	F1
Improve	Ctrl+V	State Window	F2
Emergency aid	Z	Trade Overview	Ctrl+F2
Fortify	F	Foreign Relations Window	F3
Load unit	H	Strategic Overview Window	F4

Unload all	Ctrl+U	Reports List	F5
Unload	U	Objectives Map	F6
Unload attack	Ctrl+T	State Decisions Window	Ctrl+F6
Build road	R	Map Item Detail Window	F7
Build route	Ctrl+R	Player Color Overlay	F8
Build field/farm	I	Terrain Color Overlay	Ctrl+F8
Upgrade inside	Y	Supply Area	F9
Pillage		Territories	Ctrl+F9
Sleep	Ctrl+E	Quicksave	F10
Destroy Bridge		Quickload	F11
Build bridge		Take screenshot	F12 (Saved to: → Start →Kube Games → Screenshots)
Repair bridge		Next music track	Ctrl+RightArrow
Change research		Previous music track	Ctrl+LeftArrow
Change government		Stop music player	Ctrl+DownArrow
Change capital city		Start music player	Ctrl+UpArrow
Sell	L	Topview	TAB
Destroy unit		Switch default action	Ctrl
Change specialization	N	Center on unit	C
Destroy road		Skip opponents' moves	Enter
Raid	P	Skip current animation	Spacebar
Build town	M	Stop opponents' moves	ESC
Self-heal		Hide User Interface	Num 3
Recover		Hide map tooltips	Alt+T
Alert			

2.3.6 Mouse

- ❖ **Mouse sensitivity** – allows adjustment of the mouse sensitivity, where 1 is the lowest and 20 the highest.
- ❖ **Alternative mouse control** – allows to adjust mouse control of buttons, actions, default actions, unit selection and action confirmation.
- ❖ **Map scrolling on edges** – allows map scrolling by moving the mouse to the edge of the screen where an orange highlight appears (see [Finding Your Way Around](#)).
- ❖ **Map scroll speed** – the number indicates how fast the map will scroll.
- ❖ **Left-handed mouse** – allows to switch mouse buttons to left-handed mode
- ❖ **Mouse lock** – the cursor stays within the game window when the checkbox is ticked. To move to another window **[Alt+Tab]** will have to be used.
- ❖ **Mouse smoothness** – smooths movement of the mouse cursor. This should be applied only for players who experience erratic cursor movement.

2.3.7 Language

Here you can choose from a number of supported languages.

2.4 Getting Started

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

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

The information on the following screens should help you make a good choice:

The first screen is an introduction to the campaign map, summarizing the historical situation and showing you the map (it can stay hidden if you wish so).



The second screen allows you to choose a faction you will rule. All playable factions available in the game are listed at the left side of the screen. By hovering the cursor over the name of the nation or the checkbox next to it, the tooltip shows you quick information about the country, how challenging its initial situation is (for newcomers), and the availability of a tutorial for this particular state. The bar under the faction name indicates the overall power of the country in comparison to the other players.

Select one simply by clicking on the checkbox next to it. The information on the right side of the window provides details relevant to the selected nation. If you don't like surprises, you can click your way through all countries to gather vital information for the first phase of the game.

Note that some factions might not be directly accessible and some might be completely locked.



Factions marked with this lock can be simple unlocked by clicking on the checkbox and confirming the action. The reason they are not made open is that you haven't played the tutorial yet which is strongly recommended. These factions are more difficult and might require deeper understanding of the rules and mechanics. Still, they could be played if you wish so.



Factions marked with this lock however, will be unlocked progressively with the hours spent in the game. They will unlock as part of the Steam achievements.



- ❖ **AI Player Difficulty** indicates how aggressive the particular country will be. The difficulty level can be adjusted separately for each AI player by clicking on the name of the nation (not on the checkbox!) and changing the difficulty level in the dropdown menu.
 - ❖ **Population** indicates the number of people inhabiting your lands. This is not the same as the Citizens resource (or Country Size; see below).
 - ❖ **Economy** shows the economic strength of the country calculated from the size and number of all resources, buildings, and cities.
 - ❖ **Power** represents your military power (combined Attack and Defense Strength of all your military units).
 - ❖ **Country Size** suggests how big your country is, in geographical terms (as opposed to Population, above).
- The dashed line cutting through the bars represents an average taken from the starting position of all players.
- ❖ **Map** shows the world map, or at least your country and the environs you have already scouted. Black areas are undiscovered.
 - ❖ **Text** below the map tells a bit about the country, its history and current situation.

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



The last screen allows you to set game difficulty and speed and disable features you do not wish to have in game.

- ❖ **Game Difficulty** suggests how challenging the game will be. The Game Difficulty level is in general for the game, and isn't related to the AI Player Difficulty (see above). You can change the difficulty level in the dropdown menu. This option affects production/location of resources, frequency and impact of random events, and the default setting of Game Options (see below).
 - **Interregnum:** A period of relative peace is implemented at the start of a game. Its duration depending on Difficulty level and can vary slightly from game-to-game. The peace period ensures that unfriendly nations will not declare war on you, however, any states at war with you by default can and will attack. Nonetheless, this *interregnum* should ensure that the beginning of the game is somewhat slower, allowing new players to get time to map all foreign relations, plan a strategy, understand the downsides of his economy, etc., without being overwhelmed by aggressive nations right away.
- ❖ **Game Speed** determines the pace of the game, which is closely related to technological development. You can choose from five options in the dropdown menu; Realistic is the slowest (simulating real, historical pace), Brisk the fastest.
- ❖ **Game Options** allow you to customize several game features that can be changed only at the start of a new game – *not during the game itself*.
 - **Army Morale** – morale of armies will change depending on the home situation, war outcomes, and the enemy(ies) it faces (see [Army Morale](#)).
 - **Research Tree Hidden** – only developed and available technologies will be visible, not the whole tree.
 - **Supply Management** – conquering armies' supply lines will affect their strength and will to fight (see [Supply Management](#)).

- **Garrisoned autonomous cities** – independent cities spawn defenders to protect the city and its vicinity
- **Generals** – special units that can increase General Morale of friendly troops, provoke unrest in foreign cities and set out on quests to seek legendary treasures (see also [General](#)).
- **Myths and Legends** – number of mythical creatures appear in the game, each with unique effects on game play (both positive and negative). See also [Myths & Legends](#).
- **Research Tree Mixed** – technologies in the Research Tree will be shuffled to create a unique [research](#) tree. However, certain logical sequence in technological advancements must be retained and this is reflected when a mixed tree is being created.
- **Random Events** – events like earthquake, plague, and climate changes will occur (see [Random Events](#)).
- **Territories** – controlling whole territory results in higher production from mined and land resources from located in this territory and vice versa (see also [Territories](#)).
- **Corruption** – simulates the increase in corruption in larger empires that negatively affect its resource production and thus its whole economy (see also [Corruption](#)).
- **Heroic Quests** – number of unique quests for legendary treasures known from ancient mythology can be pursued in the game (see also [Heroic quest](#)).

It's important to note that some options might be automatically disabled depending on the chosen level of game difficulty.

❖ **Ironman Mode** - this mode creates only one save of the current game which is constantly rewritten as you continue playing which means that you cannot go back and reload any of the previous saves.

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

2.4.1 Hotseat

Hotseat is a local multiplayer when 2 and more players can play on the same computer. Simply select more factions in the selection screen (described above). Each player will be able to use his own settings.

2.4.2 Multiplayer game

When creating a new multiplayer game, you are basically setting up a lobby where others can join you. You will be the owner of the lobby and your computer will act a server.

A new game can be started from any of the existing scenarios or saves as well as from customized maps.

Game name – allows you give your game an original title to be recognized easily in the list of existing games.

Server password – you can add a password to protect the access to your game, however, it is not mandatory.



Asynchronous multiplayer – leaving the checkbox empty, you will set up an online multiplayer game that requires all human players to be playing at the same time. On the other hand, if you prefer to play over longer time period and you don't insist on having all human players at the computer at the same time, you can tick the box and an asynchronous multiplayer game will be set up (so called "play-by-email").

Number of players – you set a max number of human players that can join the game. The game then starts automatically when this number is reached or it can be started manually even before by the owner of the lobby.

Email address – this setting is only available for asynchronous multiplayer and by adding your email address you will be notified when your turn starts.

Idle limit – this setting is only available for asynchronous multiplayer and it is a limit of inactivity (i.e. no player takes an active part in the game) after which the game is deleted from the server.

Game difficulty – it defines the difficulty for the whole game but you can adjust the aggressiveness of other factions as well (see below)

Turn time limit – you can set a limit for a player to make his actions in his turn which can range from minutes to an hour, however, you can also leave it without any limit at all. This setting is mainly designed for online multiplayer. If the time limit is exceeded, the turn of the current player is skipped and the game moves on.

Factions – the table shows all factions that will be on the map.

- **Type of player** - you can choose which factions are to be lead by AI (AI) and by human players (Open) by choosing the right option from the dropdown menu next to the faction name.
- **Difficulty per faction** – you can also define the aggressiveness of the particular factions by selecting a difficulty level from the dropdown menu.

- **Status** – the checkboxes on the left show whether the faction is assigned and ready.

Game Options – this setting allows you to enable/disable certain game mechanics (see [Game Options](#)).

Friend only – this checkbox allows you to limit the access to your game to Steam friends only. Leaving the checkbox empty means that everyone can join the game. Once the lobby is open you can invite your Steam friends to join.

2.4.3 Customized World

The Ancient Greece scenario offers many nations that you can lead, different difficulty levels, and a variety of challenges to spice up your victory soup. But there are always those who want to discover what lies “beyond the sea”. For such adventurers we created a Map Generator so that you can discover an infinite number of worlds customized to your wishes.

You can create a new map when you click on Customized World in the Main Menu (*New Game Menu*→*Customized world*).



There are a number of settings that can be adjusted to suit your preferences. At the top of the screen you can select the nation you will lead from a dropdown menu. If you prefer to change the name of the state, you can do so as well in the upper right part of the window in the Name of Country textbox. Here you can also choose if you want to play in an Ironman mode (this mode doesn't allow you to reload previous or current save).

You can use a number of settings to define the size and look of the map as well as the resource abundance, fairness, etc.

- ❖ **Map Size** determines how big the map will be. Choose from a very small to an extra-large map. The size of the world affects the length and pace of the game; around two hours will be required to conquer a very small world, days for a very large map.

- ❖ **Map Type** determines how the world will physically look. There are five options varying from one large mass of land to a world fragmented into many small islands. This setting also affects the pace of the game and level of conflict, as it is relatively easy to meet other civilizations on one large continent, but rather challenging to discover and conquer a world made of hundreds of tiny islands.
- ❖ **Map Climate** sets how suitable the world is for humans. Again, choose from five options ranging from a world of plenty with an abundance of resources and regions suitable for human settlements, to a world where fertile land is scarce and areas that would support growing populations very few. This setting will affect how aggressive the game is; in a world where everybody initially has a good livelihood and plenty of living room, wars will come later, whereas in a realm where resources are precious, the fight for survival will form a necessary part of your strategy from the beginning.
- ❖ **Opponents** sets the starting distance between civilizations (not the number of players!). These five options vary from a small number of players settled relatively far from each other to a crowded world where unoccupied space is limited. It also affects the pace and aggressiveness of the game.
- ❖ **Difficulty** defines how aggressive the computer players are, and how multifarious their actions. The five options range from an easy level suitable for beginners, all the way to very difficult, recommended in turn to only to very experienced players.
- ❖ **Development** fixes the starting point of human development, from a world with no human settlements and only a few units roaming the world, to a world where civilizations are already established with advanced units, well-developed urban infrastructure, and fair progress in science and research.
- ❖ **Starting Turn** indicates in which year the game starts.
- ❖ **Turn Duration** determines how many years one turn will be. Note that this has no impact on the *pace* of the game described above!
- ❖ **Game Speed** is close related to technological development. Low speed means slow-paced game simulating the historical reality, whereas higher speed allows for faster development.
- ❖ **Game Balance** decides if all players start on a similar level or if some players will be more advanced than others. The difference will be in the amount of territory they occupy, number of cities and military units, etc. You can use a scroll bar where “low” means very unbalanced, and “high” means very balanced starting conditions.
- ❖ **Player Advantage** adjusts *your* position compared to the computer players. If you set the scroll bar to “low”, you will be disadvantaged against the AI, whereas “high” means that you will have better starting conditions. Player Advantage and Game Balance are interlinked, and ultimate equilibrium is derived from both these settings.
- ❖ **Resource Abundance** sets the number of mineral resource deposits (Gold, Iron, Stone, Coal) on the map. “Low” means there will be few of these resources, whereas “high” means there will be plenty of mines and quarries. This setting affects the competition for resources.
- ❖ **Player’s Resource Abundance** selects the amount of resources you’ll have at the beginning of the game, where “low” value of course means less resources, and “high” gives you more. This setting together with Game Balance determines the final amount of resources for each player.

- ❖ **Diplomatic Relations** determines mutual relations between players at the beginning of the game. This only applies for players who have already met (they have a mutual border). If set to “low”, relations will be unfriendly and prone to open conflict, whereas “high” indicates you prefer peaceful relations for the game start.
- ❖ **Independent Cities** adjusts the number of independent cities at the beginning of the game. “Low” means there’ll be few cities without an owner, “high” means more. This setting also depends on the Development setting (if any urban infrastructure is set). Note that if you enable the Garrisoned autonomous cities feature in [Game Options](#), these independent cities will spawn defenders so taking them won't be easy.
- ❖ **Set Government** determines if all players start with the same government or if this will vary depending on which types are already available to them.
- ❖ **Victory Conditions** allows you to choose which [Victory Conditions](#) should be activated in the game.

Game Options allow you to turn on/off a number of optional game features (see [Game Options](#)).

Reset button allows you to discard all changes made and return back to your original choices.

3. TUTORIAL

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


Never fear though; apart from dry information and explanations of the most basic game features, it will also bring on some action, since the best learning is done through practice!

3.1 Starting the Tutorial

When you click on the Tutorial tab in the Main Game window, the game jumps automatically into the tutorial setup.



Another way to do it is to go through the Player Selection. When you select Macedonia on the left side in the Player Selection Window, a pop-up appears where you can choose if you want to play the tutorial. Click on the checkbox next to the options to activate them.

If you need to recall the window with tutorial option, click this icon  next to faction name.

3.2 Running Tutorial

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

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

This is a sandbox tutorial, which means that during it you will not be able to perform certain actions and fully control units and objects on the map; this is in order to avoid conflicts with other tutorial tasks. Still, you are free to check the interface, all game menus and control panels, as you wish!

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

3.3 Replaying Tutorial

You can play the tutorial as many times as you wish, however, if want to check some of the information only, you can do so in the Imperiums Library under the Tutorial tab.



3.4 Tutorial Panel

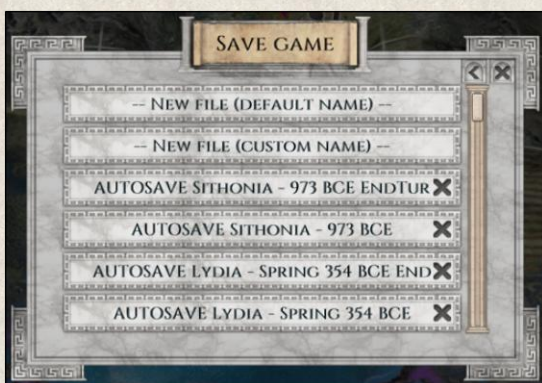
The tutorial can be controlled through a [Tutorial Panel](#) displayed above the Map Menu on the left side of the screen.

4. HOW TO SAVE AND RELOAD

No one can last without food and proper rest and your senses and rationale must be sharp to avoid unnecessary mistakes! You can save and reload the game any time.

4.1 Saving Games

The game can be saved over an existing file or into a new one using a default or custom name. Open the Save window through the Main Menu in the upper right corner (*Main Menu*→ *Save Game*). The game will be saved in the default location below and you will be returned back to the game: Documents\My Games\Imperiums Greek Wars\Saves\



Any of the saved files can be deleted in the Save Game window by clicking this **X** button next to the item.

on your hard drive can be changed in the Game Settings (*Main Menu*→ *Game Settings*→ *Player*→ *Autosave period* and *Autosave files*).

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

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

4.2 Loading Games

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



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

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

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



5. MAP

The main map represents the world where the game takes place. You rule over one part of it but sooner or later you will have to interact with all peoples dwelling here. The map is divided into tiles which, accreted together, create territories. How to navigate the map and the characteristics and properties of different terrains are described below.

5.1 Finding Your Way Around

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

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

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

5.2 Map Visibility

The ancient people had only limited knowledge about the world apart from regions close to their homeland. When you start a new game, you will see your own territory and probably some other regions that may have been discovered by your worldly travelers and itinerant merchants. By exploring new regions and forging closer relations with other nations, you'll discover new lands and come into contact with other civilizations.

There are three levels of visibility in the game:

Visible – Full visibility means you can see terrain and its properties, resources, cities, units, improvements, and infrastructure. All map items have a so-called visibility range where full visibility applies. Resource mines have a default visibility range of 0, while all other map items' range is 1 tile. If a map item is positioned on a hill, its visibility range increases by +1.

The visibility range of all units, cities, and some buildings can be permanently increased by a further +1 with the “[Scouts](#)” improvement.

You can also increase the visibility of other regions through number of diplomatic treaties, such as Tile, Unit or City visibility or Map exchange (see [Mutual Treaties](#)).

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

You can peek through the fog of war with the help of a Seer, special building that allows to see what is hidden under the fog on selected tiles (see also [Seer](#)).

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

5.3 Terrain

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

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

Plains – Flat terrain that’s very suitable for urban development and agriculture, plains that lie within a city range produce Food and small amounts of Wood, and can be further cultivated for Fields and Farms.

Grass – Open, very fertile terrain suitable for agriculture and building cities; grassland tiles lying within a city range produce Food and can be utilized as Fields and Farms.

Woodlands – Wooded areas that are the source of Food (e.g., from hunting and gathering mushrooms, nuts, et al.) and Wood in limited amounts. Both are obtained only from those tiles that lie within a [city range](#). Woodlands can be cut down completely to create arable land (plains). Building a city on a woods tile will use most of the land for buildings, and the tile will no longer produce any resources (see [Harvested Resources](#)). Movement through woodlands is more difficult, and thus requires more Action points and time.

Forest – Dense wooded areas, while obviously being a main source of lumber, also produce small amounts of Food. Forests can be cleared and utilized for agriculture. Thick tree cover and undergrowth severely limits unit movement.

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

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

Mountain – Impenetrable regions that are inaccessible for most units, and so create a good defensive barrier against foreign armies. Mountains aren't suitable for building any permanent structures, and don't produce any vital resources. Settler and Nomad units with a "[Mountaineer](#)" improvement can cross the mountains, and Settlers with such an improvement can even build roads in this terrain, which then makes it accessible for all other units.

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

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

Water – Seas and lakes can be only accessed using naval units. Coastal areas lying within a city range produce Food in good quantities.

5.4 Terrain Features

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

Rivers – Represent major rivers, permanent features which can cut through any type of terrain. A city built on a river tile acts as a "bridge", and units can cross here with no movement penalty. However, buildings can be built on a tile through which a river flows only if you build a bridge there first. Bridges can be built by Settlers (only) to provide a natural crossing point for all units.

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

Most units need two turns to cross a river (they use all Action Points to enter the tile where the river flows, and then must wait until next turn to move farther). Once a unit is on a river tile, it's very vulnerable; it has no Action Points left to run, and that lowers its Condition. Attacking such a unit does not require that the attacking unit also moves into the river tile. It uses its Action Points in the attack, and if it wins, it doesn't move onto the river tile but stays on its current position (unless it has any Action Points left and wishes to proceed).

This important terrain feature can be very effectively used for defensive purposes. A few units stationed on a riverbank can stop or at least slow a foreign invasion.

Rivers also have a significant effect on your ability to [supply](#) your units on the other side unless, again, a bridge (road) connects the two banks.

Finally, rivers affect resource production; *Food yields from a river tile are twice as high* as usual for the particular terrain type. Conversely, while mines increase their production when they are close to cities and blacksmiths, if a mine is located directly on the tile where the river flows, its production is not affected. However, if the mine is located on the side *opposite* the city and/or blacksmith, even if it is within the required

distance, it *does not* benefit from this connection unless a bridge/road is built. See [Mined Resources](#).

5.5 Land Improvements

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

5.5.1 Roads

Roads played an important role in the general development of early civilizations. Similarly, in *Imperiums: Greek Wars*, they allow units to move faster over all terrains; increase the resource production from resource mines; and reduce costs of trading exchanges (think of this “overhead” as losses due to accident/predator incursion, spoilage, pilferage, etc.).

Virtually all mobile units can move over most terrains with some restrictions; e.g., naval units cannot travel across land; units need a “Mountaineer” improvement to be able to cross mountains; etc.

There are two types of roads:

- ❖ **Dirt roads** are basic paths with a moderate impact on unit mobility, resource production, and trade.
- ❖ **Surfaced roads** are an upgrade of dirt roads that can only be built on tiles where a dirt road already exists.

Roads in general allow for faster movement of units through all types of terrain, and so play an essential role in territorial expansion. The default mobility of different unit types on different terrains without roads is summarized in the overview of [Unit Properties](#).

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

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

Roads can be built on all terrains (except of course water) by Settlers. There are two actions that command a Settler to build a road: [Build Road](#) and Build Route.

5.5.2 Fields and Farms

While we’ve explained that Food is obtained from grasslands, plains, scrub, forest, woodlands and water tiles lying within a [city range](#), and that these yields can be increased by cultivation (not in the sea, however!), there are two types of agricultural improvements:

- ❖ **Fields** use basic cultivation techniques to increase Food resource production on tiles within a city range by 200%.
- ❖ **Farms** are upgrades of Fields that can be built only on tiles where a Field already exists; they increase Food yields by 300%.

A summary of Food harvested on different terrains can be found in [Harvested Resources](#) section.

Fields and Farms can be built by Settler units only. The action button is the same for both: [Build Field/Build Farm](#). These improvements might not be available from the beginning of a given game, depending on a nation's level of technological development.

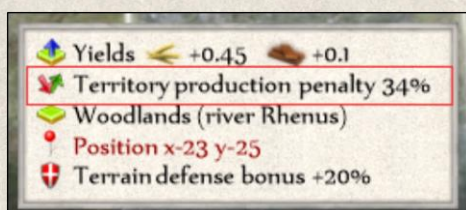
We've learned how Food can only be obtained from tiles that lie within a city range; thus, building Fields and Farms outside this range will not grant anything (until/unless a city is built nearby or grows large enough). You can utilize tiles that are not suitable for agriculture such as woodlands, swamp, and forest, by cutting them down or draining them. Fields and Farms cannot be created on tiles already occupied by resource mines/quarries.


An overview of Food production can be found in the [Resource Usage Map](#).

5.6 Territories

The map in the Greek Wars scenario is divided into territories. These territories allow for pockets to be closed when conquering foreign territories and they also affect resource production.

Controlling the whole territory increases production of all mined and land resources as well as Local Happiness within and vice versa. However, *not* controlling the whole territory equally means that there is a penalty in production of all those resources. The penalty depends on the size of the area of the territory you control. However, the final calculation might be further affected by other factors, such as selected game difficulty. This adds a new item on the list when planning a military campaign.



You can switch the map view to Territory view by clicking on this icon  in the Map menu.

At the same time, hovering with a cursor over a tile, the tooltip shows you if there is a penalty in resource production as a result of missing tiles in your ownership.

This feature can be disabled at the start of the game in [Game Options](#).

6. MAIN SCREEN

The whole responsibility for your nation and empire is weighting on your shoulders. Making important decisions is not possible without great amount of information but keeping all that information in your head is a superhuman task.


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


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


6.1 Window Controls


Many functions in the game are commanded through in-game windows. It's important to stress that only *one* window is active (viewable) at a time even if more are open. Depending on the size of the previously opened window(s), others might be hidden in order not to obscure the view of the map, but can be recalled by closing the currently active window or by using the back button.



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

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

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

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

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

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

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

6.2 State Menu

Located in the upper left corner of the screen, this menu contains the most important tools to steer your country.





The State Menu consists of several parts:

State Window [F2] – the large button represented by the national symbol leads to a State Window that contains the main tools of state administration, a quick summary of the current standing of the empire amongst the other states, and an overview of available resources (for details see [State Window](#)).

Resource Panel summarizes available resources with consumption, production, and maintenance costs of last turn(s). A left-click on the [Resource Panel](#) takes you to the [Resource Usage Map](#), while right-click opens the relevant tab in the Imperiums Library.

The arrow at the right side of the Resource Panel allows you to see changes in the resources stockpiles compared to previous turn.



Build Facility opens a list of available [buildings](#) that can be constructed (see also [Build Facility Window](#)).



State Decisions opens a list of all [State Decisions](#). Tooltip will give you a quick info about what State decisions are currently available.



Objectives Map opens a map window explaining different [Objectives](#) related to land and territory (see also [Objectives Window](#)).

Research Progress Bar shows the currently researched technology and time until completion. If no technology is currently being explored, this progress bar is not displayed. Left-click on it takes you to the [Research Tree Window](#), and a right-click takes you to the relevant technology tab in the Imperiums Library (see also [Research](#)).

6.3 Map Menu

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



Mini-Map is a small representation of the whole world including undiscovered parts. Colored areas indicate other nations, while dots represent cities. The white quadrangle shows where the main map is focused. You can re-center it simply by clicking on any location in the mini-map, or by dragging the quadrangle around the mini-map.

The map menu contains several elements that allow a quick access to key information and a number of options that allow you to work with the map.



Strategic Overview [F4] leads to a [Strategic Overview](#) window where you find a summary of all your units and cities, plus buildings and mines and their improvements.



Political Map button [F3] opens the [Political Map](#) of the world where you can see the web of yours and opponents' foreign relations.

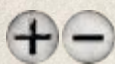


Trade Overview [Ctrl+F2] opens a [Trade Overview](#) window listing all ongoing trades, including a summary of traded goods and possible trading partners.



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

Country Name – left-click on the country name in the Map Menu allows you to change the name of your empire. Right-click opens the State Window.



Zoom buttons [-/+] at the bottom of the Map Menu can be used to zoom the view in and out.



Center button [C] re-centers the map to the currently selected map item or the capital city if no other map item is selected.



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

When you're part of a union of states, the banners are combined to show who is the “master” in the relationship.



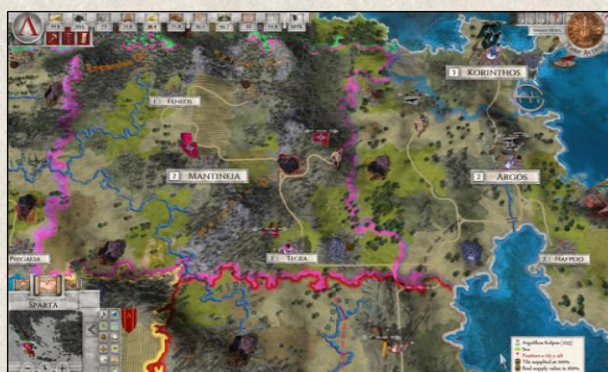
Settings Panel on the right side of the Map Menu contains a number of settings that allow you to change the appearance of the map by using various overlays and display important information. The panel can be folded and unfolded using these arrows.



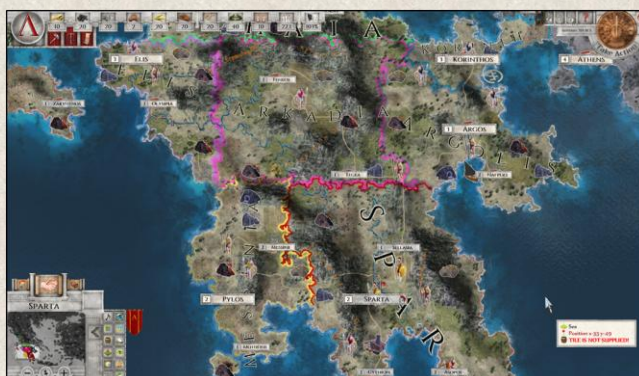
Game sounds toggle allows you to turn on or off all game sounds, including music, movement and terrains sounds, etc.



Topview [Tab] switches between 3D and 2D views. Topview (2D) is a fully functional view of the game which provides a clear overview of the map and all map items. Although some features and options are disabled in this view, the game can be played in Topview otherwise the same as in 3D.



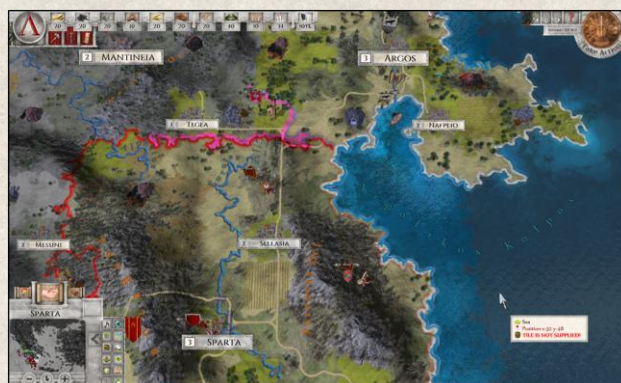
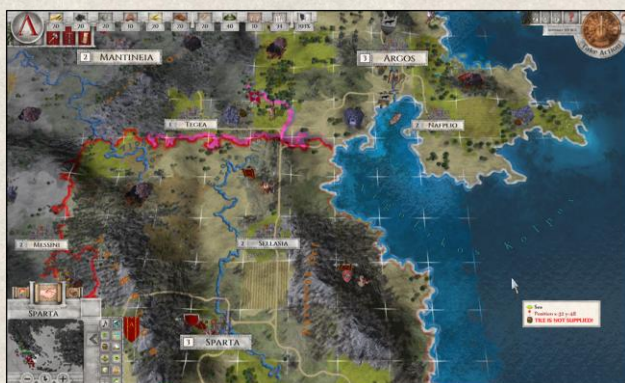
Player Color Overlay [F8] changes the display of national borders. You can toggle colored borders showing the territorial limits of states while leaving the rest of the terrain fully visible, or you can apply the Player Color Overlay where the entirety of states is highlighted in national colors. The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




The transparency of colors and the visibility of trees through the overlay can be modified in Game Settings (*Main Menu*→*Game Settings*→*Player Settings*→*Advanced Settings*→*Player color overlay alpha* and *Trees in Player color overlay*).




Grid toggles a map grid which makes the game tiles more distinct.





 **Supply area [F9]** highlights tiles which are too far to be reliably supplied with food and armaments; units will starve if they enter such a tile. Color scale from yellow to red shows how well supplied the tiles are. This feature can be disabled at the beginning of the game in the Game Options. Even without the Supply area on, you will be provided with this information in a tooltip when hovering over tiles. For details see [Supply Management](#).




 **Terrain Color Overlay [Alt+F8]** helps distinguish different terrain types while suppressing some terrain details. The color scale and transparency of the overlay can be further changed in Game Settings (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Advanced Settings*→ *Terrain Saturation* and *Terrain color overlay*).




  **Territory view [Ctrl+F9]** changes the administrative view of the map from states to territories. This can be quite useful when conquering new areas as divided territories negatively affect resource yields from affected tiles (see [Territories](#)).




 **Map labels** button toggles on or off all geographical labels visible on the map (e.g. names of mountains, rivers, etc.). This is a master switch that overrides related settings in the Game Settings.




 **Clouds** allows you to turn on or off wisps clouds. They hang in a certain height above the land so in low heights they are not visible.




 **City labels** allow you to hide the city labels and only leave the models of the cities visible on the map.



 **Trade Routes** toggles the display of active trade routes leading to your empire, as well as all active trade routes of other states. Trade routes are marked by a dashed line linking the trading cities and a moving line indicates an ongoing trading exchange. This provides a quick overview of the trade among different nations which can be quite useful should you decide to send your units to raid the trading ships or caravans. For more details see [Trade](#) section.



 **Trees and Fog** toggles the display of trees and fog. Map items are more distinct at the expense of aesthetics. The display of trees and fog can also be partially further modified in Game Settings (*Main Menu* → *Game Settings* → *Player Settings* → *Advanced Settings* → *Fog Density* and *Show fog above invisible tiles* and *Hide trees in Topview*).



6.4 Game Menu

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



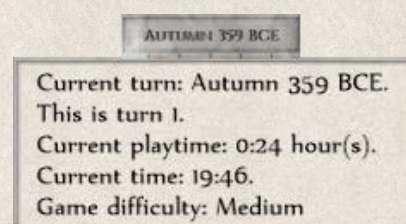
Music Player buttons control the music player. Music can be played and stopped; songs can be backtracked or fast-forwarded.

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



Timer [Enter] – Left-clicking on the timer ends the turn.

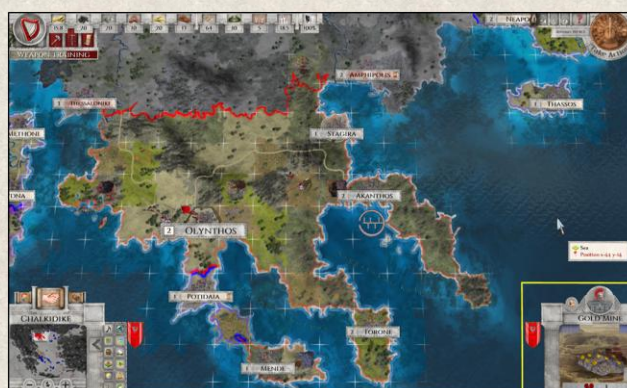
Period Indicator next to the timer displays information about current year, and the tooltip shows how many turns and the time you've already played and also game difficulty.



Main Menu button opens the [Main Menu](#) window where you'll find options for saving, loading, ending the game, and game settings.

6.5 Unit Menu

This menu in the lower right corner includes details about the currently selected map item, its properties, improvements, and available actions.



The information displayed in the Unit Menu changes depending on the map item selected (i.e., slightly different data is displayed for cities than for military units). Each map item has a set of properties that define its strength, specialization, and mobility. Every item can have a different set of properties; e.g., like data, above, a gold mine has different statistics than a city or military unit.



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

A left-click [**F7**] on the model will open a Map [Item Detail Window](#) with more information about the selected map item. Right-click opens a [Map Item Type Window](#) with detailed information about its type.



Next unit [Spacebar] button allows you to click through all your active units that can still perform an action. This makes the unit management much easier especially in late games when you command a greater number of units. You can also move to the previously selected unit by clicking on the arrow on the left side of the button. You can remove a unit from the loop of active units in the current turn by giving it a “Skip” command [**E**]. (Note: The color of the crest is in your national color.)



Next idle city [Ctrl+Spacebar] similarly allows you to click through all idle cities, i.e. cities that are not building improvements, doing repairs, training units, etc. A loop of your idle cities allows you to go through them quickly and decide if you want to leave them idle or initiate any kind of action (for advantages and disadvantages see [Idle Cities](#)). You can move back in this loop to previously selected idle city by clicking on the arrow on the right side of the button. You can remove a unit from the loop in the current turn by giving it a “Skip” command [**E**].



Alert button allows you to activate all waiting or sleeping units at once without waking them up manually one-by-one.


Name of the map item is displayed in the upper part of the Unit Menu. Naming all map items makes micro-management and orientation on the map easier. Military units and cities have specific names assigned to them automatically, whereas non-combat units (e.g. Settler), buildings, and mines are given generic names. Automatic naming of cities and can be disabled in Game Options (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Advanced Settings*→ *Automatic city naming* and *Automatic unit naming*).

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


Experience is displayed as a red horizontal thin line just below the name of the map item. All units and some map items (city, fort, defensive wall, patrol tower) can be attacked even if not all can launch an attack themselves. The colored line indicates how battle-hardened the selected map item is, i.e. its Experience. Grey line means no Experience, red indicates growing [Experience](#).


Specialization – Cities and some buildings (stable and shipyard) function as “builders”, which means they can produce new units, and “serviceman”, which means units can be repaired or healed here. The exact specialization indicates what unit type can be built or recruited there. The specialization is displayed under the name of the map item in the Unit Menu, and can be changed during the game to allow you to react to the immediate needs of your country. City can specialize in several unit types at one time, whereas Stables and Shipyards can have only one specialization at the time.


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


 **General Morale** of the selected map item is indicated by the curtain on the left side inside the Unit Menu. All map items react to home events and foreign affairs, and their morale can decrease if things aren't going well. Low morale means the map item is weakened, does not put up as much defense when attacked, is susceptible to desertion, etc. The red-colored curtain and tooltip shows the level of morale of the selected map item; grey curtain indicates the maximum level. Left-clicking on the curtain brings you to the Imperiums Library tab relative to [General Morale](#).


General Morale can increase even above 100% as a result of the "[Encourage](#)" action used by Generals. In this case, the curtain is blue.

 **Loyalty** of the selected map item is indicated by the curtain on the right side inside the Unit Menu. All recently conquered map items need time to identify with their new overlord; they are not immediately willing to put their life on the line for their new commanders. Loyalty indicates how assimilated the conquered city, mine, building, or unit is, and how prepared they are to fight for you. The red-colored curtain and tooltip shows the level of Loyalty they feel towards you; grey curtain indicates a maximum level. Left-clicking on the curtain brings you to the Imperiums Library tab relative to [Loyalty](#).

 **Held Inside** - the number of units within the selected map item is represented here. Cities, buildings, and some units (naval units, wagons) function as so called “containers”, which means that they can contain (transport) other units. For example, boats transporting military units across the sea or a damaged unit entering a city to be repaired/healed. A left-click on the small helmet allows you to select the unit(s) inside the container.

 **Size** – Cities, mines and Slave Market have the capacity to increase their size, which is indicated by the number inside the Unit Menu.

 **Attack Strength** is displayed at the bottom of the Unit Menu, and indicates the Attack Strength of the selected map item. It appears only for units and some buildings (e.g. Patrol Tower) that have an attack ability (i.e., cities and most buildings cannot launch attacks).

 **Condition** is also displayed at the bottom of the Unit Menu, and indicates the state of the selected map item, e.g. if its ranks are full, if it is in need of reinforcements, healing, or if the city is repaired etc. All these

factors then affect Condition which has great impact on the defense ability of the map item. Through various defense bonuses the Condition can be reinforced. Temporary bonuses such as Readiness bonus are indicated by an additional small number below the Condition.



Action Points are also displayed at the bottom of the Unit Menu, and indicate whether a unit can still perform any action or movement. This applies only to mobile units, as cities and buildings do not use Action Points for their actions.



Damage Icon – “Builders” can be damaged, and so unable to produce new units, or repair and improve existing ones. In such a case the Damage icon appears at the left upper corner of the Unit Menu to indicate that you cannot use the builder until it’s repaired.



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



Raids icon in the upper left of the Unit Menu indicates that the selected unit has been ordered to [raid](#) foreign merchant caravans or vessels on all active enemy trade routes within its action range.



Vulnerable icon in the upper left of the Unit Menu indicates that the selected unit has been given either the “Self-Heal” or “Recover” action order, which negatively affects its Condition. If such a unit is attacked during the healing process, it receives 50% (Self-Heal) or -60% (Recover) penalty (see [Healing Units](#)).



National Banner on the left side of the Unit Menu represents the owner of the map item. Clicking on the banner opens the State Window. If you select a foreign map item and click on the opponent’s banner, you will be taken to the Diplomacy Window with the opponent.



Improvements are displayed on the left side of the Unit Menu. Cities, buildings, and units each have different possible improvements, acquired either through the “Build Improvement” action (for cities and buildings) or “Train” action (for units). When the map item proves its worth in battle, it can also gain an [improvement](#) as a result.



Number of Turns the map item needs to finish the current task is indicated by the number of hammers inside the Unit Menu.



Number of Attacks icon at the bottom inside the Unit Menu indicates how many attacks can be launched by the selected map item during the current turn. By default all military units have one attack per turn, but you can use the “[Blitz](#)” improvement to increase it to two.



Action Buttons are listed on the left side of the Unit Menu representing all [actions](#) available to the selected map item. Some actions might not be executable at a given time (grayed out), due to reasons such as lack of resources, insufficient Action Points, etc. The number of displayed action buttons is not finite; new ones appear throughout the game.

6.6 Report Panel

Time world doesn't stand still, and being aware of the events happening in all corners of the realm is vital as any decision you take based on these events could change the course of history occur continuously. At the start of every turn you receive a list of reports describing the most important events that shouldn't escape your attention.

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



Clicking on the report line shifts the map view to the place where the event took place, or it opens a pop-up related to the information in the report (e.g., State Decisions Window). This applies only if the report can be viewed in detail (i.e., you cannot click on "Turn of Athens has started").

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

6.7 Tutorial Panel

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



There are several control buttons:

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

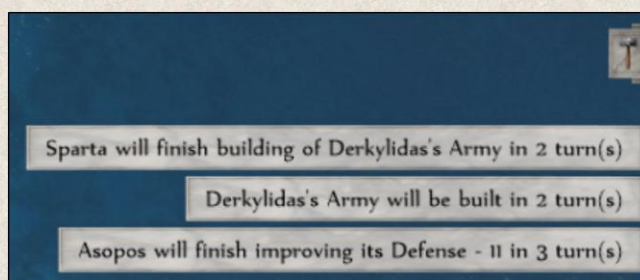
Find Map Item – This icon highlights the map item which can perform the task at hand. However, it only works if the task can be executed by a map item (e.g., Change Government is not a task for any map item, and so clicking on this icon will not re-center the map).

Close Tutorial – This icon will close the tutorial. The only way to restart it is to start a new game and manually choose the tutorial option again.

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

6.8 Build Panel

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



Build Panel is displayed on the right of the screen above the Unit Menu. If you click on it, a list of all building activities appears including the number of turns needed to completion. You'll also find information about ongoing construction, improvement or repair works, and recruitment of new units.

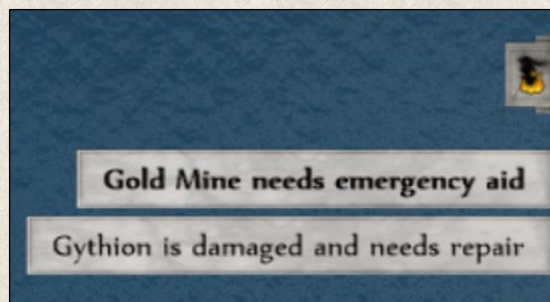
Clicking on any line in the Build Panel to center the map view on the builder in question. You can scroll through the panel by using the arrows on top and bottom of the panel.

6.9 Damage Panel

State infrastructure needs constant repair and maintenance due to military actions, natural disasters, or simple wear and tear. The Damage Panel provides a quick overview of damaged cities, buildings, or mines.

Depending on the extent of the damage, the "[Repair](#)" or "[Emergency Aid](#)" action may have to be used.

Damaged objects decrease their production rate with every turn they're left damaged, and cities can even be completely destroyed.



Damage Panel is displayed at the right edge of the screen above the Unit Menu. If you click on the icon, a list of all damaged objects will open; click on any of these and the map view will shift to its location. You can scroll through the panel by using the arrows on top and bottom of the panel.

6.10 Opponent Actions Panel

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

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



Title and Banners in the middle of the panel indicate whose actions you're viewing.



Skip animation button [Spacebar] allows you to skip the current animation (not the player!) and move to the next one.

↑ Focus button allows you to shift the camera to the location where the action is taking place. The camera will then follow the action automatically as players take their turns. You can also release the focus and move the view to whichever location on the map you want.

? Library button [F1] allows you to open the Imperiums Library

▶▶ Skip player button [Enter] allows you to skip the actions of the current player and move to the next one.

✖ Close button [Esc] closes the whole panel, i.e. all the turns of other players are skipped and you jump right to your turn.

You can adjust whose actions you see in the loop in [Game Settings](#) - either to see actions of all enemy factions (*Main Menu→ Game Settings→ Player Settings→ Only enemy actions*), or only enemy actions directly related to you (*Main Menu→ Game Settings→ Player Settings→ Actions related to me*).

Right click - you can also skip just the actual animation with a right-click anywhere on the map.

6.11 Message Panel

Messengers waiting for your answer or envoys offering alliances or collaboration between states are all lined up in front of your throne at the beginning of each throne. The Message Panel lists all important messages that need your attention and decision.

The Message panel contains several buttons that allow you to find additional information before making decision, to move through the messages or to close the whole Panel.



Title of the message displayed in the middle of the Message Panel tells you the gist of the note, e.g. trading offer, diplomatic request, etc.



Recall Message button allows you to close the current message and go to other windows to find information that you might need to make a qualified decision. If you do so, the original message window closes but you can recall it again with the Recall button to give your final answer to the messenger.



Pin button helps you to localize the place related to the message, e.g. a state that sent you the diplomacy note. When you click on this button, the map will shift to the location in question.



Previous message button allows you to recall a previous message.



Next message button on the other hand allows you to move forward to the next message.

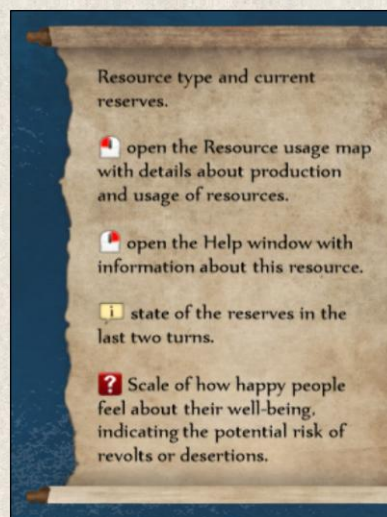


Close button [Esc] allows you to close the whole panel without going through all the messages, however, by doing so you decline all requests.

6.12 Hint Panel

As your decisions decide the future of the empire, it is necessary to know where or how to quickly get the information you need.

The Hint Panel displayed at the right side of the screen under the Game Menu provides contextual information, details about selected map items and hints on how to use game controls. Several icons are used for quick navigation through the information provided:



Mouse Buttons indicate what happens when you left- or right-click or use the mouse wheel.



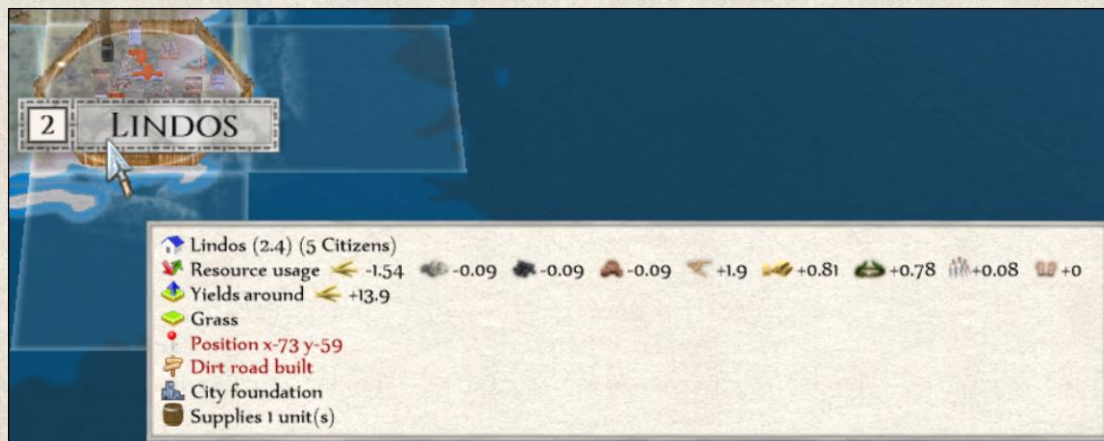
Tooltip Explanation provides description of the information contained in the tooltip.



Contextual information provides details or description or summary of the most important information related to the selected map item or game feature.

6.13 Tooltip

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



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



Owner shows the tile owner and territory (e.g. Athens (Attika)).



Terrain type on the particular tile (e.g. sea); see also [Terrains](#) section.



Position shows the tile coordinates (visible only in Editor).



Yields shows resource icons and numerals that indicates what resources and in what amount are produced on the tile(s) (e.g. +10.2 Food). See also [Resources](#) section.



Resource Usage shows resource icons and numerals that indicate what resources and in what amount are produced and consumed on this tile. This applies to resource mines and cities (e.g. -1.3 Food +1.4 Influence).



Territory production penalty indicates that part of the territory in which the selected tile lies is not yours and therefore the yields from this tile are penalized (see also [Territories](#)).



Dirt Road Built indicates that a [dirt road](#) has been built on this tile.



Surfaced Road Built indicates that a [surfaced road](#) has been built on this tile.



Agricultural Land indicates that this terrain has been cultivated for agriculture (e.g. [Farm, Field](#)).




Frozen Land indicates the tile has been affected by sudden [climate change](#).





Tile Supply shows how well a unit on this tile is supplied (e.g. tile supply 100%). In case of suppliers it also shows how many units are dependent on this map item. See also [Supply Management](#).




City Foundations show that city foundations on this tile will stand even if the city is destroyed. Building a new city on [foundations](#) is cheaper and faster.


 **Local Happiness** shows [Happiness](#) on the selected tile.


 **Own Trade Route** indicates that YOUR trade route leads through this tile; details include the trading party (e.g., Trade route with Athens). For more on [Trade Routes](#).


 **Allied Trade Route** shows a trade route of your allies.


 **Friendly Trade Route** indicates that a

 **Enemy Trade Route** show trade routes used by your enemies.


 **Own Unit** icon shows the type of unit and its name, followed by details about its Attack Strength, Condition, Action Points, and units inside in the case of a container unit (e.g. [Galley Sellos Fleet 2 2 8 +1](#)).


 **Allied Unit** – Type of unit, its name and owner (e.g. [Warrior Cavalry Theotman's group \(Thrakia\)](#)).


 **Friendly Unit** – Type of unit, its name and owner (e.g. [Settler \(Athens\)](#)).


 **Enemy Unit** – Type of unit, its name and owner, if known (e.g. [Nomad Galchobar's group \(Celtic Tribes\)](#)).

NOTE: For more information see [Unit Properties](#).


 **Own City** – Name of the city and its specialization, followed by details about its Condition and units inside, if any (e.g. [City Sparta \(Settler\) 2 +1](#)).


 **Allied City** – Name and owner (e.g. [Town Athens \(Athens\)](#)).


 **Friendly City** – Name and owner (e.g. [Town Stagira \(Chalkidike\)](#)).


 **Enemy City** – Name and owner (e.g. [Town Pella \(Macedon\)](#)).

NOTE: For more information see [Cities](#).


 **Own Building** – Type and specialization (if it's a builder), followed by details about its Attack Strength and Condition (e.g. [Shipyard \(Boat\) 2](#); or [Patrol Tower 4 1](#)).


 **Allied Building** – Type and owner (e.g. [Temple \(Phokis\)](#)).


 **Friendly Building** – Type and owner (e.g. [Blacksmith \(Athens\)](#)).


 **Enemy Building** – Type and owner (e.g. [Stable \(Mysia\)](#)).

NOTE: For more information see [Buildings](#).


 **Own Mine** – Type of mine and details about its Condition (e.g. [Gold mine 2](#)).


 **Allied Mine** – Type and owner (e.g. [Stone quarry \(Boeotia\)](#)).


 **Friendly Mine** – Type and owner (e.g. Iron mine (Akarnania)).


 **Enemy Mine** – Type and owner (e.g. **Coal mine (Macedon)**).


NOTE: For more information on mines, see [Resources](#).

 **Commanders' Advice** – Prediction of a [battle outcome](#), including the level of accuracy of such an estimate.


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


 **Attack Bonus for Training** – Bonus for improvements that affect the fighting abilities of the unit; e.g., the "[Elite](#)" improvement increases the unit's Attack Strength.


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


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


NOTE: For more information see [Unit Properties](#) and [War and Combat](#).

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


 **Attacker General Morale** – The [General Morale](#) of the unit is displayed only if it's not maximum. Lack of supplies, a string of defeats or victories, and other factors can weaken or strengthen a unit's morale, which affects its fighting ability.


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


 **Defender Army Morale** – [Army Morale](#) of the defending unit. It can change depending on a number of factors, including the fact which enemy it stands against. This can greatly affect the outcome of a battle.


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

NOTE: For more information on how particular bonuses affect battle outcomes, see [War and Combat](#).

 **Action Points** in the tooltip indicate number of tiles the unit can move in the current turn.

 **Turns to Reach Destination** – Number of turns the unit needs to reach its final destination.

 **Execute Action** – Right-clicking executes the selected action.

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


7. IN-GAME WINDOWS


This section delineates all the different pop-up windows that appear in the game.

7.1 State Window

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



 **Victory Conditions** opens the [Victory Conditions Window](#), a list of all available [Victory Conditions](#) (i.e., options on how to win the game). The progress bar shows how far along you are in completing at least one of them.

 **Objectives** open the Objectives Window, a list of current strategic goals. The progress bar shows how far along you are in completing the [Objective](#) in which you have made the best advancements.

General stats related to the current situation within your empire include:

- **Country Size** indicates how big your country is in geographical terms.
- **Population** indicates the number of people inhabiting your lands (not the same as the [Citizens](#) resource!).
- **Power** represents the total of all soldiers serving in your standing army.
- **Economy** shows the economic strength of the country calculated from the size and number of all resources, buildings, and cities.

The colored bars next to the stats show the ration between your country (orange) and the average of all other countries (red).

Resource Panel at the bottom of the State Window provides an overview of currently available, it shows the same information as the [Resource Panel](#) at top left of the main screen.



Foreign Relations leads to the [Political Map](#) which provides an overview of [relations](#) with other nations. You can access the [Diplomacy Window](#) with each nation represented on the Political Map by clicking on its banner.



Trade Overview opens the [Trade Overview Window](#), where you'll find all currently active trade deals, plus options to initiate another exchange or cancel an existing one. A summary of all resources you're trading is also shown, in addition to a list of all players with whom you can trade, including the calculation of the trade loss and the risk of robbery.



Government opens the New Government Window with a list of all available types of political administration. [Government](#) type affects resource production, Happiness, and Army Morale, and can be changed to suit the current needs of the country. Not all types of government are listed from the start of a given game, however; some will become available later.



Research opens the [Research Tree Window](#) where you'll find a research tree, an overview of technologies that are either being researched or are available for [research](#), and technologies currently being explored.



Capital provides information about your current [capital city](#) (if it exists), and the button opens the New Capital Window where you can select a new capital city from a list of your cities.




State Decisions opens the State Decisions Window with a list of [reforms and decisions](#) that you can implement to deal with unexpected situations. The availability of these is conditional; you're informed about their availability at the beginning of a new turn.





Strategic Overview leads to the [Strategic Overview Window](#), which provides an overview of your existing units, cities, buildings, mines, and their Improvements.



Resource Usage opens a [Resource Usage Map](#) where you'll find information about [resource production](#) and consumption within your country.

 **Player Statistics** leads to the [Player Statistics Window](#) shows a list of tabs on the left where you can find an overview of recent events and their effects.



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


 **Birth Rate Support** slider shows the current state support natality throughout the country. Clicking on the icon you can open the [Birth Rate Support Window](#), where you can modify the State Grant in each of your cities individually if you wish so. The slider at the bottom of the window indicates the general State Grant. Using the Grant Lock you will fix every city to the State Grant which makes the micromanagement much easier. See also [Birth Rate Support](#) section.

7.2 Political Map

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



The Political Map Window can be opened by clicking on the Political Map button  in the Unit Menu, or from the State Window (*State Window* →  *Foreign Relations*), or by pressing **[F3]**. The map shows the network of your political relations with each country.

 **National Banners** represent individual states in the world. Left-clicking on the banner of another player will open a Diplomacy Window with that player. Right-clicking changes the view to the Political Map of the opponent, showing his relations. The state of the banners also indicates the general mood in the country (e.g., a torn banner means [Happiness](#) is low).



Banner of Master indicates that the state is part of a larger Confederation or Federation. The relationship is shown on the banner. The main banner is of the master state, while the small banner represents the lesser nation or “vassal”.



State of War – This icon superimposed on the banner of an opponent indicates that you’re at war. Note that war is a default relation with states you’ve not yet encountered, lasting until you negotiate peace.



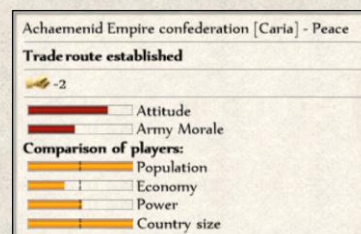
Alliance – This icon on an opponent’s banner indicates that you’ve signed either a Defense Pact or Brothers-in-Arms Pact. The tooltip contains exact information.

NOTE: For more information on different bilateral relations, see [Foreign Relations](#).



Trade routes are represented by the bold colored lines between states, even if there is currently no ongoing trade. The color of the dashed line corresponds to the color of the trading partner (see also [Trade Routes](#)).

Tooltip provides details regarding the nature of bilateral relations when you move the mouse cursor over the banners. It shows the relation between the states, and whether a trade route has been established, including the amount of traded goods (if any). It also shows your Attitude and Army Morale towards this player and comparison stats of your countries.



Show/Hide Banner icon at the bottom of the window toggles banners on the map.



Current Military Campaigns icon at the bottom of the window toggles the view of ongoing [military campaigns](#) with your participation (if there are any).

7.3 Diplomacy Window

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

The Diplomacy Window is the main communication channel to other players. It can be opened from the Political Map (*Political Map*→ *Banner of the opponent*) or by clicking on the opponent’s banner in the Unit menu when opponent’s unit is selected, or with a simple right click on an empty tile of the opponent.



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

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

Current Relation – The current state of mutual relations is next to the name of the player. There are four main relation types: Peace, War, Confederation, and Federation (for more see [Foreign Relations](#)).

Mini-Map shows the location of your (red) and the opponent’s country (yellow). By clicking on the map you’ll open the player’s Political Map.



Master – this icon is only visible if the selected opponent is part of a federation of states and so cannot accept envoys from other countries as only a master in the federation can make such decisions.

Attitude Bar indicates the general attitude of the opponent toward you. The tooltip provides a list of factors that have the biggest impact on their attitude. These are listed in descending order starting with those that have the biggest impact, being **negative** or **positive**.

General Stats provide information about the opponent’s country:

- **Population Bar** shows the opponent’s population in comparison to yours. The tooltip provides more detail.
- **Economy Bar** compares the opponent’s economy to yours. The tooltip provides more detail.
- **Power Bar** shows the opponent’s military power in comparison to yours. The tooltip provides more detail.
- **Country Size Bar** contrasts the size of the opponent’s country with yours. The tooltip provides more detail.

Note that through all four above-mentioned bars a dashed line represents your current status in relation to the opponent.



Political Map - to be able to assess a proposal's benefits, click on this icon to open the [Political Map](#). By default, it will show the relations of the opponent. For more information on the diplomatic actions, see [Foreign Relations](#).



Trade Overview provides a quick summary of goods that are being exchanged with the opponent at the moment (if any). By clicking on the Trade button you can open the [Trade Detail Window](#) where you find additional information about this barter exchange such as used trade route, risk of robbery or trade loss.

Treaties – this section of the Diplomacy Window provides an overview of the existing political agreements between you and the opponent, the options for signing, cancelling, or modifying them.



Sign/ Alter Treaty allows you to suggest a new treaty to be signed by simply clicking on the desired treaty in the list. You can in the same way suggest the current treaties to be altered, meaning that new can be signed or a signed one is to be cancelled. See also [Mutual Treaties](#).



Cancel Treaty allows you to cancel all existing agreements at once.

Army Morale – the bar shows the current morale of your army towards the opponent, while the options to boost the esprit de corps of your army towards the opponent are listed next to it. These tools include:



Prophecy



Propaganda



Strategy Review



Speech

Note that these tools might not be always available depending on the current situation. You will see its possible effect and costs in the tooltip. For detailed information see [Army Morale](#).



Current military campaigns button leads to the [Military Campaign Window](#) where you can see the details of the ongoing campaign agreed with the opponent.

Communication – The textbox shows the details of ongoing talks.

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



Sign Peace – send a peace proposal to the opponent.



Declare War – declare war on the opponent.



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



Demand Offer of Peace to another country – you request that the opponent offers peace to another state by clicking on this button. This will open the Sign Peace Demand Window with a list of countries. By selecting one player you will ask the opponent to offer peace to this country with you as a mediator.



Military Campaign - through this request, you can ask your opponent to join you on a military campaign against a common enemy. By clicking on the button, you open a list of countries from which you select the target of your campaign. By doing so the [Military Campaign Window](#) opens where you can define the conditions and details of the campaign.



Cancel Military Campaign button allows you to cancel already ongoing military campaign, which however will negatively affect relations between your countries.



Confederation action allows you to propose a confederation agreement to the opponent (see also [Federation, Confederation, and Annexation](#))



Cancel Confederation allows you to revoke the Confederation agreement.



Federation allows you to propose the creation of a Federation state between you and the opponent by clicking on this button (see [Federation, Confederation, and Annexation](#)).



Cancel Federation allows you to revoke the Federation agreement.



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



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



- ❖ **Empty gray** checkbox means that this treaty hasn't been discussed yet and no change is happening in this regard.
- ❖ **Gray checkbox ticked** means that this treaty is active already and no change is proposed for now.

- ❖ **Empty brown** checkbox means this treaty has been agreed between you but the opponent suggests to cancel it.
- ❖ **Brown checkbox** ticked means that this proposal of a new treaty waiting for you to accept.

Map allows you to open the Political Map to be able to assess a proposal's benefits. For more information on the diplomatic actions, see [Foreign Relations](#).

7.4 Trade Overview Window

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

You can open the Trade Overview Window from the Map Menu by clicking on this button  [Ctrl+F2] or from the State Window (*State Window* →  *Trade Overview*).




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

Current trades appear at the top of the list in the middle of the window. It shows all ongoing trade deals, including such details as trade loss and trade duration.

Offers/Requests dropdown menu allows you to display either the commodities that the individual factions offer or seek.

List of Possible Trading Partners are listed below the ongoing trades; all nations that you can trade with are shown here. You can also see what resources have the opponents in abundance, meaning what resources are they most likely to trade (see below).

 **Propose a new trade deal** by clicking on this icon without having to go through the Diplomacy Window.




Cancel any existing exchange by clicking on this icon.

7.5 Trade Window

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

There are two windows mapping the ongoing trades between you and another country: Current Trade Window and New Trade Proposal Window.

7.5.1 Current Trade Window

The Current Trade Window with a particular country can be opened from the Diplomacy Window (*Diplomacy Window* →  *Trade Window*). It contains important information about current trade agreements with this opponent and what affects them.



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

Trade loss indicates the overhead costs that will be deducted. The percentage is calculated on the safety, length, and quality of the [trade route](#).

Risk of robbery indicates the risk that goods will be intercepted by bandits or pirates which is again calculated based on length and quality of the [trade route](#) (not related to state conducted piracy!).

Current trade deals between the two countries are shown in the box below. This summary includes information on the trade duration and agreed trade loss.






Cancel trade button next to every trade deal allows you to end the ongoing barter exchange.



Sign trade button at the lower right corner of the window allows you to start a negotiation of a new exchange. When the button is grayed out, it means that no trade route has been established between your countries.

7.5.2 New Trade Proposal Window

New barter exchange can be suggested from the New Trade Proposal Window which can be opened either from the Trade Overview Window by clicking on this icon  next to the country to which you want to make the proposal, or from the Diplomacy Window with the opponent (*Diplomacy Window* →  *Trade* →  *Sign Trade*).

The window contains two Resource Panels (one for each country), plus a number of buttons and slider bars that allow creation of a proposal.



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

Resources recommended to offer/request are listed below the Resource Panels to provide some indication what terms might be agreeable for the opponent.

- **Resources recommended to offer** show what resources is the opponent most interested in. However, it doesn't mean that only these resources are acceptable for him.
- **Resources recommended to request** show what resources has the opponent in surplus and might be most willing to exchange. However, you can request even other resources, the final agreement is always a matter of good negotiation skills.


Trade duration slider bar indicates how many turns the trade will last. You can modify this number by using the mouse wheel or the arrows on the slider. Be aware, that longer trading deals are more appreciated as you are viewed as a reliable partner.


Trade stop limit – any trade is subject to some loss, and this slider bar shows a percentage threshold for this overhead. If the percentage of lost goods is higher than the Trade Loss Limit percentage, the trade is automatically cancelled as unprofitable.


Trade loss as already mentioned above is inevitable, depending on the length, quality and safety of the trade route. This is calculated automatically based on the above and you should be aware of this when agreeing a new [trade](#).


Risk of robbery is also dependant on the length and quality of the trade route and is automatically calculated based on these facts. It is not related to state ordered piracy, though! Find more in the [Trade](#) section.


There are several different proposals you can use:


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

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

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


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

 **Offer My Proposal** – Make an offer while giving your opponent room to negotiate the amount of goods he's willing to exchange. The type(s) of resources to exchange is set, and you are only negotiating their amounts on *his side*. This type of negotiation is best when you need certain resources but you're willing to negotiate their amount. If the opponent modifies the requested amount, you'll receive his counterproposal next turn.

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




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

For example, you desperately need Iron and you can offer Stone, Gold, and/or Knowledge. Click on the Stone, Gold, and/or Knowledge resources in your Resource Panel and set the amounts you think you can spare. Then click on Iron in the opponent's resource panel and set the amount to 4. Adjust the Trade length and Trade loss limit and then click this button . This proposal means that you want 4 Iron and can spare the offered resources but their amounts are negotiable.





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

For example, you're in dire need of Gold but you do have an excess of Stone. You need 2 Gold per turn but you can offer 3 Stone in exchange. You do not want to negotiate the amount of Gold because this is what you need. Click on Stone in your Resource Panel and set the amount to 3. Then select Gold in the opponent's Resource Panel and set the amount to 2. Adjust the Trade length and Trade loss limit and click on this button . This proposal means that the conditions of this trade are not negotiable. You can also simply demand some resources from the opponent without offering anything back.



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

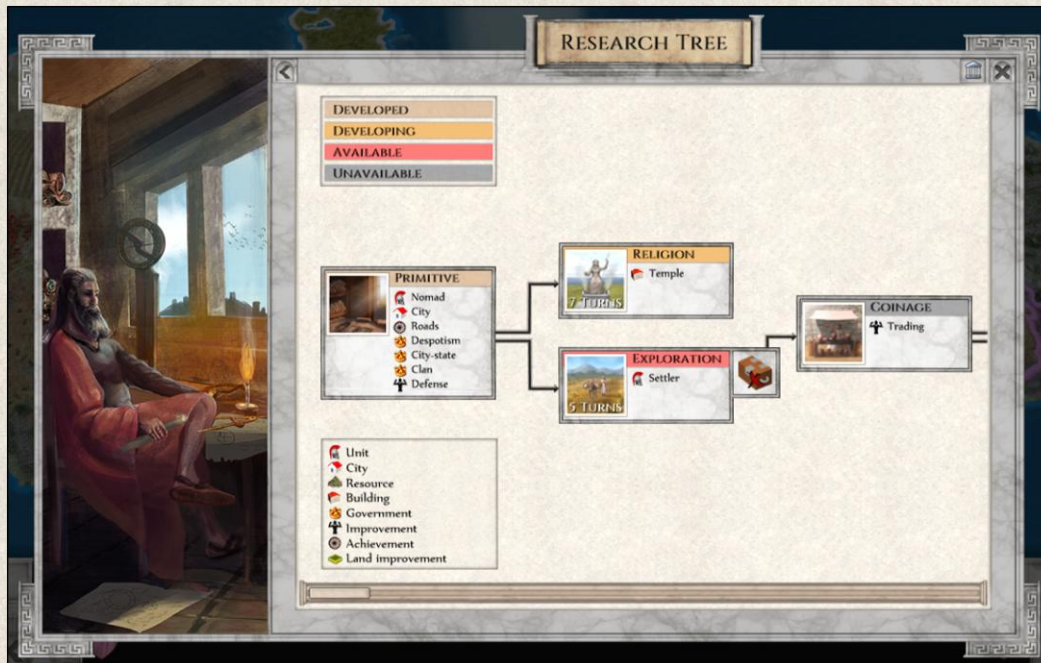
For example, the opponent is waging war on your mutual enemy, and you want to support his activities. At the same time you have an excess of Gold, Iron, and/or Food, which are all very much needed when a state is at war. Click on Gold, Iron, and/or Food in your Resource Panel and set the amounts you want send to the opponent. Adjust the Trade duration and trade loss limit and click on this button .

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

7.6 Research Tree Window

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

Research Tree includes all technologies and inventions that can be discovered and used in the game. As mentioned previously, the sequence of technologies in the tree can either be fixed or shuffled to create a unique tree for each game. Modify it as desired at the start of a new game in [Game Options](#) (*Research Tree mixed*).



All technologies in the tree including those not yet available can be shown, or else the full tree can be restricted in a way that only those technologies already known to you are visible. Modify it at the start of a new game in Game Options (*Research Tree Hidden*).

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

- ❖ **DEVELOPED:** Technology and its related invention(s) usable now.
- ❖ **DEVELOPING:** Technology currently being researched.
- ❖ **AVAILABLE:** Technology can be researched (your choice).
- ❖ **UNAVAILABLE:** Technology cannot be researched yet (prerequisites not met, or insufficient resources).



Each Technology generates at least one new discovery which is listed below the technology name in the Tech tree. You can use the invention(s) as soon as research is completed.

Icons Legend – A legend in the lower left corner explains the icons used in the Research Tree:



Start Research – Select a Technology to research by clicking this icon next to the Tech box.



Lack of Resources – A Technology marked with this icon is available, but you lack needed resources.



Locked technologies – Some technologies are locked, which means that a player is not able to research them until certain conditions are met and only in the case that the locked technology is already available for research. This means that if you conform with the unlocking conditions when the locked technology is still out of your reach (marked gray or hidden), this will not unlock the technology!

The unlocking conditions are shown under the lock and also in the [Technology Window](#) (left-click on the particular technology). In few cases the unlocking conditions are not known to the player, this particularly

applies for researching certain government systems. Certain societies would never accept such an organization of power unless conditions within the country radically change.

All locks can be removed by paying extra fees to prevent research being stuck due to blockages in the Research Tree.

Accelerated research – Some technologies have sub-conditions that allow for a significant reduction in time and costs for research when met. These are shown under the Technology or in the [Technology window](#). They are not marked with any special symbol!

Also here applies that the accelerating conditions are triggered only when the particular technology is already available for research (marked red).

Research Time – when you have enough Gold and Knowledge, you can pay more to reduce the research time in the Research Time Window that will pop up automatically.

Use the slide bar to reduce the research time. You can however leave the research time to maximum if you would rather spare the extra resources.

For more information see also [Research](#) section.



7.7 Technology Window

More information on the particular Technology or the subsequent discoveries is available by clicking on the Technology tab in the Research Tree, which brings up the particular tab in the Imperiums Library.

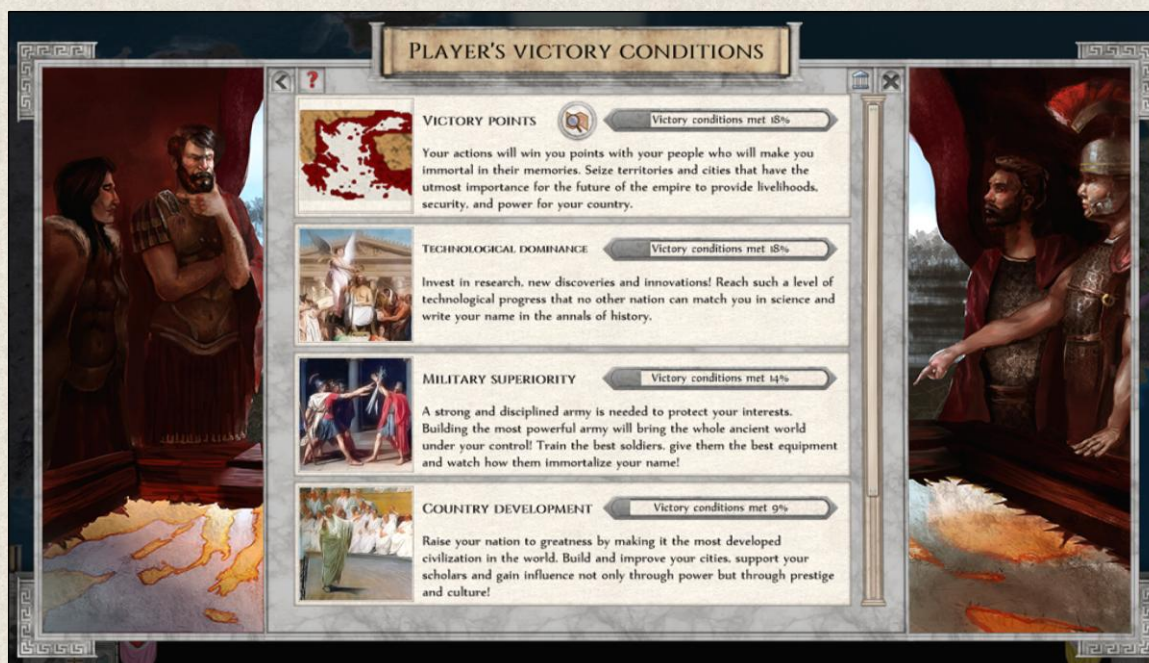
The Technology window includes a general description of the Technology, what discoveries it will open, what technologies are needed to make this particular Technology available for research and also for which technologies acts this Technology as a prerequisite.

If the Technology is locked or if its research can be accelerated, you will find these unlocking and accelerating conditions listed here as well. Any locked Technology can be unlocked by simply paying extra resources and the costs are listed at the bottom of the Technology Window.



7.8 Victory Conditions Window

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



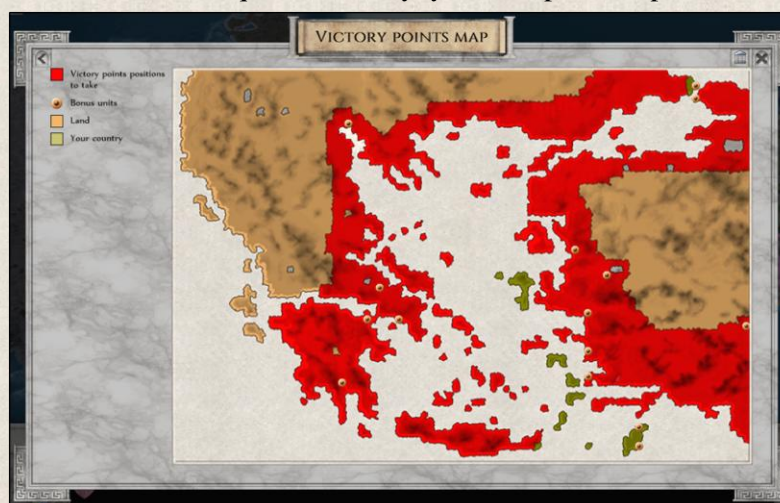
Victory Conditions – Each victory condition has a description which explains the condition(s) that need to be fulfilled to win the game in that particular way.

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

Tooltip for each Victory condition shows you how close are your opponents to achieving it.

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

For more information about individual [Victory Conditions](#).




7.9 Objectives

Great ambitions need to be planned in smaller steps. Objectives represent a set of short- and mid-term goals that reflect real historical events. Macedonia probably wouldn't have become a major Greek power if it hadn't defeated the barbarian tribes in the north first.

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

7.9.1 Objectives Window


Objectives represent territorial, political, military, and economic goals that will hopefully serve the growing empire as springboards to further development and expansion. They're listed in the Objectives Window,

which in turn can be accessed from the State Window (*State Window* →  *Objectives*).




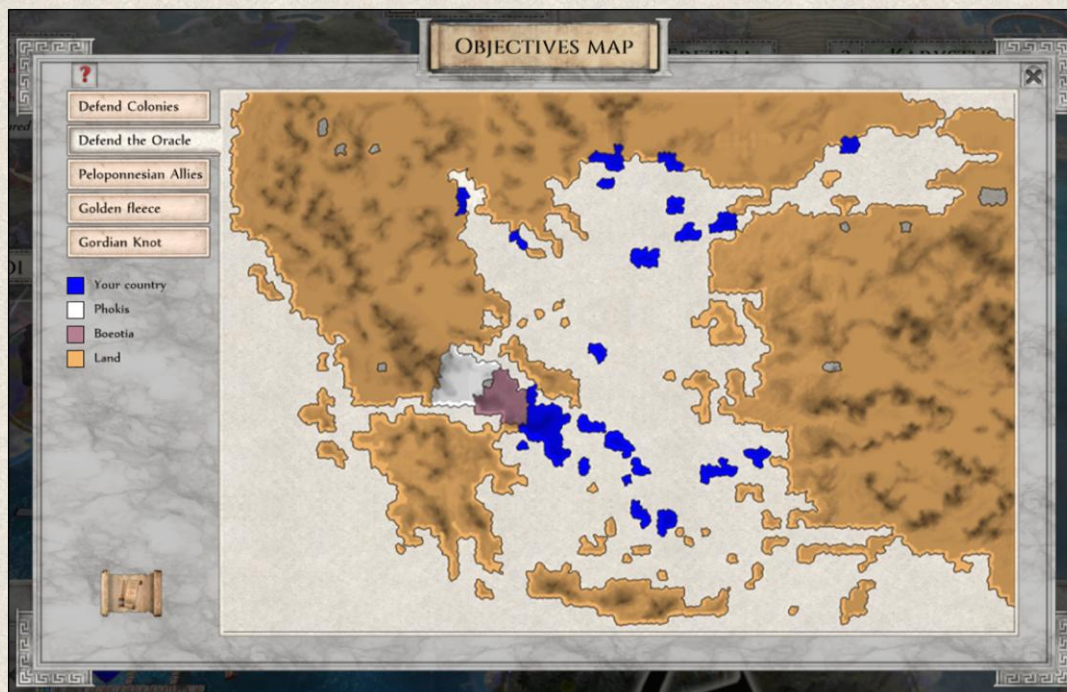
Objectives – Each objective has a short description which gives you a hint in regards to how to complete it, and a progress bar to show how close you are. You are provided with a hint of what is the goal, not the exact conditions, because as in reality, you might have an end goal in mind but you cannot say when and how it will be exactly completed.

Progress bar shows how close you are to completion and can also serve as an indication if you actually understood the conditions of the Objective correctly.

 **Map** – If the goal of the Objective can be shown on a map, you can open it by clicking this button next to the Objective. Similarly, all Objectives related to the map or territories can be viewed in the [Objectives Map](#).

7.9.2 Objectives Map

All objectives whose goal can be shown on a map are listed and can be displayed in the Objectives Map. It can be opened directly from the State Menu by clicking on this icon  or simply by pressing [F6].




Title at the head of the window shows the name of the Objective.

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

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


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

 **Objectives** button at the lower left corner of the window leads to the [Objectives Window](#).

For more information see [Objectives](#).

7.10 Birth Rate Support Window

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

As previously mentioned, population size can be regulated through national and local grants increasing the natality rates. All this can be managed in the Birth Rate Support Window, which can be opened from the State Window (*State Window* →  *Birth Rate Support*). This window contains a list of all your cities and their size, with sliders and checkboxes. Note that those marked with an asterisk are cities of the federation member(s).



There are two types of grant: State and Local.

State Grant applies to all cities, and the number selected with the slider indicates how much you want to support the birth rate in your country. This translates into a higher expenditure of Gold, Stone, and Wood that you distribute equally as an incentive. If the State Grant is applied in all your cities, the grant is equally distributed amongst them. However, you might wish to apply a special policy for some cities (e.g., give more support to a strategically important town). To do this you change the **Local Grant**, which means that the overall money from the State Grant will be distributed unequally among your cities (more money will go into cities where the Local Grant is higher than the State Grant, and vice-versa).

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

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

Reset all – Locks all Local Grants to the State Grant without the need to do it for each city individually.

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

In the above example the State Grant is set very low. It represents miserly financial and material support to all your cities to increase the natality rate, but perhaps you cannot spare more resources. All but two cities have the grant lock on, which means that the State Grant policy applies, and all receive the same support except the cities of Sestos and Abdera; the Local Grants here are increased to Very High. It might be that these cities are strategically important and you need them to grow and prosper. It's important to note that the State Grant still applies here but you deliberately spend more than the State Grant limit.



For more information see [Birth Rate Support](#).

7.11 Strategic Overview Window

All great strategists need accurate information to plan critically important campaigns. The Strategic Overview Window provides such a summary, where all your units, cities, mines, and buildings, plus those of other players that are or were once visible to you, are shown.

The overview can be viewed as a map or a list.



The window can be accessed by clicking on this icon  directly in the Map Menu or in the State Window (*State Window* →  *Strategic Overview*) or by pressing **[F4]**.

Map Items Tabs on the left represent different types of map items (units, buildings, cities, resources). Scroll through the tabs by using the mouse wheel or the arrows on top and bottom. By clicking on a tab, the information in the window is updated. Numbers next to the map items show how many of these are under your control.


Improvements List on the right side show improvements already used in the game. The list is updated depending which map item is selected in the tabs. You can combine the tabs with map items and Improvements to see, for example, which of your cities still do or do not have a Defense improvement.

For example, if you want to see those cities that don't have a Trading improvement yet. Select the tab "city" on the right, uncheck the Improvements checkbox and then click on the Trading improvement in the list below. This will filter all your cities *without* the Trading improvement.


If you want to see which of your cities have Defense improvement, repeat the above but keep the Improvements checkbox checked.

Map represents the whole world; different countries are marked with distinct colors. Cities, buildings, mines and units have are represented by icons. They show the position of the selected map items and in case of units also their “builders”, and “servicemen” (cities or buildings where this unit type can be built, repaired and/or improved).



Unit is represented by a small yellow helmet;  enemy units are marked by red helmet.



City is represented by a temple icon;  enemy city is represented by red temple icon.



Building is represented by a column icon;  enemy buildings are marked by red icon.



Mines are represented by this icon;  enemy mines are marked by red icon.

For example, if you want to see all your Hoplite units, click on the Hoplites tab. The number in the tab indicates how many of these units you have, and the icons on the map show their position as well as all cities where these units can be built, repaired and improved. If there are any enemy Hoplites units within your visibility range, then you will see them marked red.



Pointer shows which map item is currently selected on the map (if any).

Tooltip - All map items represented have an informative tooltip. Clicking on any of the icons on the map will close the Strategic Overview, and the main map will refocus on the map item represented by the icon on which you clicked. If you move the cursor over the map, the tooltip will show more detailed information.


STRATEGIC OVERVIEW											
Name											
ALEXIKLES'S ARMY	3	3	4	N/A	0	100%	100%	137%	100%		
APOLLODOROS'S ARMY	3	3	4	N/A	0	100%	100%	110%	100%		
HIPPONIKOS'S ARMY	3	3	4	N/A	0	100%	100%	142%	100%		
KEPHISODOTOS'S ARMY	2.5	1.6	1	N/A	4	100%	100%	97%	100%		
ATHENS (4.7)	N/A	2	N/A	0	0	100%	100%	192%	N/A		
MARATHON (2)	N/A	2	N/A	0	0	100%	100%	97%	N/A		
MYRINA (1)	N/A	2	N/A	0	0	100%	100%	97%	N/A		
NEAPOLIS (2)	N/A	2	N/A	0	0	100%	100%	127%	N/A		
PYDNA (1.4)	N/A	1.9	N/A	0	4	100%	100%	57%	N/A		

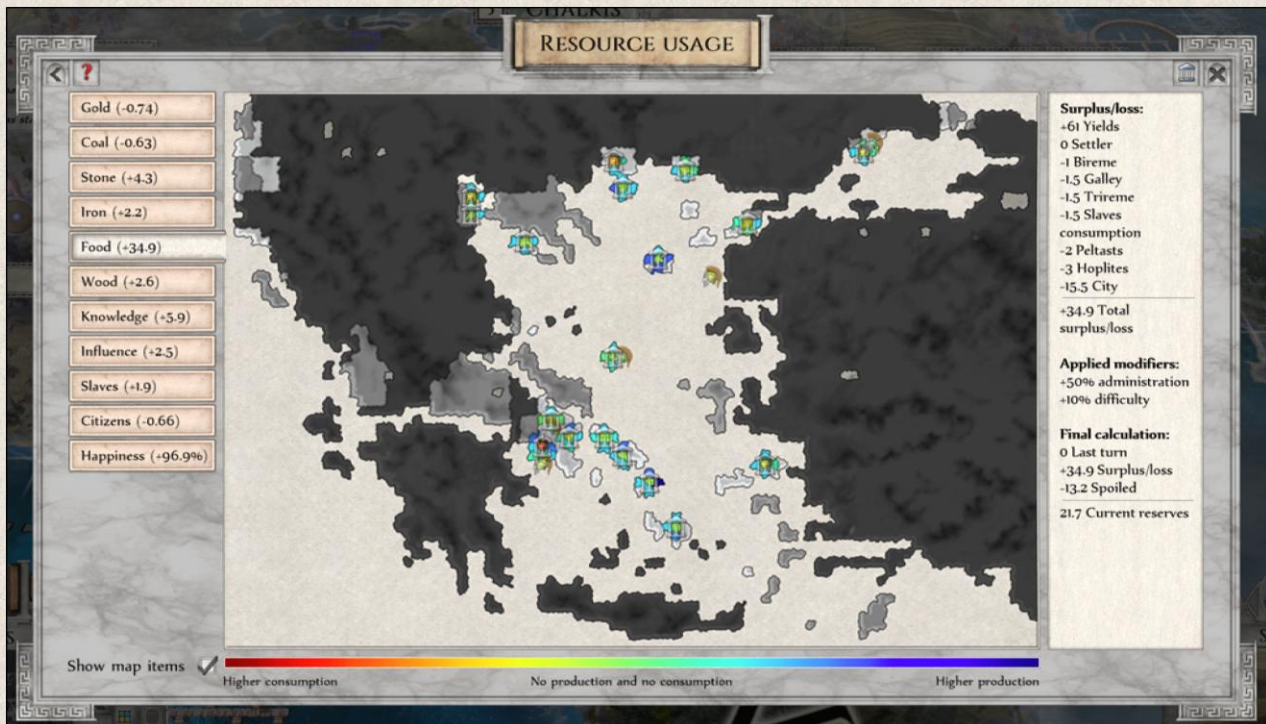
List shows all your map items in a table with additional information such as Damage, Attack Strength, Health, Action Points, Units inside (applies to “containers” only), Experience, Loyalty, General Morale, Tile Happiness and Tile Supply. The selected map items are listed first, their “builders”, and “servicemen” are listed below.

In this view you can order the map items by Name, Size, Power, Tile Happiness, Tile Supply and Federation status.

7.12 Resource Usage Map

The production and consumption of resources impacts not only your overall economy but also your ability to build new cities and infrastructure, recruit new units, and maintain a strong army. The Resource Usage Map shows you where production is highest, and where most resources are used.

It's accessible from the State Window (*State Window* →  *Resource Usage*) or by clicking on the Resource Panel in the State Menu.



Tabs on the left side represent the types of resources. You can scroll through them by using the mouse wheel or using the arrows on top and bottom. Clicking on a tab will update the information on the map. The numbers next to the resource show the current state reserves.

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

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

- ❖ **Happiness Impact Factors** – Happiness is not produced, but is instead calculated as a combination of several factors that affect the overall mood of your country locally and nationally. You can see the factors that affect [Local Happiness](#) in the tooltip.

By clicking on any of the icons or the map itself, the Resource Usage Window will close and the main map will refocus where you clicked.

Resource Summary on the right side shows a breakdown of resource production/consumption.

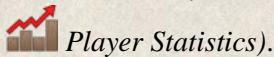
- ❖ **Applied Modifiers** are general factors that affect the overall production of resources, e.g. corruption, type of government (administration), number of Slaves, etc.

For more information see Resources section.

7.13 Player Statistics Window

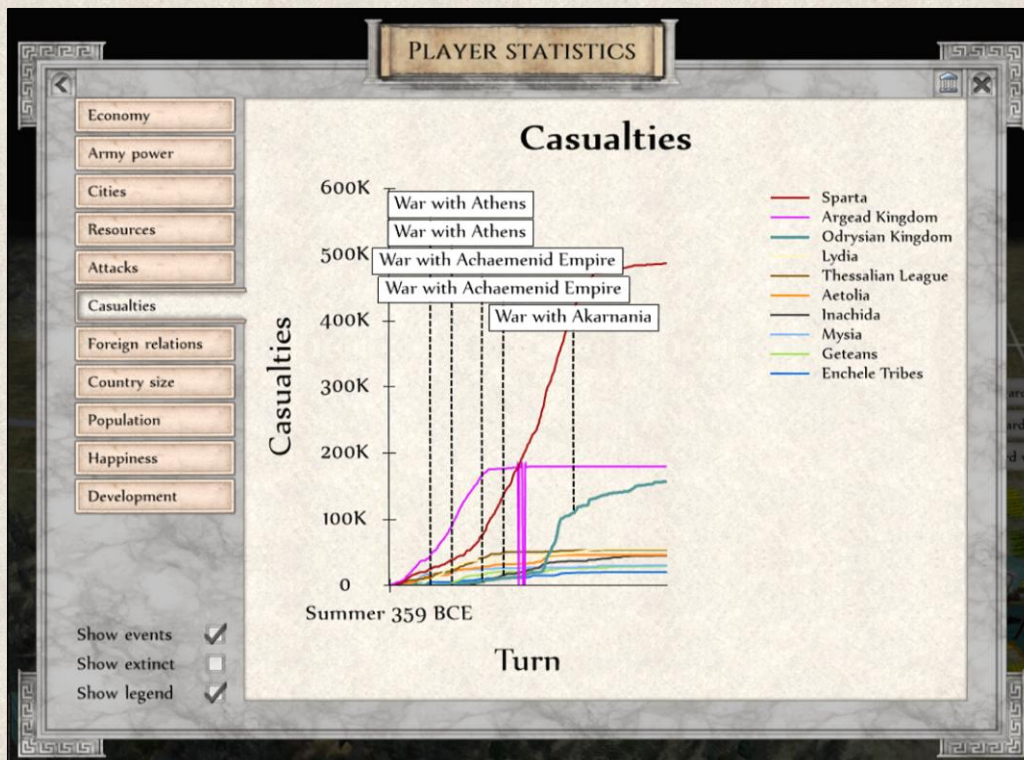
The plans of a good leader should be focused on the future, but no one should underestimate the value of the past. Some past events and developments thrust like a coral reef from the sea on which the ship of your political ambition can run aground, and therefore you should learn to steer clear.

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



Player Statistics).


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



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

7.14 History Replay Window

It's good to occasionally step back from time to time and review recent as well as older events, perhaps to savor turning points in your successful rise to power (or identify where it all went wrong).

The History Replay Window contains an animated map where you can go through the history of your nation since the start of the game until the current turn. It is accessible from the State Window (*State Window* →  *History Replay*).



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

Cameos on the map represent individual players. The cracks on the cameos indicate that the player is in a war and losing. If you would like to see the map without the portraits, you can remove them by clicking on the flag icon below the map.

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

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

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

Statistics button takes you to the [Statistics Window](#) where you can compare different graphs to get the bigger picture.

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



Cameos on map - this button allows you to hide the cameos from the map.



Cameos of active players - this button allows you to display the cameos of active players only.

7.15 Build Facility Window

A number of facilities and buildings of economic or military importance can be built to improve the economic situation of the state and increase its military power.

The Build Facility Window provides a list of such buildings; it can be opened by clicking on this button



in the State Menu or by pressing **[Ctrl+B]**. When the button is grayed out there are no buildings yet available.

The window contains a list of current buildings and facilities that can be built. The list is not finite; new buildings will become available during the game as you progress through the Research Tree to more sophisticated technologies.

The building type is followed by several icons that represent its main properties and additional information about its building and maintenance costs where applicable:



Attack Strength indicates the default Attack Strength of the building without any improvements.



Health indicates the default Health condition of the building without any improvements.



Capacity provides information on how many units can be held inside. This applies only for so called “containers”, i.e. map items that can shelter units.

Number of turns required to construct the building.

Resources need to build the facility.

Turn costs show the maintenance costs of the building once it is built (this applies to some buildings only).

Select a building by clicking on it, then choose a location for it on the map. There might be tiles where you cannot build the selected facility (e.g., the building cannot be on a particular terrain such as mountains, or it cannot be built further than 3-tiles from a city, etc.). Its construction will take several turns, and certain amounts of resources will be required (details are provided in the tooltip).

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

For more details about different structures, see [buildings](#).



7.16 Map Item Detail Window

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

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



Name – The name of the map item and its owner is at the top of the window. In case of cities, you will also see its current size next to its name.

Group – The group to which the map item belongs is just below the name (city, building, resource, or various groups of military and non-military units). If the map items is a “builder”, its specialization is listed in brackets. If you want to know generic information about this group, you can open the Map Item Type Window by clicking on the link (see also [Map Items](#)).



Improvements the map item has is listed just below. The name of the improvement is noted in the tooltip. Clicking on the improvement will take you to the related information in the Imperiums Library.

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



Damage Icon indicates that the map item is damaged and needs repair.



Broken Icon indicates that the map item is heavily damaged and needs Emergency Aid.



Self-improvement Icon indicates that reconstruction works have been started if the map item has been damaged, or work on its improvement is ongoing. The map item is busy and cannot take any orders for now.



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



Attack Strength shows the current Attack Strength.



Health shows the current condition of the map item.



Action Points show Action Points remaining this turn.



Number of Attacks indicates how many attacks can be launched by this map item left for this turn.



Number of Defenses indicates how many times the map item can defend itself without any penalties on its Condition. For example, if the number of defenses is 1, the unit uses fully its Condition to defend itself. However, if it's attacked twice in the same turn, its Health has been already compromised during the first attack. Its defensive power significantly drops with every new attack that turn. (See also [War and Combat](#) section).



Capacity indicates how many units is being currently held inside this map item. Again, this applies only for so called “containers” (cities, buildings, naval units, wagons).

NOTE: For more information about the properties of cities, buildings, resources and units, see [Unit Properties](#).

Experience bar indicates how battle-hardened the map item is. Higher [Experience](#) gives the map item a bonus in military actions.

General Morale bar shows the overall [morale](#) of the map item. Gray color means that General Morale of the selected map item is at 100%; **red** color indicates Morale **lower** than 100% and **orange** indicates Morale **above** 100%.

Loyalty bar shows the level of [Loyalty](#) of the map item towards its master, i.e., how willing is it to fight under his banner.

Current Situation is summarized in the left textbox, including number of men making up the population or unit, position, defense bonus on the current tile, tile supply, tile production penalty, dependant units, etc.

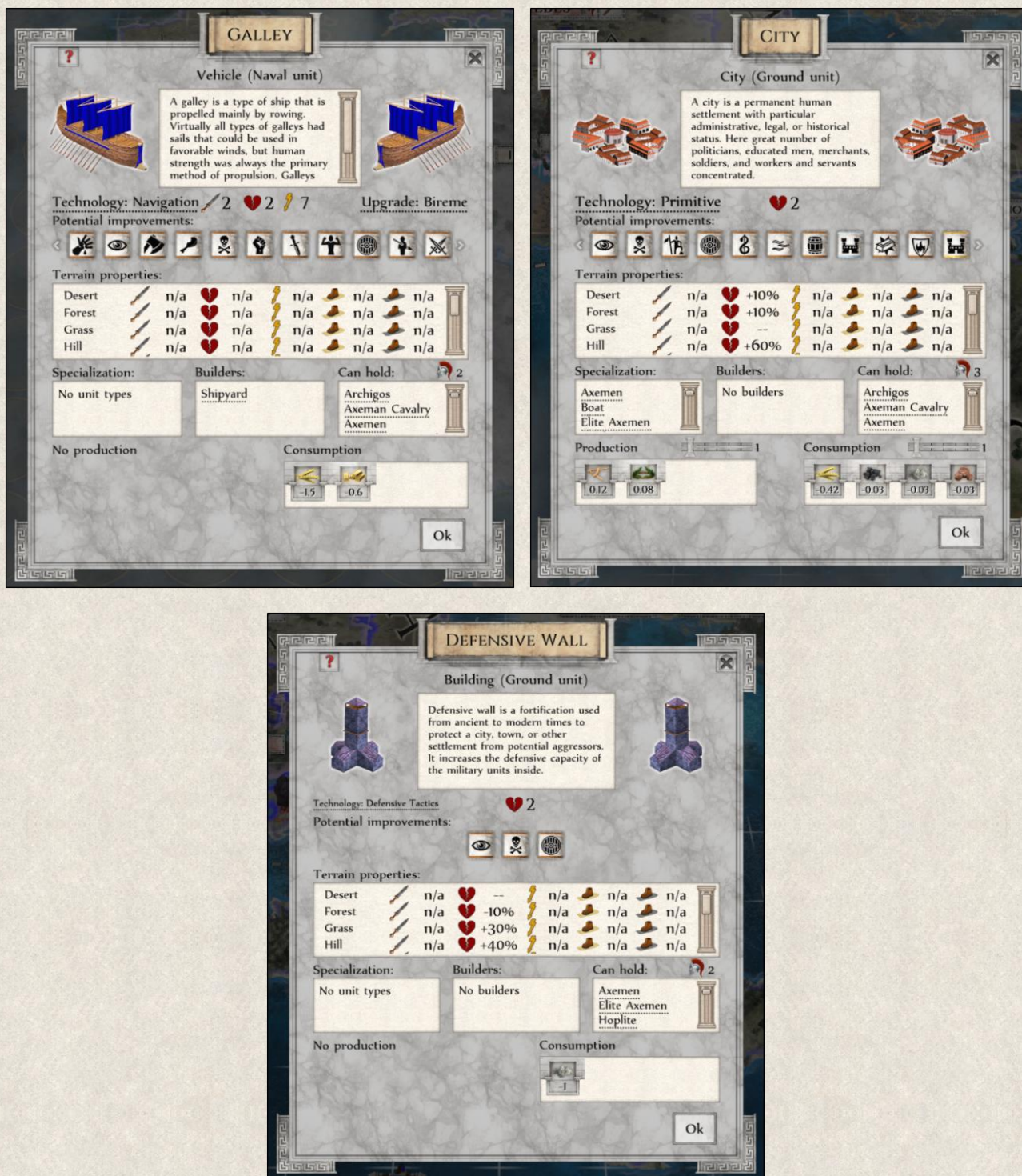
List of Campaigns is shown in the right textbox and contains details of previous campaigns where this map item was involved.

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

7.17 Map Item Type Window

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

This Window contains a lot of information about the particular map item type, and can be used as a quick guide to understand its function and purpose. You can open the window with a right-click on the 3D model in the Unit Menu or simply by pressing [F7].



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

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

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

Technology indicates the Technology that allows you to use this map item type. Clicking on the Technology link will take you to the related entry in the Imperiums Library.

Upgrade shows if and to which advanced version the map item type can be [upgraded](#) (e.g., Peltasts can be upgraded to Hoplites).

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



Attack Strength shows the default Attack Strength of the map item type.



Health shows the default Condition of the map item type.



Action Points shows the default number of Actions Points per turn.

NOTE: For more information about map item properties, see [Unit Properties](#).



Potential Improvements – All Improvements that can be acquired by this map item type. The name of the Improvement is stated in the tooltip, and by clicking on it, you'll be redirected to the relevant tab in the Imperiums Library. Scroll through the list using the mouse wheel or arrows on the sides.

There are three levels of improvements, but more advanced improvements can be built only on their basic variations (e.g., Stockade→ Palisade→ City Walls). The different levels are marked by colors:



Basic (Stockade)



Advanced (Palisade)



Superior (City Walls)

Terrain properties – Every map item type is suited for certain terrain, and its basic properties are affected by different terrains. E.g., a Phalangite performs best on open plains, so it receives a 40% bonus to its Attack Strength and defense there.

The table summarizes these differences per terrain:



Attack bonus – Adjustment to Attack Strength on the particular terrain.



Defense bonus – Adjustment to defense on the particular terrain.



Action Points without road indicate how many points are needed to move through a given terrain.



Action Points with dirt road indicate how many points are needed to move through a given terrain where a dirt road exists.



Action Points with surfaced road indicate how many points are needed to move through a given terrain where a paved road exists.

Specialization shows all map item types that could be built in this map item type (e.g., a Shipyard can be specialized in building four naval units: Boat, Galley, Bireme, Trireme).

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

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




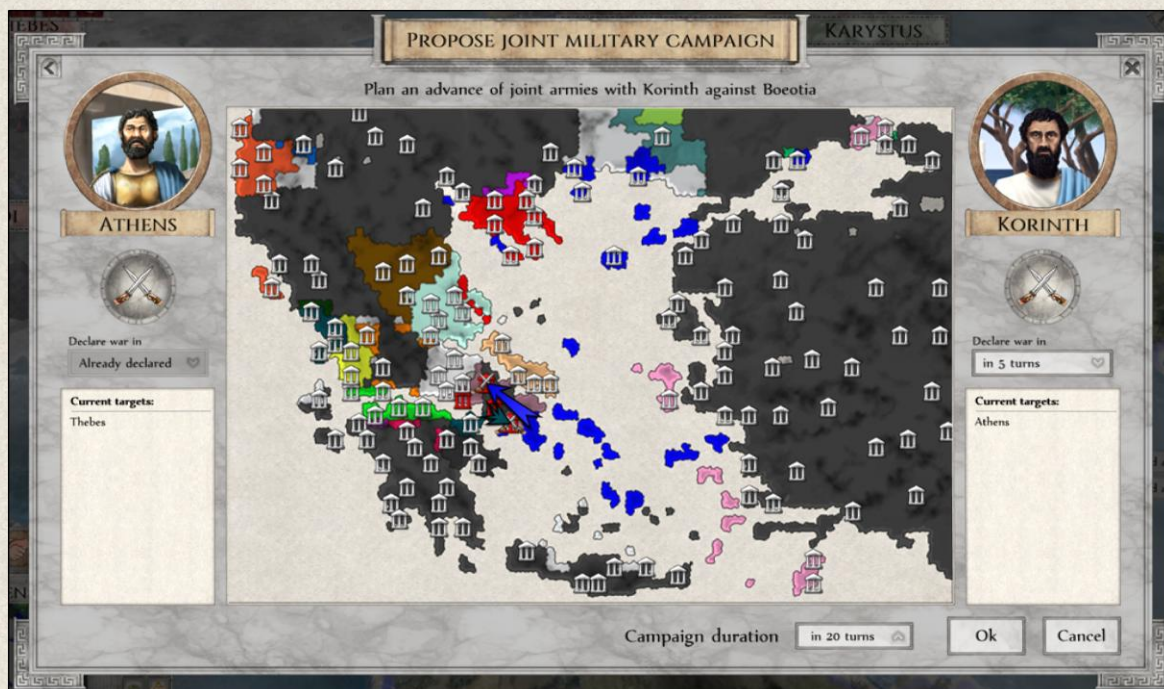
Capacity shows how many units can be held inside the container at a time.

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

7.18 Military Campaign Window

Sometimes it is better to join forces even if it means splitting the loot. Pressing on an enemy from two sides, you will force him to divide his army which means less damage and casualties for you and most likely an easier and faster victory.

You can suggest a military operation to any of the friendly states through a Diplomacy Window by clicking on this icon . This will prompt you to select a target country first. Once you do so, a Military Campaign Window appears.



This window contains two panels, one for you and one for your partner.

Map – it shows such a section of the world as it is visible to both of you. This means that if certain part of the world has not yet been discovered by any of you (or you don't have a Map Exchange treaty agreed), you will only see what is already known to you.



Activate Selector – clicking on this button or on a cameo of the leader you choose whose targets you are going to set. Then you click on the map and choose the targets for both sides. You can select up to 5 target positions or cities per player.


Declare War – unless the players are at war with the target country already, you can set in how many turns a war will be declared (provided that your partner agrees to the conditions of this campaign). This means that you don't rely on your partner to declare war when it is most suitable for him, but you set yourselves clear conditions.

Current Targets – here you will see all the positions and cities that you selected to be the targets of your campaign.

Campaign Duration – here you define how long you think the whole military operation should last. You might decide that you want to fight this war only for this long and if goals are not reached by then, it makes no sense to continue. You can leave it without any limit, of course.

Abort – once a campaign against a common enemy is ongoing you can still abort it if the situation changes by clicking on the Abort button in the Military Campaign Window.

It is important to note that members of a Federation cannot accept any such proposal as their military and foreign policy is fully controlled by a master of the federation. Members of a Confederation can be part of such a campaign but only against those countries with whom they are already at war at the time of such proposal. The reason is that they cannot declare war on any state themselves, this power lies with the master of the confederation. Master state of any confederation or federation can join such a campaign as they wish so.

Once a Military Campaign is agreed and war declared, you can follow the progress towards the set goals on both sides. You can recall the Military Campaign window through Diplomacy Window by clicking on this icon .



Targets Overview - if you participate in campaigns or you want just a quick look at agreed targets, you can use this icon under the Political Map to show the target locations.

7.19 Pop-Up Windows

A number of windows appear during the game either through deliberate player action or by certain game occurrences; a few that have not been mentioned or require further detail are described in this section.

7.19.1 Advisor Window

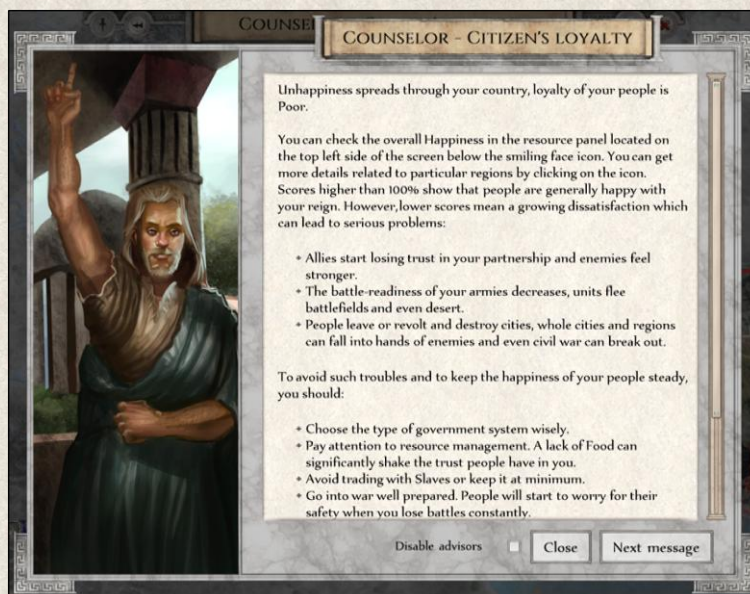
Wise rulers surround themselves with persons of knowledge and skill to make use of their valuable insights and advice.

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

The Advisor Window appears in the following situations:

- ❖ War preparations
- ❖ Army Morale is low
- ❖ General Happiness is low
- ❖ Urgent lack of Food
- ❖ Low Population
- ❖ New Governments are available
- ❖ Inefficient government

The Advisor Window cannot be recalled. If you wish not to receive such a counsel, you can turn the function off by clicking on the checkbox at the bottom of the window or in Game Settings (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Activate Advisor*).



7.19.2 Battle Result Window

Not only strategic and tactical planning are important, but so is debriefing after a battle for future campaigns; learning from mistakes is invaluable.

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

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

The display of the window after military actions can be activated in Game Settings (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Show my attacks info/Show my conquests info/Show enemy attacks info/Show enemy conquests info*). You can disable the pop-up window(s) again in the Game Settings or by clicking the checkbox at the bottom of the Battle Result Window.



Title indicates with whom your units have clashed and where (e.g., Battle with Boeotia close to Athens).

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

Mini-map – The crossed swords show where the battle took place.



Improvements – The Improvements of both units are listed below their names (if any). The tooltip contains the name of the Improvement, and if you click on it, you'll be taken to the relevant tab in the Imperiums Library.

Number of men show how many men were in the unit or how many people made a population of a city before battle.

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



Attack Strength shows the initial Attack Strength before battle.



Health shows the initial condition before battle.



Action Points show the Action Points left for this turn before the battle.

Bonuses/Penalties – All military bonuses and penalties that affect the fighting ability of the map item are listed in the textbox.



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



Final Health – The number next to this icon just above the battle result line is the final condition of the map item including all bonuses before the battle.

Battle result line – The information above the gray line summarizes the military power, bonuses, improvements, and Experience of both units *before* they engaged. The information below the battle result line summarizes the same *after* battle.

Battle outcome – The battle outcome is displayed in the middle between the battle result lines and it is seen from your point of view (no matter if you were the attacker or defender). There are six possible outcomes: Triumph, Victory, Draw, Withdrawal, Defeat, and Massacre (see [Battle Outcome](#))



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



Actual Health – The number next to this icon just below the battle result line is the actual condition without any bonuses after the battle.

Casualties – Losses sustained during the battle.

Experience – The increase in [Experience](#) points.

Army Morale – The percentage indicates the increase/decrease of [Army Morale](#) towards this enemy as a result of this battle.

General Morale – The percentage indicates the level of the [General Morale](#) after the battle.

Resources – Type and amount of resources won/lost.

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



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

7.19.3 Reports

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

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

8. HOW TO PLAY

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

8.1 Map Items

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

Map items are divided into two categories:

- ❖ **Map Objects** – *Stationary* map items that represent permanent structures and that have a great impact on the power, stability, and prosperity of the empire. They are divided into three groups and each group (except for cities) is then further divided into types:
 - ❖ Resource mines
 - ❖ Gold mine
 - ❖ Iron mine
 - ❖ Coal mine
 - ❖ Stone quarry
 - ❖ Cities
 - ❖ Buildings
 - ❖ Temple
 - ❖ Blacksmith
 - ❖ Slave market
 - ❖ Stable
 - ❖ Shipyard
 - ❖ Fort
 - ❖ Defensive wall
 - ❖ Patrol tower
 - ❖ Asklepeion
 - ❖ Seer
 - ❖ Grand buildings
- ❖ **Units** – *Mobile* map items that represent military and non-military units. They're divided into groups, subgroups, and types:
 - ❖ Non-military units
 - ❖ Settler
 - ❖ Nomad
 - ❖ Sage

- ❖ Military units
 - ❖ Infantry
 - ❖ Peltasts, Hoplites, Phalangites (Greek factions)
 - ❖ Spearman, Pikeman, Kardakes
 - ❖ Warrior, Axeman, Falcata
 - ❖ Cavalry
 - ❖ Prodromoi Cavalry, Hippeis Cavalry, Companion Cavalry
 - ❖ Spearman Cavalry, Lancer Cavalry, Huvaka Cavalry
 - ❖ Warrior Cavalry, Axeman Cavalry, Falcata Cavalry
 - ❖ Naval
 - ❖ Boat
 - ❖ Galley
 - ❖ Bireme
 - ❖ Trireme
 - ❖ Vehicle
 - ❖ Wagon
- ❖ Special units
 - ❖ Hero
 - ❖ General
 - ❖ Hades' Warriors

Each map item is described separately in the following sections.

8.2 Commanding Map Items

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

8.2.1 Stacking Map Items

There can be only one map object on one tile, but units can enter tiles where map objects are located. Even so, only one map item is visible; others are hidden, represented by a small shield next to the visible map item. Each shield represents a different group of map items:



unit



city



building




mine

Clicking on the shield makes the currently hidden map item visible.



As mentioned, up to three units can be stationed on a tile at a time; this is known as the “stacking limit”, which can however be modified in the [Game Editor](#). Note that this limit not only precludes another unit moving into such a tile but *through* it. In other words, the stacking limit *blocks* unit movement – friendly or not – that would otherwise be able to move into/through that tile. However, further note that units inside another map item, e.g. city, building, ship or wagon, do not count!

When more than one unit is on a tile, only one will be visible, while others are hidden. The number of hidden units is indicated by a small helmet(s)  in the player color above the banner of the visible unit.

For example, in the above screenshot (on the left) one unit is visible. The red shield next to it indicates a resource mine on the same tile. On the right, the helmets above the banner indicate that another two units stand on the same tile. Thus, three map items are located on that tile. In both cases, the tooltip shows you detailed information about all map items on that tile.

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

- ❖ Click on the shield/helmet or banner
- ❖ Right-click on the visible map item


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


8.2.2 Selecting and De-selecting Map Items

Select any map item with a simple click. The radiant column of light around it and the white circle with a moving dot indicate that the map item has been selected and is ready to receive orders.

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



Alternatively, cycle through active units using the “[Switch to next unit](#)” button  in the top part of the Unit Menu or by pressing **[Spacebar]**.

Similarly, you can cycle through all you idle cities (those that are not working on anything) by using the “[Next idle city](#)” button  in the top part of the Unit Menu or by pressing **[Ctrl+Spacebar]**.

De-selection is done simply with a left-click anywhere on the map. You can turn on an [automatic de-selection](#), meaning that once a map item has used all its Action points and can no longer perform any actions, it will be automatically deselected. You find this option in the Game setting (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Automatic unit de-selection*).

8.2.3 Actions

Actions are orders that the map item can carry out; they’re displayed next to the Unit Menu. Actions can be executed by pressing on the action buttons, using key bindings, or default actions.

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

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

You can switch to an **alternative default action(s)** by holding **[Ctrl]** key and confirm the order with a right-click.



8.3 Map Highlights and Connections

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

You can make the highlight more or less visible on the map by toggling the [Action Highlight Alpha](#) setting (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Advanced Settings*→ *Action highlight alpha*).



8.3.1 Highlighted Map Objects

8.3.1.1 Circle tile highlight

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

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

RESOURCE MINE → CITY AND BLACKSMITH

Resource mines increase their production when they're connected to a city, and also when they're connected to a blacksmith. There are three types of connections:

- ❖ **overland** – the resource mine lies within a 3-tile range from a city and/or blacksmith, but there is no road built between them. This connection has a minor positive impact on the production of the resource mine.
- ❖ **dirt road** – the resource mine lies within a 3-tile range from a city and/or blacksmith, and a dirt road exists between them. This connection has a medium impact on production.
- ❖ **surfaced road** – the mine lies within a 3-tile range from a city and/or blacksmith, and a paved road connects them. This has high impact on production.


For more information, see [Mined Resources](#) section.

CITY → TEMPLE

Temples double the population growth in cities that lie within a 3-tile range.

COLOR SCALE HIGHLIGHTS

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

 A **blue color scale** is used to indicate different types of connections:

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

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

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

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

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

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

8.3.1.2 Square tile highlight

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

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

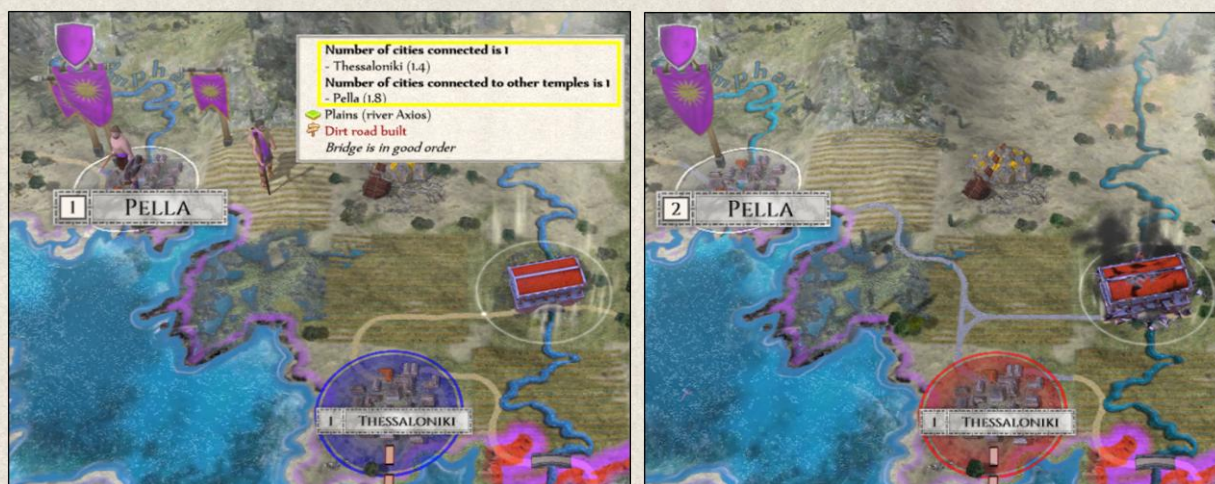
Blue scale, **brown** and **red highlights** carry the same information as the circle highlight.

Below are highlights for individual map items.

8.3.1.3 Temple highlights

Temple increases the natality rate in cities within a 3-tile range by 200%. A city within the required distance from more than one temple is always connected to only one; i.e., a city can be connected to but a *single temple*, whereas a temple can be connected to *more than one city* (within range).

- ❖ **White highlight** - during construction, cities in range are highlighted in white, as no connection has yet been established. Similarly, white highlight also shows when a city is connected to another temple.
- ❖ **Dark blue** highlight indicates that the connection between a temple and a city has been established.
- ❖ **Red** highlight shows a broken connection, e.g. when the temple is damaged (see screenshot on the right)



In the screenshot on the left, you see two cities within the 3-tile range from the selected temple. Thessaloniki is connected to the temple (blue highlight), whereas Pella is connected to another temple (white highlight). If that connection between Pella and the other temple gets broken, Pella would re-connect to the temple in the screenshot as it lies within the radius of 3 tiles. You can see the same information in the tooltip.

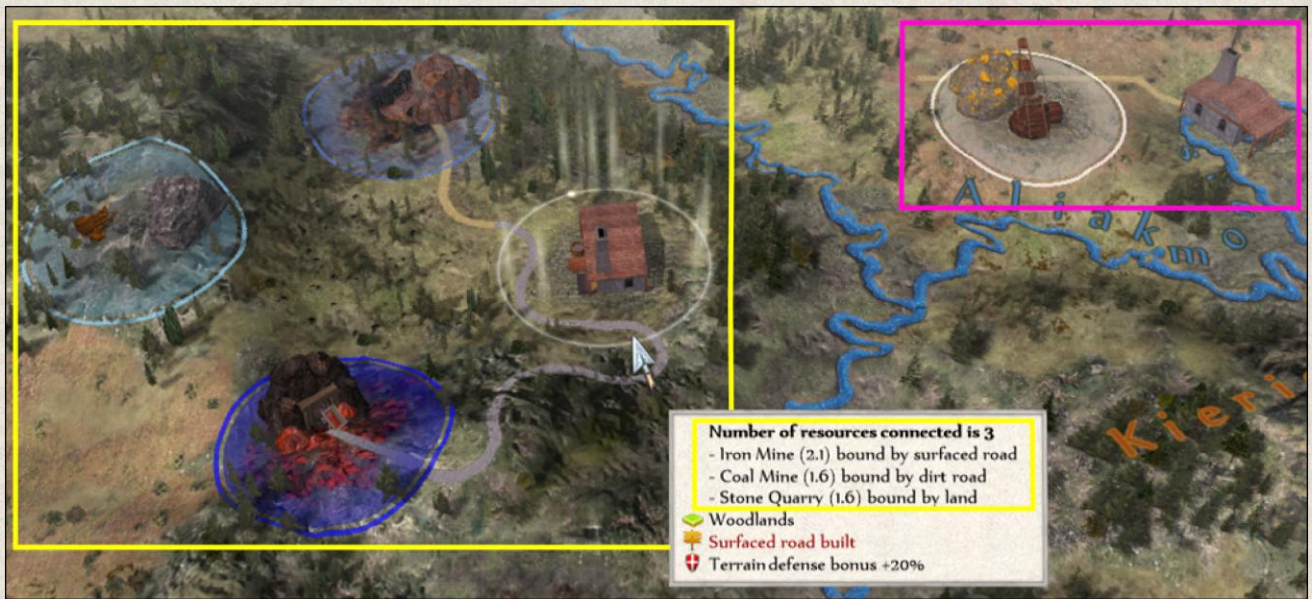
If the connection is broken, e.g. the temple is damaged, then the connected cities are highlighted in red, as in the screenshot on the right.

8.3.1.4 Blacksmith highlights

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

- ❖ **Dark blue** highlight indicates that the connection between a blacksmith and a mine has been established.
- ❖ **White** shows possible connection that is being built (when the blacksmith is under construction) or when the mine has a better connection to another blacksmith.
- ❖ **Red** highlight shows a broken connection, e.g. when the blacksmith is damaged (see screenshot on the right)

In this example, four resource mines are within the required 3-tile range from the selected blacksmith. Three of them are connected to the selected blacksmith and are highlighted in different shades of blue depending on the level of their connection (no road, dirt road, surfaced road). All information is explained in tooltip. Gold mine on the right is however connected to another blacksmith where it has better connection (white highlight). If the connection is broken, e.g. the Blacksmith is damaged, then the connected mines are highlighted in red.



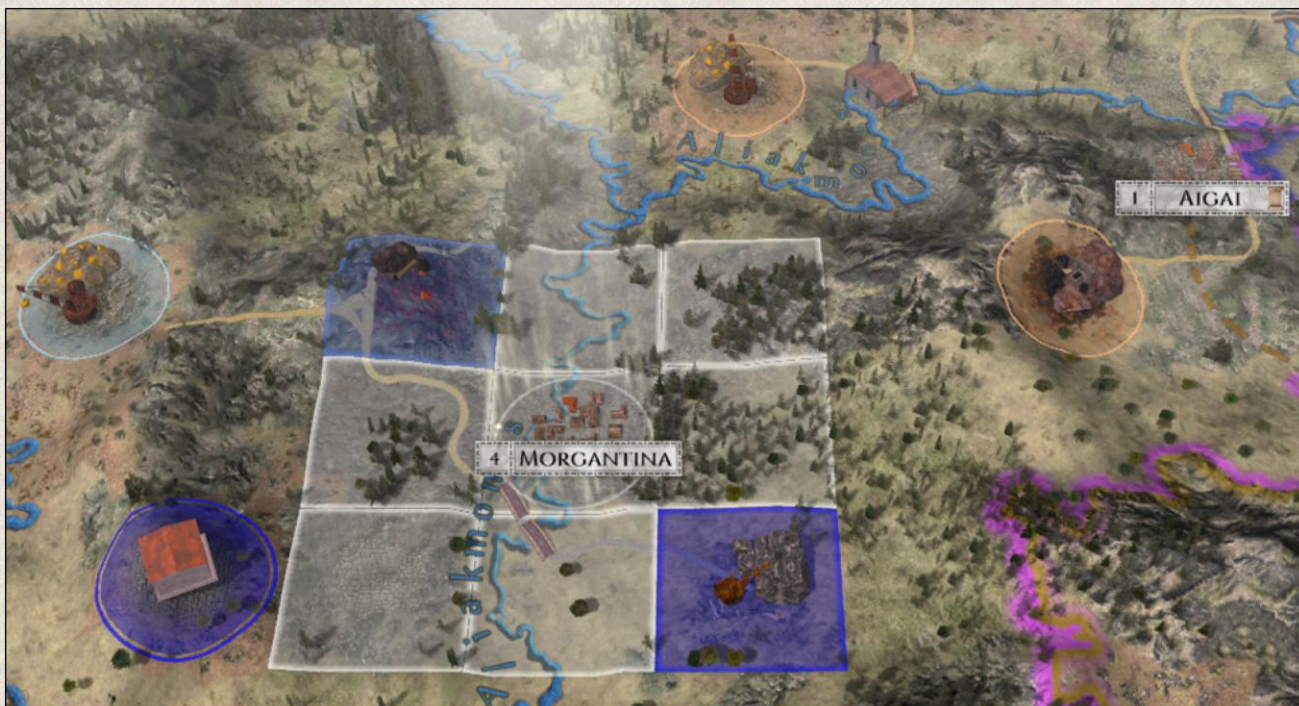
8.3.1.5 City highlights

Cities located within a 3-tile range of a temple increase their natality rate twofold, and cities within a 3-tile range of a resource mine affect the production of those mines. [City range](#) is highlighted in square tiles (not circles), although they present the same information as the latter. By default the city range tiles are highlighted in white; however, if there is another map item on such a tile, the color changes to indicate the type of connection of this map item to the city.

- ❖ **White** highlight shows a city range of the city.
- ❖ **Shades of blue** indicate that a particular map item lies within its range and the shade shows the level of connection between them.
- ❖ **Brown** highlight indicates that the map item lies within the city range, yet it has a better connection to another city.
- ❖ **Red** highlight shows that tiles within the city range are not harvested and that connection to other map items within the range has been broken, e.g. when the city is damaged.

In the below example, left screenshot, the city of Morgantina has nine tiles within its range (square highlight); seven, including the city itself, are highlighted by the white squares (white indicates that the tile is unoccupied); two are in blue (occupied by other map items). Additionally, five resource mines are within the 3-tile range around the city, but only three of them are connected; different qualities of connection are

indicated by different shades of blue, as explained above. The other two mines highlighted in brown are connected to other cities. A temple (left of the city) is also within the 3-tile range; this connection is indicated by the blue highlight (circle) around it.



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

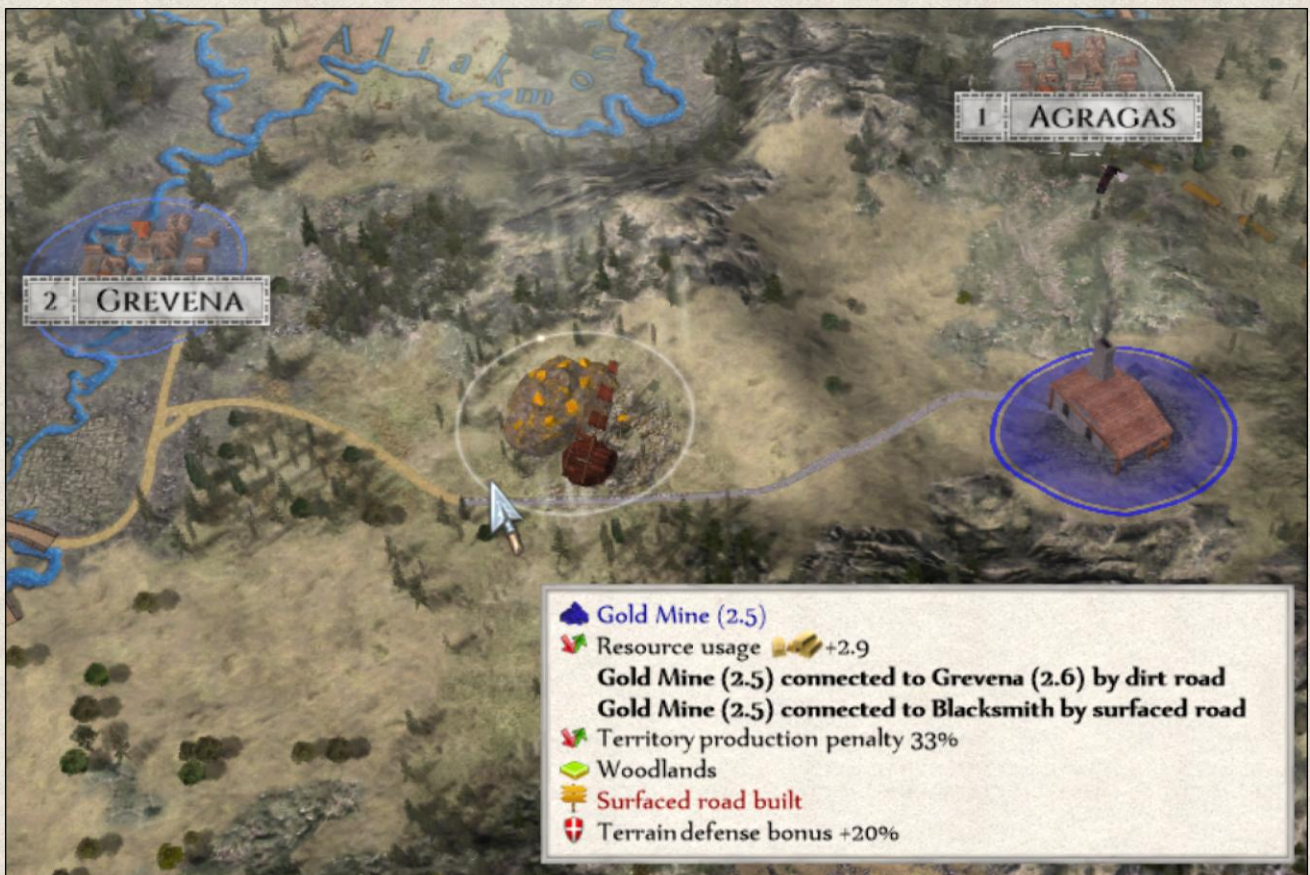


8.3.1.6 Resource Mines Highlights

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

- ❖ **Blue** highlight shows that resource multipliers (cities and blacksmiths) that lie within a 3-tile range around the resource mine are highlighted in colors indicating the quality of connection, as explained above.
- ❖ **White** shows cities and blacksmiths that lie within the required distance but aren't affecting production.
- ❖ **Red** highlight shows a broken connection (see screenshot on the right)

Details are explained in the tooltip.



In the above screenshot, three production multipliers are situated within the 3-tile range around the selected gold mine (city of Grevena, city of Agrabas, and a blacksmith). Every mine can be connected to one city and one blacksmith only, which in this case are the city of Grevena and the blacksmith. The city of Agrabas lies within the required distance, but the mine is already connected to one city; therefore, Agrabas has no effect on the mine's production and is thus highlighted in white. If it happens that Grevena is damaged and the connection is broken, the mine will automatically connect to Agrabas instead.

8.3.2 Highlighted Units

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

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

For example, in this case the Thracian Warrior unit can move to several tiles. Light tan highlight indicates that if the unit moves there, it will have still some action points left. If it moves to a tiles highlighted dark brown it will use all its action points and will not be able to move farther (or attack) even if it encounters an enemy.



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



Light blue with cross is reserved for Settler and Nomad units, and shows tiles where a city can be founded within the limit of the unit's current action points. As this is the main task for Settlers and Nomads, it has a special highlight.



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

For example, in this illustration two enemy positions can be attacked: the city Perinthos and a Settler. The Thracian Warrior cannot enter these tiles without attacking the enemy map items.



Dark blue indicates where the unit can execute one of its actions.

For example, Heroes collect Experience when they visit foreign capitals. When you select a Hero, blue highlight shows you which cities the Hero has not visited yet.

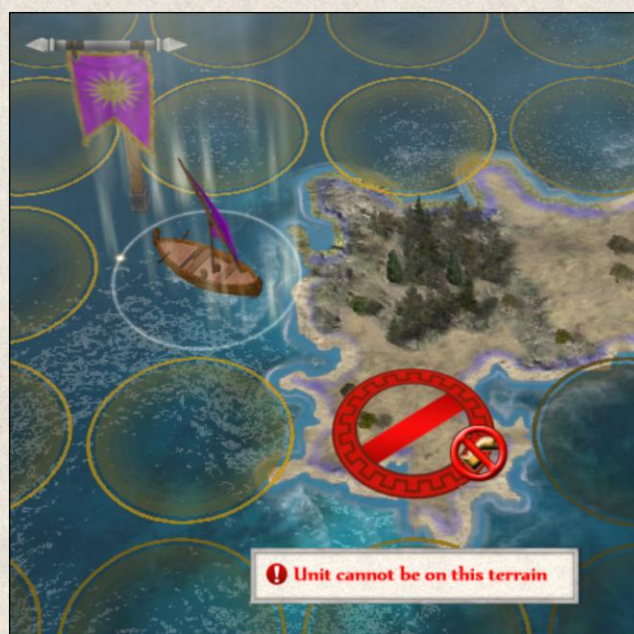
Similarly to Sages (picture), where the highlight shows which cities still don't have a Philosophy School improvement which the Sage can build.



8.3.3 Cursor Highlights

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


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



8.3.4 Supply Highlight

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

There are two ways to see the supply range:

First, to see which tiles are already *out of supply*, turn on the Supply Area map highlight by clicking on this icon  in the Settings Panel in the Map Menu or by pressing **[F9]**. NOTE: When the supply highlight is on, no other map highlight is visible! Supplied tiles are not indicated, whereas unsupplied tiles are highlighted in red. Details for a particular tile are shown in the tooltip.



Another way is to see what tiles lie *within* the supply range. This highlight is turned on automatically as long as you have the “Action highlight” setting also turned on. Whenever you select a mobile unit, the colored tile highlight will show you which tiles around it are supplied and which are not. The scale goes from yellow to red where yellow is fully supplied and red is unsupplied. You can always refer to the tooltip to find the exact information for the particular tiles.

To see which suppliers supply the particular unit, select the unit in question. Its suppliers will be highlighted with a green circle highlight with a cross.

Units that have the “[Forager](#)” Improvement do not need any supplies, and so this highlight does not apply to them.

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

9. RESOURCES

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

Four resources are extracted from mines and quarries: Gold, Iron, Stone, and Coal. Some are obtained from the land (Food, Wood), others are produced in, or derived from, cities (Citizens, Knowledge, Influence, Happiness and partially Slaves) and Slaves are produced primarily by Slave Markets.

In general, all resources are used on a daily basis, and as suggested above, lack of one can be cause of a chain reaction leading to a breakdown of all main functions in the country (i.e., lack of Food leads to reduced population which leads to unhappiness and revolts).

Resources are used to cover:

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

Various government types greatly affect resource production in the country. Often, lack of certain resources can be caused by the selected administration ([Government](#)). Similarly, the size of the country and its management affect the economic prosperity. Large states are prone to corruption that limits the production of all resources (see [Corruption](#)).

The importance of resources in *Imperiums: Greek Wars* cannot be overstated; much attention should be devoted to maintaining a healthy resource balance. All resources, except for Happiness and Citizens, are tradable.

9.1 Mined Resources

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

9.1.1 Gold



Gold is acquired mainly from gold mines, Gold can also be produced in cities with the [Trading](#) improvement. It is used for recruiting and maintaining army units, for construction of new cities, buildings, and infrastructure. Lack of Gold can paralyze the army as there is no money for their pay.

9.1.2 Coal



Coal is obtained from coal mines; used mainly by cities and blacksmiths for their maintenance and producing new units (at least their weapons and armor).

9.1.3 Stone



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

9.1.4 Iron



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

9.1.5 Size

The production rate of every mine is related to its size, which is displayed in the lower right corner of the Unit Menu. The basic size of all mines is 1, but it can be increased by connecting the deposit with nearby cities and blacksmiths via dirt and surfaced roads as [cities](#) and [blacksmiths](#) act as multipliers of resource production.

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

The table below shows how mines can be connected to cities and blacksmiths and how their size increases (cumulative). **Basic size =1**

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



In the example above, the Stone quarry is connected with the city of Illion by surfaced road and to a blacksmith by dirt road. The size is calculated as follows: basic size (in this case 1.0) + connection to city overland (0.33) + connection to city by dirt road (0.33) + connection to city by surfaced road (0.33) + connection to blacksmith overland (0.33) + connection to blacksmith by dirt road(0.33) .

Keep in mind that rivers affect the connection between mines and cities and/or blacksmiths: If a mine is located on the same tile as the river, it isn't negatively affected by the river. However, if it's positioned opposite the city and/or blacksmith, the connection brings *no* benefit unless a bridge exists there as well. Similarly, if sea tiles lie between the mine and the city/blacksmith, there is no multiplication effect from the city/blacksmith.

Connection of a mine to a city or blacksmith is noted in the tooltip of the mine. It's also denoted by colored [highlights](#) on the map.

The production of a damaged mine is naturally lower, and it will continue to decrease every turn. Mines that sustain heavy damage ("Emergency Aid" action needed) produce *no* resources until repaired. You're notified about changes in damaged mines every turn in your [report list](#).

It's important to note that productivity of the resource mine also depends on the type of [government](#).

The size, production, and consumption of individual mines are shown in the [Map Item Detail window](#).

9.2 Harvested Resources

Food and Wood are resources that have to be grown and/or harvested by your people albeit they can be traded for as well.

9.2.1 Food



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

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

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

Water/sea tiles also produce Food (fish), and coastal areas are in general good for building new cities. However, should the city be [besieged](#), those water tiles where an enemy vessel is positioned will not be harvested, as no fishermen would risk venturing out of the city (and if they did, would likely be attacked).

9.2.2 Agricultural land improvements

With greater knowledge, more advanced agricultural methods can be employed to increase tile yields. There are two types of agricultural improvement: [Field and Farm](#). They can be built only on plains and grasslands.

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

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

9.2.3 Wood



Wood is obtained from forests, woodlands and hills, as well as in smaller amounts from plains that lie within a [city range](#) (but not on the tile where the city is built). Wood from forests and woodlands outside city range can be also “mined” (“[Cut Wood](#)” action), but the forest will be depleted and the terrain changed (woodlands turn into plains, forests turn into swamps). Wood will no longer be produced there. Wood is used for all construction and repair works.

The table below shows yields from different terrains per turn. While the numbers represent 100% yields from the tile, the actual yields can be higher or lower depending on the type of [government](#) in place.

9.3 City Resources

Citizens, Knowledge, Influence, and Happiness and partially also Slaves are “resources” that are only produced in, or generated by, cities (Slaves are also generated in Slave Markets). Their production increases with the size of the city, and is also affected by the type of [government](#).

9.3.1 Knowledge



Knowledge is generated in cities, and its production is directly linked to the size of the city. Accumulated Knowledge points are used to research new technologies, and its production can be increased in every city by building the “[Philosophy School](#)” and “[Academy](#)” improvements or by leaving a [Sage](#) inside the city.

9.3.2 Influence



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

Influence can be used to influence foreign cities, units and tiles (“[Influence city](#)” and “[Influence tile/unit](#)” actions). You basically feed rebellious moods in other players’ cities or in their territories to either ignite revolts against local rule – which can make it easier for you to take over the city – or even to provide enough incentive so that a city, region or unit joins your empire without starting a war. However, these actions will not go unnoticed, and your opponent will be informed about your activity on his territory, which will of course negatively affect your relations.

9.3.2.1 Influencing Cities

Cities can be influenced directly from the center when you click on it on the map (“[Influence city](#)” action). This applies to all cities within a maximum distance of 10 tiles from one of your cities. You can perform this action several times in one turn on the same or different cities, provided that you have sufficient resources for it. You can apply Influence on enemy or friendly cities, but you cannot use it against cities of states with whom you have formed a confederation or federation. Note that influencing enemy cities requires more resources than friendly ones.

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

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

9.3.2.2 Influencing Tiles and Map Items

By influencing tiles and map items (both buildings and units) you essentially provoke locals or units against their rightful owner to change sides (“[Influence tile/unit](#)” action). As this happens afield, you need a unit to influence a particular tile or another map item next to it. Both Influence and Gold will be needed to persuade the people or military men to come to your side. Any one unit can perform this action only once per turn and it will use all its Action Points.

9.3.3 Citizens



Citizens are born in cities, and the natality rate in the state and in every city can be controlled through [Birth Rate Support](#) grants (see also [Birth Rate Support Window](#)). The size of the population changes slightly from turn to turn depending on birth rate grants, cities lost or conquered, immigration and emigration.

Population growth in cities can be increased by 200% through building [Temples](#) within a 3-tile range from the city.

Number of Citizens is not the same as the population count shown in the State Window. “Citizens” are that segment of your populace that can be used for field and construction work, as army recruits, etc. – in other words, workers.

NOTE: Citizens are not tradable!!

9.3.4 Slaves



Slaves are the necessary workforce that makes the mines and fields productive. They are indispensable in the state economy as they greatly affect the production of all other resources. They are not free in their movement and as such they are different to the Citizens resource that represents the free populace. Every society has its own attitude and needs regarding Slaves which is reflected in the ideal ratio between Slaves and Citizens required by each government.

Government	Ideal ratio Slaves to Citizens
Clan	20%
City-state	40%
Despotism	15%
Monarchy	25%
Aristocracy	30%
Republic	35%
Empire	30%
Democracy	15%

Slaves impact the production of all other resources. If the ratio between number of Slaves and Citizens is balanced (within the set ratio), the production of resources is 100% (maximum). On the other hand, if their numbers are too low, the resource production is negatively affected. If the proportion of Slaves in the society is too high, it has a negative impact on Happiness.

Slaves can be obtained:

- Slave Market – primary source of Slaves is a Slave Market that can be built as a standalone building when the particular technology is developed (refer to [Slave Market](#)).
- City conquest – portion of the Citizens from cities taken in battle is turned into Slaves.
- Enslave action – free citizens of recently conquered cities can be turned into Slaves within 3 turns from the city conquest by using the “[Enslave](#)” action which puts 20% of the city population into slavery. However, this action considerably decreases General Morale in this and all other cities that have been conquered in the past 6 turns.
- Trade – you can exchange Slaves for other resources.
- Birth Rate Support - state grant given to [support birth rate](#) of Citizens will also support increase of Slaves (although it will be only a fraction of Citizens).

The number of Slaves can be reduced by using 2 State Decisions: Slave Manumission and Slave Castigation.

9.3.5 Happiness



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

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

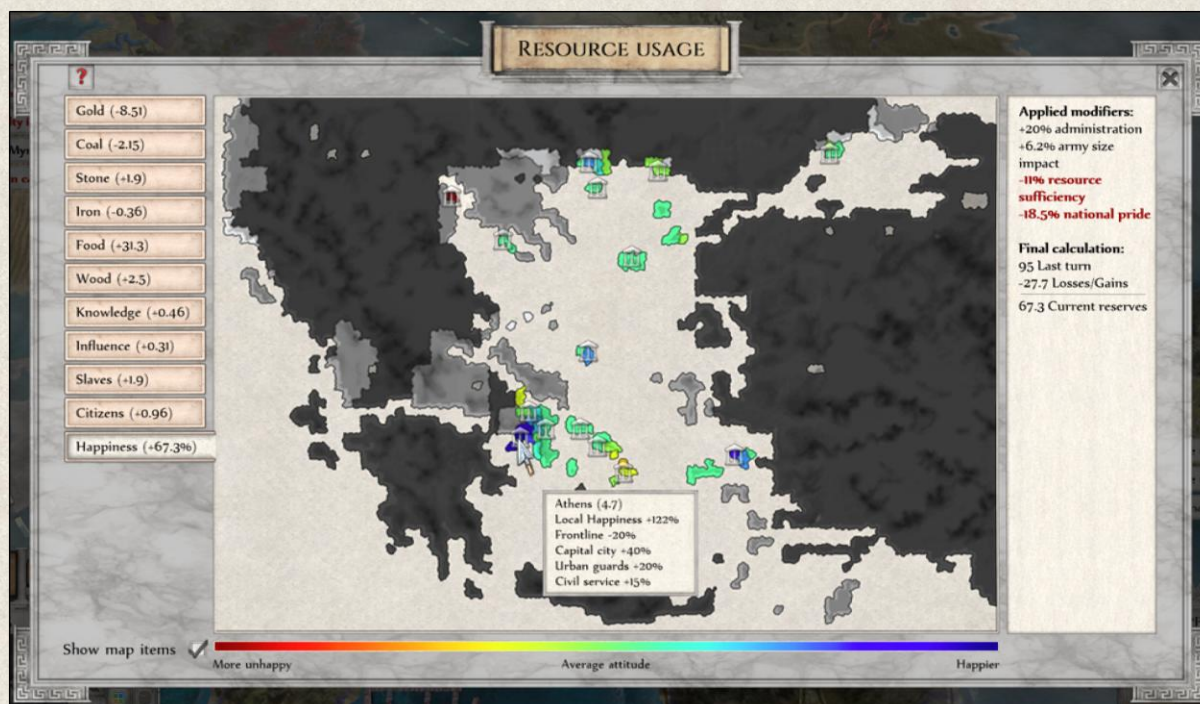
- ❖ **Type of Government** – certain types of government are better accepted by the citizenry than others (e.g., Despotism faces the most resentment from the population, whereas in a Democracy people feel heard and are therefore happier). For comparison see [Government](#).
- ❖ **Abundance or lack of resources** – sufficient reserves of resources speak of prosperity and stability, which naturally pacifies people, whereas the opposite – especially a food shortage – causes widespread anxiety.
- ❖ **Designated capital city** – a country without a [capital](#) is more susceptible to corruption, which feeds the public's distrust toward their rulers; General Happiness can decrease by 50% if the country has no capital.
- ❖ **Successful military campaigns** – territorial expansion and booty from conquered territories feed people's pride in their nation.
- ❖ **Size of armed forces** – people want their homes and families to be safe, and a decent standing army/navy fosters a sense of protection. If the army is too small, people will not feel secure, while conversely, if the army is too large they'll view growing military expenses with displeasure. Thus, finding a good balance is crucial.
- ❖ **Slaves to Citizens ratio** – every Government type has its ideal [Slaves to Citizens ratio](#). If the number of Slaves is too high, it negatively impact Happiness.

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

- ❖ **Army presence** – people feel safer and therefore happier if there is a military unit stationed on the same tile as the city (a so-called urban guard). If a rebellion spreads in the city, these forces will help crush it.
- ❖ **City Improvements** – building cultural or social improvements in the city (e.g. “[Amphitheater](#)”, “[Civil Service](#)”) can support citizens’ good mood.
- ❖ **Border proximity** – cities lying closer to a foreign border are more concerned for their safety than cities farther from potential sites of conflict. This feeling is amplified if the border is with a state with whom you are currently at war.
- ❖ **Proximity of a battlefield** – approaching foreign armies create a natural fear for lives and livelihoods.
- ❖ **Fear of enemy** – Army Morale of your units influences how frightened people will be in cities lying close to the border with a particular state (e.g., low Army Morale versus Dardanian Tribes negatively affects Happiness in cities that lie on the border with these tribes).
- ❖ **Repair works** – if a city is damaged (needing Repair or Emergency Aid), people will demand that it be repaired so they can feel secure again. If this need is ignored, revolts and unrest can spread to other parts of the empire.
- ❖ **Territories** - owning only a portion of a [territory](#) negatively affects Local Happiness in the region.
- ❖ **Proximity to capital city** – cities that lie close to a capital feel more important and respected.
- ❖ **Proximity to a Slave Market** – [Slave Market](#) decreases Local Happiness in cities that lie close by.
- ❖ **Hero** - presence of a [Hero](#) significantly increases Local Happiness on that tile.
- ❖ **Presence of Hades’ Warriors or cursed Ouroboros** – both entities decrease Local Happiness in their immediate presence. For more information see [Hades’ Warriors](#) and [Ouroboros](#).

Higher Happiness positively affects Army Morale, and cities and units are more resistant to foreign Influence. Low Happiness on the other hand decreases Army Morale, increases emigration, and causes revolts or even civil wars; additionally, cities and units with lower Happiness are more willing to join stronger nations.

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



The impact of these different factors on Local Happiness is shown in the Happiness tab in the [Resource Usage Map](#). By hovering the cursor over individual cities on the Resource Usage Map, the tooltip provides you with detailed information on what's affecting Happiness in that particular city.

Athens (4.7)
Local Happiness +122%
Frontline -20%
Capital city +40%
Urban guards +20%
Civil service +15%

In the example here, Happiness in Athens is very high. As you can see in the tooltip, the fact that Athens is a capital city and a military unit is stationed therein (urban guards) positively impacts the Local Happiness of its people as well as the certain city Improvements (Civil service). On the other hand, enemy units operating nearby (frontline) makes the populace feel unsafe, and that has a negative impact.

In the summary on the right, you see that the Government and army size have a positive impact on General Happiness in the country, whereas a lack of resources and no great battle achievements in recent past have a negative effect.

9.4 Resource Panel

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

If you hover the cursor over one of the resources in the panel, the tooltip provides some detail about the fluctuation of your resource reserves (you get similar information when pressing the arrow at the right side of the Resource Panel).



Currently available amount – This is the number below the resource icon in the Resource Panel, and it's also shown in the first line in the tooltip (e.g. Stone 25.1).

Last turn resources line indicates the amount of the resource available at the beginning of the last turn, followed by the amount by which the resource has increased/decreased in comparison with the start of the current turn (e.g., Last turn resources (25.2) [-0.09] means that at the end of the previous turn you had 25.2 Stone, and this amount decreased by 0.09 at the start of the current turn).

Last turn traded resources line indicates the amount of the resource that was added or deducted from the reserve due to trade (e.g., Last turn traded resources (-2.02) means that due to trading commitments, 2.02 Stone were deducted from the reserve during the previous turn).

Last turn surplus/loss line shows the difference between the resource's production and usage due to maintenance (turn) costs for units, cities, and buildings. A positive number means that the production of the resource is sufficient to cover maintenance costs. A negative number means that the production of the resource in your country does not cover maintenance costs (e.g., Last turn maintenance costs [+1.9] means that after deducting the amount of Stone needed for maintenance, repairs, etc., a surplus of 1.9 Stone was produced last turn).

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

Colors in the Resource Panel are used to emphasize how dangerous low production is:

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

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

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

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

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

9.5 Resources Overview



You can see the consumption and production of every map item in the tooltip. Just select the map item and then left-click on it to deselect all actions. Then hover over the map item to see the tooltip that contains the required information.

You can also use the [Resource Usage Map](#).

10. BUILDINGS

Developed infrastructure is an indicator of prosperity. Smart ruler will look after the needs of his or her people by building new cities and roads, maintaining steady resource production, etc.

The game allows you to build special types of buildings that have a great impact on the military, economic, and social life of the country. Not all buildings are available from the beginning of the game; this is dependent on the level of technological development and also on game features enabled in the game (e.g. Myth and Legends).

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

10.1 Temple

In addition to their obvious religious importance, Temples were historically places of great political and cultural significance, and thus in *Imperiums: Greek Wars* they also have a major impact on cities located in their vicinity.

Temples increase population growth in cities that lie within a 3-tile range by 200%; this applies to all cities within that range. Cities so affected are [highlighted](#) by a dark blue color when you click on the Temple.

Temples need Gold every turn for their everyday activities and maintenance costs.

10.2 Blacksmith

A Blacksmith is a building with a great economic impact as it increases the yearly production of mineral resources (Gold, Coal, Stone, and Iron). Blacksmiths can be built only within a 3-tile range from your city (i.e., you cannot build a Blacksmith in a remote region if one of your cities is not near enough). This slightly limits your ability to increase production in mines that lie far away from your urban centers; you may have to build a city closer to such resources first.

Blacksmiths increase the production of mines that lie within a 3-tile range – but not overseas or across [unbridged rivers](#)!

Blacksmiths use Coal and Iron for their everyday function – aforementioned “maintenance” costs. These can be reduced by building an “[Economic Blacksmith](#)” Improvement.

10.3 Shipyard

Shipyards, as might be expected, have mainly a military purpose, allowing the construction of warships as well as smaller vessels. They can be built only on water tiles adjacent to a city (i.e., you can’t build a Shipyard on a remote coast without one of your cities being near).

Builders

Shipyards are so called “builders”, which means they can produce new units depending on their [specialization](#). Each shipyard can specialize in only one type of naval unit at a time.

There are four types of [naval units](#):

- ❖ Boat – Basic naval unit for transferring units over short distances, vulnerable on the open sea.
- ❖ Galley – Advanced vessel for transporting units over longer distances.
- ❖ Bireme – Compromise between transport (Galley) and warship (Trireme).
- ❖ Trireme – Superior naval unit best used as a warship.

You can [change the specialization](#) of a Shipyard as long as you have enough resources. Not all types of naval units are available at the beginning of the game; some unlock only when your nation reaches the required technological level.

Servicemen

Shipyards also act as a “servicemen”, which means that naval units can be repaired, improved and upgraded here (depending on its specialization). It’s important to note that a specialization for certain unit type automatically allows for servicing all preceding models (e.g., if a Shipyard is specialized in building Triremes, you can repair, improve, and upgrade Boats, Galleys and Biremes here, although you can’t build them here).

10.4 Stable

A Stable is another purely military building, as it's used to breed horses and train mounted units. Stables can be built only on tiles within a 3-tile range from one of your cities (i.e. you can't build a Stable in a remote corner of your country unless one of your cities is near).

Stables act as “builders” and “servicemen”, as above. The type of unit it can build or service depends on the [specialization](#) of the facility. Stables can be specialized in building only one unit type at a time, therefore, if you wish so, you can [change its specialization](#) provided that you have enough resources.

Several types of cavalry units appear in the game, but not all are available from the beginning - some will become available later on.

There are five different army “[types](#)”, and you can build only units belonging to yours. However, if you conquer an enemy Stable with a specialization to build another faction's units, the facility will retain its specialization; further, if you've reached the particular level of development (basic, advanced, superior units) you'll also be able to use this foreign specialization in other builders of your own.

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

It's important to know that, similar to Shipyards, that a specialization for certain unit type automatically allows for servicing all preceding models (e.g., the Greek faction includes Prodromoi cavalry (basic), Hippeis cavalry (advanced) and Companion cavalry (superior). Prodromoi and Hippeis cavalry units can also be healed, improved and upgraded in a Stable with the Companion cavalry specialization.)

10.5 Fort

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

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

As mentioned, Forts can be built over several tiles to create a long wall. One military unit can man three segments of the wall, meaning it defends the segment of the wall where the unit is currently located as well as the adjacent portion on each side. For example, a Fort stretching over five tiles will need two military units to guard the whole structure. If the Fort is attacked where two defending units are within the attack range, the stronger unit will lead the defense.

A Fort is also a “container” and can hold up to two military units inside each segment. Such a unit then receives a 60% defense bonus and 10% attack bonus (“[Unload unit and attack](#)” action).

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

10.6 Defensive Wall

The Defensive Wall has a stronger defensive character than a simple Fort. Similarly, a wall can be built over several tiles to create a solid barrier against an invading army, and ideally – once they're researched and affordable – are used to protect critically important locations.

Just like other buildings, a Wall can be built only on tiles within a 3-tile range from your city. If you want to build it in a remote region, you need to build a town there first in order to have people to man it.

Like Forts, each segment of the Defensive Wall can hold up to two military units, albeit each receives a 100% defense bonus and 20% attack bonus (“[Unload unit and attack](#)” action).

As with the Fort, Walls can be built over several tiles and are likewise defended (see [above](#)).

10.7 Patrol Tower

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

A Patrol Tower can be constructed only on tiles within a 3-tile range from your city, but it cannot be built in sections.

10.8 Slave Market

Slave Market is a primary source of [Slaves](#). It transforms Gold into Slaves and its “production” can be stopped and renewed any time. This facility can be built only near a city with a “[Trading](#)” Improvement near the coast. Slave Markets negatively impact Local Happiness around them.

Like cities, Slave Markets can have different sizes which is directly linked to their production. The bigger the size, the higher the production. Slave Markets built by a player will always be just size 1 (can be increased through rewards triggered by Objectives or other events).

10.9 Grand Buildings

Several unique structures inspired by ancient history are included in *Imperiums: Greek Wars*, albeit not all are available from the start of the game, most becoming available through a State Decision when certain conditions are met. Construction brings its owner additional rewards in terms of Influence, Knowledge, Improvements, etc.

Certain structures can be built only once in a game (e.g. Kolossos), while others can be built multiple times (Asklepeion, Battle Memorial, etc.). Some of these ‘wonders’ are permanent (Asklepeion), whereas others have limited life span (e.g. Battle Memorial), decaying and forgotten with time.

A few, such as Tree of Life or Gates to Underworld, are permanent structures located on the map at game start. They cannot be built or destroyed, instead changing owners with the tile on which they stand.

10.9.1 Asklepeion

A healing temple can be built either as a regular building when the Construction technology has been already developed or via a State Decision when the technology is not available and no other Asklepeion is owned by the faction. It can be built only on river tiles next to a city.

Any unit (with the exception of Hades' Warriors and Wagons) that enters it for one turn temporarily receives a [Medics](#) improvement without additional costs. Note that this applies to healthy units as well, as Medics improvement helps them to recover faster without the need to retreat back to the rear.

10.9.2 Battle Memorial

This monument commemorating a great battle can be built through a State Decision when your armies triumph over the enemy while totally destroying the opponent's forces (Battle result is Victory or Triumph). The Memorial can be then built within 3 turns after the great battle before the action is disabled again. Location is chosen automatically close to the place of the battle.

The structure increases [General Morale](#) for all units within 2 tiles range, to a maximum of 100%. It decays over time, its lifespan is randomly assigned at the time of its construction. If an enemy conquers it, it is automatically destroyed and [Army Morale](#) of all units of its original builder will decrease.

10.9.3 Victory Statue (Lion)

The statue can be built through a State Decision after conquering another faction as a sign of respect to the bravery of a vanquished opponent. Its location is selected from the tiles that have been taken within the last three turns where its effect will be greatest. It can be built not later than three turns from the final battle before the action is once more disabled (pending a new one following the conquest of another enemy, however).

Once built, it increases [Loyalty](#) in neighboring cities within a 3-tile distance with every turn. This can significantly decrease the time needed to get Loyalty in newly conquered cities to normal, 'converting' its populace to your culture so as to absorb it into your empire. Once all cities in its range have Loyalty at 100%, the statue is automatically removed from the map. If the statue is taken by an enemy, it's automatically destroyed and [General Morale](#) of nearby cities decreases.

10.9.4 Seer

This observatory can be built as a State Decision when you have three [Sages](#) available and no Seer yet stands in your country. The building allows you to use the "[Peek](#)" action every turn, meaning you can reveal sections of the map hidden by fog of war. If the structure is conquered by an enemy, it is automatically destroyed.

10.9.5 Mausoleum

When a [Hero](#) or [General](#) dies of natural causes, it becomes possible to build him a monument within three turns of his death through a State Decision to commemorate his life and deeds. The Mausoleum will increase [General Morale](#) and [Loyalty](#) of all existing military units by 10%, and Heroes and Generals by 20%. New Heroes, Generals and military units recruited when there is at least one Mausoleum in the country will have their initial General Morale and Loyalty increased by 10%.

The monument affects any unit only once (not every turn!), and has a certain lifespan randomly assigned at the time of its construction. When it reaches this limit, the building will be removed from the map. If

conquered by an enemy, it is automatically destroyed and the [Army Morale](#) of the units of the initial owner decreases by 20%.

10.9.6 Kolossos

A Kolossos is a unique building that can be built *only once* in a game through a State Decision. As soon as one faction starts its construction, the Kolossos State Decision is removed from the list for the rest of the game. The statue can be built only on a number of predefined positions, so any faction that wants to build it must own at least one of these tiles (often the tip of a peninsula or coastal area). Aside from this geographical restriction, a Kolossos can be built only by a faction whose political power is at least 30% of the most powerful faction. The structure significantly increases the production of [Influence](#).

10.9.7 Tree of Life

This is a permanent map item located on the map at the start of the game, owned by the faction that owns the tile where it grows. It heals all units of the faction that owns the tile within 1-tile distance of the Tree by 20% every turn. The Tree cannot be destroyed, only captured.

10.9.8 Gates to Underworld

These entrances to the realm of the dead where the god Hades rules are permanent map items placed on the map at the start of a game. They cannot be owned even if they are located on a faction-owned tile.

The god of the Underworld can send his warriors through these gates as a punishment; the undead warriors damage and destroy everything standing in their path. They cannot be captured, only killed and both the presence of a Gate and/or [Hades' Warriors](#) negatively affects local Happiness.

Paying tribute

Hades' Warriors are spawned from the Gates at irregular intervals. Player can mitigate the risk of them appearing in his territory by paying tribute to Hades ("[Pay tribute to Hades](#)" action) which decreases the chance of them appearing through the particular Gate by more than three times. It also increases chances of them coming out of another Gate which can be used to weaken the opponents. The tribute is paid every turn until the player decides otherwise ("[Stop paying tribute to Hades](#)" action).

If more players (or one player with more Gates) pay tribute, the chances of Hades' Warriors emerging from a particular Gate begin to normalize; in short, even when you pay tribute, it can still happen that undead warriors will invade.

Examples:

There are five Gates; you control one of them and you pay tribute to it. This means that the chances that undead warriors come out of your Gate is 1.7% (every turn), while for all others it is 5.8%.

Five Gates; for two the tribute is paid. This means that the chance of Hades' Warriors invading from the 'paid' Gate is 2% (every turn), for all others 6.94%.

Five Gates; all are paying tribute. This means that the chances are equal: 5% for each Gate.

Hiring Hades' Warriors

Paying tribute to Hades also allows a player to hire Hades' Warriors into his service ("[Build Hades' Warrior](#)" action) as long as he pays a tribute. Hades' Warriors are built directly in the Gate. The normal inability of these warriors to conquer anything remains, thus they are most useful for first waves of attacks (to weaken the enemy by damaging his units and infrastructure and plundering his lands). Keep also in mind that they cannot be improved or healed, but the relatively low building costs make them affordable and effective offensive units.

10.9.9 Gordian Knot

Gordian Knot is a permanent map item placed on the map at the beginning of the game (it cannot be built). It is linked to certain prophecy explained in the [Objectives](#) that whomever unties the knot will become a ruler of the whole Anatole. Any [General](#) can come to Gordion and try his luck. Once the knot is successfully unraveled, it disappears from the map. Until then however, the building cannot be conquered, it only changes owner with the tile where it stands.

11. CITIES

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

Whatever the future holds for you, you'll always rely on your people and cities. As mentioned before, cities are the main source of workforce and army recruits, as well as trading hubs. Cities additionally have a number of properties such as size, specialization(s), Health, etc., that refine their role in the game. For more detail, see [Map Item Detail Window](#) and [Map Item Type Window](#).

11.1 Founding a New City

All units can lay foundations for a new city, however, Settlers and Nomads are best equipped for such a task. Military units can also build a city, but their primary purpose is different, so it will take them longer and the costs will be higher than if you use non-military units. Besides, keep in mind that building new army units is more expensive than building Settlers, and so using soldiers to do the latter's work is wasteful. However, there might be situations when such an act is profitable, e.g. transporting a unit home would be too expensive, etc.; in this case they may be "retired" and given their own plots of land, so to speak (an historic practice that became fairly commonplace).

Only units at full strength (not damaged) can build a city. Perhaps needless to say, the unit will be consumed by the task!

Unit	City Built on Bare Land		City Built on City Foundations	
	Building Costs	Turns	Building Costs	Turns
Settler/Nomad	 10  1  1	2	 3.4  0.34  0.34	1
Infantry unit	 20  6  3	4	 6.8  2.04  1.02	1
Cavalry unit	 25  10  5	5	 8.5  3.4  1.7	1

For example, according to the above table, tasking a Settler with building a new city will cost you 10 Wood, 1 Stone, and 1 Gold, and it will take two turns to lay the foundations. Assigning the same task to an infantry unit will cost 20 Wood, 6 Stone, and 3 Gold, and will take four turns.

Cities can be built on suitable terrain only (plain, grass, woodlands, forest, scrub, hills) that provide sufficient supplies, especially Food. If you build a city on a tile surrounded by mountains, the city will likely not be able to sustain itself. When seeking a good location, a tooltip will show the expected 'initial yields'.

New cities cannot be built less than two tiles from your own city, and one tile from a foreign city – and they cannot be built on a tile where a building or resource mine is already located (tile is taken). The only exception from this rule is, when there are City Foundations on the map. Player can build there a city even if the minimum distance mentioned above is smaller.

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

11.2 City Range

A City Range is an area around the city from which the city obtains basic supplies such as Food and Wood; resources produced on each tile can be seen in a tooltip for each tile. Clicking on the city brings up the [square tile-highlight](#) showing which tiles lie within its range.

A City Range is directly related to the size of the city (bigger cities have larger ranges), which means that the city population is able to forage/cultivate in a wider area around the city.

City size 1-2



City size 3-4



City size 5



City size 6



City size 7



City size 8



City size 9-15



11.3 City Size

A city size is shown on the left of the city label on the map, as well as in the lower right corner of the Unit Menu. The Citizen resource is derived from the population in all your cities (the tooltip for each city reveals the actual number of Citizens in the selected city). [Citizens](#) are the main source of your workforce and army recruits, and thus how a small population limits your ability to build new units. You can increase the size of your cities by supporting a higher [Birth Rate](#) through State and Local Grants, as well as by building [Temples](#).

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

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

However, city size also has a very important side effect: The larger the city, the stronger its defenses. Cities of size 1 have a default Health of 2, but this increases by 10% with each increment of size; e.g., city size 2 = Defense Bonus 10% (or Health 2.1); city size 3 = 20% (2.2); etc.

11.4 City Production

We have mentioned elsewhere that cities are the only producers of Citizens, Knowledge, Influence, and Happiness – [city “resources”](#). Production of Knowledge and Influence is related to city size both in terms of production as well as consumption. The daily running of cities requires resources as “maintenance” (Food to sustain population; Stone, Iron, Wood to maintain structures and build new ones). The amount of resources consumed by cities depends on the city size – larger cities naturally have higher needs. These maintenance costs can be reduced by building the “[Thrifty City](#)” Improvement.

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

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

If you've been following along you know that [Happiness](#) is a general mood of the population, and is not “produced” but is derived from many factors. Low Happiness leads to slower population growth, and if the city is damaged, there's no growth at all. E.g., if a city was plundered and sustained damage, the populace doesn't feel safe, and unhappiness spreads. Every successive turn this continues the population will decline as people move out to seek a better life. If the city is not repaired (“[Repair](#)” or “[Emergency Aid](#)” action) it can even lead to complete abandonment of the city (see also [Migration](#)).

11.5 City Specialization

Cities function as centers where new units are built and existing units are improved (trained) and repaired. These functions are called “builder” and “serviceman”.

A specialization indicates what type of unit can be built, trained, upgraded or repaired/healed here. The specialization is shown below the city name in the Unit Menu. If the field is blank, it means that the city has no specialization yet (and so no units can be built there until a specialization is set).



Like buildings, city specialization can be changed to suit the needs of the state. This is achieved by clicking on the “[Change Specialization](#)” action button which opens the Specialization Window.



Here you'll find a list of all unit types that are available. The icons indicate the different default properties of each unit (Attack Strength, Health, Action Points), general unit description and the cost and number of turns needed to change the specialization (total for specialization change).

The tooltip shows additional information such as maintenance costs per turn (turn costs), and the cost of a new unit (build inside costs).

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

Builder and serviceman

Every army type consists of basic, advanced, and superior units. As a builder, city can build only those unit types in which it is specialized. As a serviceman however, it can "service" (improve, upgrade, train and repair) also all preceding models.


Example: Barbarian armies consist of Warriors (basic), Axemen (advanced), and Elite Axemen units (superior). A city specialized in building only Axemen can build Axemen units only, but it can repair, improve, and upgrade both Axemen and Warriors units.

11.6 Idle City

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

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

An "idle" city means that it's currently not directly working on any new unit or improvement. Its population goes around their daily business, and the city actually grows and develops faster, as it can use its full resources for itself. However, there are a number of improvements that you might want to add to cities, and with a growing empire the micromanagement can get quite tedious.

For convenience, you can use the “[Next idle city](#)” button  located in the Unit Menu or use the keyboard shortcut **[Ctrl+Spacebar]** for the same. This function lines all idle cities in a loop and you can easily go through them one by one.

11.7 Capital City

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




While all cities are denoted with a national banner, the banner of capital city is distinct and the city label is larger than regular cities with the city size on a white background.

Capital city generally has higher resource production rates as the most important city of your state. (Thus, it's good strategy to keep its size as big as possible to make the best of its higher production rates.) Finally, it also increases Local Happiness in cities in its vicinity.

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

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

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

You can change the capital city from the State Window (*State window* →  *Capital city*). A list of cities that could become your next capital will appear; choose one by simply clicking on it. The list might not include all your cities; it depends on the available resources and the current situation of the city in question. Moving a capital to a very large city requires more resources than into a small town. Therefore, if you do not have enough resources or perhaps the city is besieged and not accessible, it will not show in the list of possible new capitals.

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

11.8 Cities on the Map

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

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

- ❖ Grey label – your own cities
- ❖ Beige label – friendly cities (state with which you maintain peaceful relations)
- ❖ Green label – allied cities (Defense Pact, Brothers-in-Arms Pact, Confederation)
- ❖ Red label – enemy cities



You can [hide the city labels](#) in the Settings Panel in the Map Menu.

There are also other symbols to show which cities are “busy” and which are idle, which need repair or which have low Loyalty and General Morale.



General Morale - when a red icon appears next to the unit name, it indicates a low [General Morale](#). This affects local Happiness as well as its function as a [supplier](#) for units dependent on it. Also General Morale of units that you want to build, repair or heal here would be negatively affected. On the other hand, blue icon indicates General Morale above 100%.



Loyalty - red icon indicates low [Loyalty](#) in the city. This can be a signal of future problems, such as uprisings or revolts, and keeping guards close by is advisable. Loyalty of units that would be built or repaired here would be negatively affected.



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



Ongoing works – The city is “busy” improving itself (building a city improvement, repairing itself).



Damaged – The city has sustained damage and needs to be repaired. Until repaired, the city has limited functionality: no unit can be built, repaired/healed, or improved here; no city improvement can be constructed; Local Happiness is negatively affected. Yields from tiles within city range remain the same, but production of other resources from the city is reduced by 50%. Its function as a [supplier](#) is also compromised. City population can also be negatively affected.



Heavy damage – This icon indicates that the city is severely damaged – it’s on fire! – and extensive repair works (“[Emergency Aid](#)” action) is needed. No unit can enter or be built, repaired, or improved here, and no improvement can be made until the city is fully repaired. Tiles within city range do not produce any yields until the city is at least partially restored (tiles so affected are highlighted in red). Production of all other

resources generated by the city is stopped entirely. Its function as a [supplier](#) is also compromised. Finally, people will start leaving; in extreme cases when the city is left in ruins, it can even be completely abandoned.

11.9 Actions and Improvements

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

Cities have the Auto-heal ability, which means that they recover 3-5% of their current Health every turn when the city is in need of Repair (only; not Emergency Aid!). This process is automatic and does not require any resources.

For more information on all actions, see [Actions](#).

Cities can improve their infrastructure by building military, economic, social, and urban improvements that have a major effect on defensiveness and resource production, as well as its cultural and social life.

You can use the [Strategic Overview](#) [F4] to see which improvements are built in which cities. In case you want to improve several cities in one turn and you don't want to click on them one by one, you can use [F4] to open the Strategic Overview and apply the Improvement filter; then simply click on the city on the map, initiate the Build Improvement action, and carry on to the next city by pressing [F4] again.

Alternatively, use the "Next Idle City" button [Ctrl+Spacebar] in the Unit Menu to go through a loop of all [idle cities](#).

For more details on all improvements, see also [Improvements](#) section.

12. UNITS

With the possible exception of cities, units are the most important entities in the game, and they are divided into two [groups](#):

- ❖ Non-military
- ❖ Military
 - ❖ infantry
 - ❖ cavalry
 - ❖ naval
 - ❖ vehicle

These groups are further divided into types.

- ❖ Special

Every unit has a number of unique properties defined by its type. Some are constant (e.g. Capacity), and some are variable meaning that they can change during the game (e.g., Attack Strength, Health, Action Points) via combat modifiers. For the list of all properties and their descriptions see [Map Item Detail Window](#) and [Map Item Type Window](#) and [Unit Properties](#).

All units are built either in so called “builders” and repaired, improved or upgraded in so called “servicemen” - cities or in buildings (Stable, Shipyard) depending on their [specialization](#).

12.1 Non-Military Units

12.1.1 Settler

A Settler is purely non-military unit. Settlers represent your main workforce, those who till and toil, and they’re indispensable for the economic growth of the empire. Settlers’ only purpose is building cities and infrastructure, cultivating arable lands, etc., and are not equipped to take part in military operations. Thus, they have no Attack Strength, but they can defend themselves even though their ability to do so is very limited.

12.1.2 Nomad

Nomads are the original hunter-gatherers living off the land before “civilized” nations introduced a division of labor and began to settle and cultivate. They are a combination of non-military and military units, similar to Settlers in the way they can build cities, but they also have a small Attack Strength, which means that they can also take up arms in an aggressive posture, if necessary.

12.1.3 Sage

A Sage is a non-military unit with limited Health, which means it has a very small ability to defend itself, and with no Attack Strength whatsoever. These philosophers are generated by Temples (the probability increasing with number of temples).

The Sage can be used in 5 ways:

- ❖ If left in a city, it doubles the production of Influence and Knowledge points of that city. It is therefore worth it to leave them especially in larger cities where a “[Philosophy School Improvements for Cities](#)” or “[Academy](#)” improvement is built. It can be left here indefinitely.
- ❖ The Sage can build a “[Philosophy School](#)” improvement in any of the player’s cities without the city size limitation. If the city has lower Loyalty, this action improves it significantly. This action consumes the unit. Simply click on the Sage on the map and a color highlight will show you in which of your cities a school can be built.
- ❖ It can build a “[Philosophy School](#)” improvement in cities of other friendly factions without the city size limitation. This action consumes the unit. The school can be:
 - **politically active** which negatively affects [Loyalty](#) of the city, you practically sow seeds of unrest with your political agitation. This can be quite effective way to secure your border. Lowering Loyalty in foreign cities close to your border, you limit the opponent's ability to build and/or repair units in these cities and thus you lower the probability of a sudden attack

from this side. Such activity however won't be accepted with gratitude, to the contrary it will negatively affect your mutual relations.

- **politically neutral** school increases the Influence and Knowledge production of the city with no strings attached, and as such it helps improve the relations between the countries.
- ❖ It can be sent to a friendly city and used here to share his technological knowledge. This way, players can help each other to gain access to technologies which is already developed by one of them. The action "[Teach technology](#)" serves this purpose and if used, it consumes the Sage. This purely altruistic action improves the mutual relations between the factions.
- ❖ Three Sages are needed to build a [Seer](#).

A Sage cannot be attacked but it can be captured when an enemy units steps on the same tile.

12.2 Military Units

Military units are those whose primary task is to guard cities and defend the country, and to engage in offensive military operations. Individual types are not equally strong; each is suited to different terrain and a different style of battle. For detailed information about their properties, see [Map Item Detail Window](#) and [Map Item Type Window](#) and [Unit Properties](#).

12.2.1 Infantry and Cavalry Units

There are five army groups in the game:

- ❖ Greek
- ❖ Persian
- ❖ Barbarian

Each employs special unit types, differing mainly in the following properties:

- ❖ Terrain affinity, i.e. ability to fight on certain terrain (e.g., Barbarian units perform better in forest whereas Greek-faction units are better on flat terrain).
- ❖ Attack Strength and Health that affect the defense ability of the unit are directly linked to their training (e.g., Greeks are generally stronger, their organized fighting style making them superior to Barbarians).
- ❖ Action Points on different terrain (e.g., Barbarians can move faster through forest and swamp).

Each army group has three types of infantry and three types of cavalry units. They are listed below from basic to advanced to superior types (e.g., Greek Peltasts (basic), Hoplites (advanced) and Phalangites (superior)).

GREEK GROUP

- | | |
|---------------|---------------------|
| ❖ Peltasts | ❖ Prodromoi Cavalry |
| ❖ Hoplites | ❖ Hippeis Cavalry |
| ❖ Phalangites | ❖ Companion Cavalry |

Greek armies consist of relatively well-trained and well-equipped units whose fighting style favors flat open terrain such as plains and grasslands. They are in general less successful on difficult terrains such as forests, jungles, and hills.

PERSIAN GROUP

- ❖ Spearmen
- ❖ Pikemen
- ❖ Kardakes
- ❖ Spearman Cavalry
- ❖ Lancer Cavalry
- ❖ Huvaka Cavalry

The Persian army is relatively weak and slow, but their cavalry is superior to all others'. They fight well on flat terrain, but do not favor one particular type.

BARBARIAN GROUP

- ❖ Warriors
- ❖ Axemen
- ❖ Falcata
- ❖ Warrior Cavalry
- ❖ Axeman Cavalry
- ❖ Falcata Cavalry

Barbarian armies lack the organization and discipline of the standing armies of civilized nations, but they have high mobility on almost all terrains. They perform best in difficult terrain such as forest and hills, whereas they're more vulnerable when fighting on open terrain such as plains and grasslands.

12.2.2 Naval Units

Naval units are the same for all factions, differing only in their capacity to carry cargo and passengers, their mobility, and attack/defense. All naval vessels are able to cross open water.

- ❖ **Boat** – Basic naval units not built to withstand storms on the open sea, and vulnerable if too far from the coast.
- ❖ **Galley** – A warship with enhanced capacity to carry passengers.
- ❖ **Bireme** – A 'crossover' unit between Galley and Trireme.
- ❖ **Trireme** – Superior warship with high mobility and Attack Strength.

Perhaps a side but important note. A mobility penalty applies for every unit onboard. The more units the ship carries, the lower its mobility. See [Unit Properties](#) for more details.

12.2.3 Vehicle Units

There is only one vehicle unit type in the game: the (transport) Wagon. Its higher mobility is useful when transporting foot soldiers over long distances, and keeping units [supplied](#).

Similarly here, a mobility penalty applies for every unit onboard. The more units the wagon carries, the lower its mobility. See [Unit Properties](#) for more details.

12.3 Special units

12.3.1 Hero

Hero is a non-military unit which is thanks to its ability to roam the map suitable for exploring the world and quest hunting.

New Heroes are born in a battle that went better than expected by the odds (can be both an encounter where the unit survives a 'lost' battle or wins a very difficult battle). Such a conduct on the battlefield created a legend and this one man becomes a recognized Hero.

Each army type has its own Hero but they all have the same attributes, their difference is mainly in their appearance.

Attributes

- ❖ **Tile ownership** – a Hero can move freely around the map, even step on tiles occupied by foreign cities, buildings or units however, these tiles will not change owner. He therefore cannot claim any territory in your name.
- ❖ **Attack Strength** – he cannot attack any unit as he has no Attack Strength.
- ❖ **Health** – when attacked, he can defend himself but the only way to repair him when he is damaged, is through [Self-heal](#) action or with [Medics](#) improvement.
- ❖ **Roots/nationality** – his nationality depends on the unit (and its owner) from which he rises. This becomes particularly important when he is promoted to a General, as his roots can affect his [Loyalty](#) to you.
- ❖ **Loyalty and General Morale** – both values are relatively stable and do not change over time. However, when the Hero reaches 100 Experience points which entitles him to be promoted to a General, he becomes more aware of his value to you. If you delay his promotion, his Loyalty and General Morale will decrease quite fast and you risk his desertion.
- ❖ **Experience** – he collects [Experience](#) points with every action he performs. When he reaches 100 Experience points, he earned his right to be promoted to a General (see below).
- ❖ **Lifespan** – he is born with a certain life span. He can either die by natural death, or he can be killed by an enemy.
- ❖ **Visibility** – his banner is always visible as he doesn't pose a threat to any nation.

Use

His free movements make him well suited for quests and treasure hunting. He can travel overseas without the need of regular naval units as he can build his own vessel (“[Build and board a vessel](#)” and “[Disembark a vessel](#)”).

When he stays at home, he increases Local [Happiness](#) on the tile by 40% which can also increase immigration to this city.

Experience

Hero is an adventurer whose purpose is to roam the world and gain [Experience](#) so that one day he can be promoted to a General. He can acquire Experience in several ways:

- ❖ **quests and treasure hunts** - completing special missions is by far the most effective way of gaining Experience
- ❖ **mythical figures** - visiting mythical figures is another very effective way of collecting Experience points, however this works only the first time he encounters the creature. Visiting it several times will no longer bring additional Experience, however, it can bring other benefits depending on [mythical creature](#).
- ❖ **foreign capitals** - visiting royal courts and assemblies of people is a way of learning. The further away the capital city is from his homeland, the more Experience he acquires. Keep in mind though that he is not an assault unit so sending him to enemy territory, you put him in quite a risk. The capital cities that a particular Hero has not yet visited are [highlighted](#) by dark blue on the map.
- ❖ **near battlefronts** – moving close to enemy is a dangerous endeavour but one that can teach him valuable lessons. He will gain Experience when he stands on a tile adjacent to enemy territory or map items. The more dangerous his position is (more enemy units or map items nearby), the higher Experience increase.
- ❖ **idle** - it might not always be a bad thing to do nothing but the Experience increase is minimal.

Becoming a General

Once the Hero reaches 100 Experience points, he has earned his right to be promoted to a General (action "[Promote Hero](#)"). This can be done only in your capital city and afterwards he will have all the attributes of a General. His Experience will be reset to 0 but his General Morale and Loyalty will improve as a result.

Should his appointment to a General not fit your plans, you can delay the ceremony, but beware that his Loyalty will decrease fast and he might desert from your side as he will not feel bound to you anymore.

12.3.2 General

A General is a special unit that should be seen as a leader and his personal elite bodyguard unit, not just a single person.

New generals are born:

- ❖ Through executing the “Hire General” State Decision.
- ❖ By promoting a Hero to the rank of a General.
- ❖ Semi-randomly (depending on Local Happiness, General Morale, Loyalty, and applied city improvements).

There are five types of generals corresponding to the army groups above. They all have the same attributes, they differ only in appearance and title.

Attributes

- ❖ **Tile ownership** – a General cannot take a tile, i.e. he can move within enemy territory but the tiles do not change the owner (similar with Settler).
- ❖ **Attack Strength** – he cannot attack any unit as he has no Attack Strength.
- ❖ **Health** – when attacked, a General can defend himself but the only way to repair him when he is damaged, is through [Self-heal](#) action or with [Medics](#) improvement.
- ❖ **Roots/nationality** – if a General is born out of revolt, his nationality is derived from the tile where he is born (all previous owners of the tile or city are taken into consideration). if he was promoted from a [Hero](#), he takes the nationality of the Hero. If he is hired through a State Decision, he is one of your soldiers (promoted to a higher rank).
- ❖ **Loyalty** – the default value is set as per his nationality. It will automatically increase by a fraction every turn and decrease if he is close to enemy border or within enemy territory. See also [Loyalty](#).
- ❖ **General Morale** – it can be considered to be a power-hunger in the case of Generals and the default value is set to 100%. Any time a General performs an action (“[Provoke uprising](#)” or “[Encourage](#)”), his [General Morale](#) decreases as he becomes more self-confident and power-hungry. The more successful is action is, the more his General Morale decreases. This means that with every actions he performs, his General Morale decreases and so his usability. When he is not used for any action, his General Morale slowly grows.
- ❖ **Experience** – as any other unit, a General collects Experience points with every action he performs. The more experienced he is, the stronger his power, e.g. “[Encourage](#)” action will have greater effect when the General has more [Experience](#). However, the more successful he is, the more power-hungry he becomes.
- ❖ **Power** - the power of a General is dependent on his Experience. This means that actions (“[Provoke uprising](#)” or “[Encourage](#)”) of new Generals with no or small Experience, will be less effective than those of very experienced Generals. This should allow players to use inexperienced Generals more often for quests.
- ❖ **Lifespan** – a General is born with a certain life span. He can either die by natural death, or he can be killed by his own units (“[Kill General](#)” action) or by enemy.
- ❖ **Visibility** – his banner is only visible when he is in his own territory. Once he moves to a foreign territory, his flag disappears and his nationality is hidden even in the [Map item Detail window](#) or [Battle Result Window](#). Attacking any General has its consequences as the owner sees it as an aggressive action. However, leaving any foreign General close to your cities means that he could be building up unrest.

Actions

Generals can be used in several ways. The impact of the actions below grows with Experience, i.e. more experienced Generals make greater impact through these actions than inexperienced ones. Every action the General carries out, increases his Experience points (successful missions more than unsuccessful ones).

- ❖ **General encouragement** – presence of a General automatically increases [General Morale](#) of nearby troops by a fraction. It is worth it to move him along the battle front to keep the fighting spirits of your armies high.
- ❖ **Encourage** - This action increases General Morale of all friendly active mobile military units within 1 tile distance up to 200% (which greatly affects their chances in the following battle(s)). This applies to units allied through confederation and federation, too. See also [General Morale](#) and [Encourage](#).
- ❖ **Provoke Uprising** – a General can provoke rebellions in enemy as well as friendly cities (not in confederation or federation states of which a player is a member!) that lie within 2-tile range from him. This decreases General Morale and Loyalty of the affected cities which in turn increases the chances that they will change sides voluntarily. See also [General Morale](#), [Loyalty](#) and [Encourage](#).

The probability of a successful mission decreases with distance (e.g. if the General stands on an adjacent tile occupied by an enemy city X and there is another city Y in distance 2 tiles, then city X will be more affected than city Y).

Properties of the affected cities are partially revealed through this action (i.e. some information is made visible) which can be well used in planning further military operations.

City improvements “Obedience” and “Civil service” reduce the risk but do not make the city immune!

- ❖ **Joining quests** – a General can freely travel around the map and seek legendary treasures. He can also travel overseas without using naval units as he can build his own vessel (“[Build and board a vessel](#)” and “[Disembark a vessel](#)”).

General Morale and Loyalty

A General gains Experience with every action (more from successful missions, but unsuccessful actions also bring him some points), however, with more Experience he gets power-hungry and his Loyalty and General Morale that tie him to his master, decrease.

When Loyalty and General Morale become too low, he can rebel and

- ❖ establish an independent nation (based on his nationality or previous owners of the tile where he currently stands), in which case nearby cities and units might join him.
- ❖ desert to another state.

The probability of mutiny is further increased by his proximity to enemy border and of course by low Loyalty and General Morale. See also [General Morale](#), [Loyalty](#) and [Experience](#).

Killing a General

When a General becomes too dangerous (i.e. the probability of mutiny is too high), he can be assassinated (“[Kill General](#)” action).

This action can be performed only when there is at least 1 active military unit with sufficient Action points within 1 tile range from the General (a potential assassin). If there are more available units within this range, all will be given the same command which increases the chances of successful mission. By executing the “Kill General” action (successfully or not), Loyalty and General Morale of the assassin(s) decrease (nobody likes to kill his own commander).

The more power-hungry the General is (high Experience, low General Morale and Loyalty), higher the chances that he will persuade the assassins to join him. If the assassination mission fails (i.e. General is not killed), the risk of mutiny from the side of the General and all involved units, tripples!

12.3.3 Hades' Warriors

These warriors are a special group of military unit that doesn't belong to any army group. They serve the god Hades and they can be sent by him to the world of the living through the [Gates to the Underworld](#).

These warriors cannot conquer anything; their primary task is to destroy everything in their path. Their presence negatively affects Local Happiness but beware - they cannot be captured, only killed!

To lower the risk of them appearing within player's territory, a [tribute to Hades](#) can be paid at a particular Gate to Underworld. This is a repetitive payment but it can be stopped at any time. The tribute lowers the chances of the Hades' Warriors coming to the player's lands while at the same time, it allows the paying player to [hire the Warriors](#) into his service directly at the Gate to the Underworld.

Although they are not very powerful, they require no supplies or maintenance and are relatively cheap. They can be well used to weaken the defenders or to ravage lands and infrastructure of the opponent to disturb his economy. If damaged, they cannot be healed.

Note that the appearance of Hades' Warriors and the Gates to Underworld in a game can be disabled in [Game Options](#) (*Game Options* → *Myths and Legends*)

12.4 Building New Units

As explained previously, all units (infantry, cavalry, naval, and vehicle) can be recruited and built only in cities and/or specialized buildings. Details follow.

- ❖ Infantry – All infantry can be built only in cities.
- ❖ Cavalry – All cavalry can be built in Stables, yet basic cavalry units can be also built in cities. This is however more costly and takes longer.
- ❖ Naval – All naval units can be built in Shipyards, but basic naval units (Boats) can be also built in cities. Again, this is more costly and takes longer.
- ❖ Vehicle – Vehicles (Wagons) can be built only in Stables, where there are (trained) horses to pull them.

12.4.1 Specialization

Cities, Stables, and Shipyards can act as “builders” and “servicemen”, but to be able to function as such they have to be specialized.

[Specialization](#) is shown below the name in the Unit Menu. You can use the arrows next to the Specialization field to scroll through the list of unit types. The same information is contained in the tooltip.

Builders and servicemen

Cities can be specialized in building several different unit types; by changing specialization you add the new unit type to the list of those that can be built in that particular city. Such a city can also service inferior units of the same faction than just those in which it is specialized.

For example, the city of Athens is specialized in building Settler units. By changing its specialization to Hoplites (advanced unit of Greek faction), you'll be able to build both Settlers and Hoplites there. Yet Peltasts (basic unit of Greek faction) can be healed, upgraded, and improved here (but not built!).

Conversely, Stables and Shipyards can be specialized in building only one unit type at a time. When you change its specialization, the previous one will be replaced (not added!). Even so, the serviceman function described above works the same. You can repair/heal, upgrade, and improve such unit types that are inferior to the one in which the builder is specialized (e.g. Shipyard with specialization for Triremes (superior naval unit) can also service, upgrade, and improve Boats (basic) and Biremes (advanced) units.

Units of different army groups

By default only units of your [army group](#) can be built in your empire, however, you can learn to build units of other factions by conquest and political alliances. If you conquer a city specialized in building a unit of a foreign faction, the city will retain the specialization and you can continue to build these units in this and all other cities provided that you can already build units of this level. That is, if you don't yet have the technology, the specialization will "downgrade" to a lower level within this foreign faction.

For example, you're playing Odrysian Kingdom, and so far you can only use Warriors (basic unit of Barbarian group). If you conquer a Greek city specialized in building Hoplites (advanced unit of Greek group), the specialization of that city will downgrade to Peltasts (basic unit of Greek group) as you don't have yet developed technology allowing you to build advanced unit types.

On the other hand, if you join forces in a [Federation](#) with another nation or [annex](#) a nation that has army units of a different faction, the knowledge of building these foreign units will be shared with you, and so you'll be able to use this specialization throughout your empire.

This knowledge is permanent, meaning that even if you lose the city able to build foreign faction units, you'll never lose the ability to build them in other cities.

The ability to build units of other factions can be especially useful if you're expanding into regions where these units have superior fighting strength (e.g., it's better to use local Barbarian units to conquer hilly and forested regions, as they're better suited to fighting in these difficult terrains).

Not all unit types are available from the beginning of the game; some will only become available later when your nation reaches the required technological level.

Every military unit receives an automatically generated name. This function can be disabled in [Game Settings](#) (*Main Menu*→ *Game Settings*→ *Player Settings*→ *Automatic unit naming*). You can rename the units yourself by clicking on the name in the Unit Menu.

12.4.2 Unit Recruitment and Turn Costs

Recruitment costs are resources needed to build a new unit, and of course vary depending on the type of unit. Turn costs are resources that a unit consumes every turn for upkeep (i.e., maintenance). When you have insufficient resources to cover turn costs, certain units will not be able to carry out your commands, and their General Morale will drop, which in turn increases the probability that it deserts or disbands.

12.4.3 Upgrading Units

Basic and advanced units can be upgraded to superior units *within their own army group*. Units can be upgraded in any city or building specialized to build a more advanced unit type. A basic unit can be upgraded directly to a superior type, but it will be more costly.

For example, Peltasts (basic unit of Greek faction) can be upgraded in the city of Athens which has a specialization to build Phalangites (superior unit of Greek faction). You can upgrade the Peltasts to Hoplites (advanced unit) or even to a Phalangites (superior) here.

12.5 Moving Units

All units have the ability to move around the map and execute actions using their Action Points.



Action Points – This icon indicates the allotment of Action Points available to every unit for the current turn. Its current total is shown in the Unit Menu. Action Points are used in almost all actions.

It probably goes without saying that infantry, cavalry, and vehicle units can only move on land, and naval units only on open water. Infantry, cavalry, and vehicles – ground units – need to board a naval unit to cross the sea. Ground units can move over “bare” land, but their mobility is increased on roads (see [Unit Properties](#) and [Roads](#)). Crossing a river at any point is rather slow, but using bridges is faster (see [Terrain Features](#)).

You can move freely on your own tiles, but you can enter tiles that belong to another nation only under certain conditions:

- ❖ War – you can conquer enemy tiles and by this attach them to your empire.
- ❖ Treaty – you can move into tiles of another nation if there is a “[Peaceful passage](#)” (for non-military units only) or “[Open borders](#)” treaty (for all units) agreed between you.

Movement on foreign territory is slow; you can use roads but they won’t increase the mobility of your units. (Being unfamiliar with the terrain and weather, as well as on heightened lookout for ambushes from bandits and so on, a party would be slowed, sending scouts ahead, etc., let alone in territory without roads with downright hostile inhabitants.)



To move a unit you need to first select it and then command it to [move](#) by pressing the action button or by using the default action, while you mark a location on the map where it should go. You can send it farther than its Action Points allow in the current turn; the yellow-brown arrow line and small numbers indicate how many turns will it take to reach the intended destination. The unit will move automatically at the end of every turn until it reaches the selected location, except for the last (reaching the final position) when it moves at the beginning of the turn. In case you change your mind, you can [cancel the move](#) and order a new one.

If you choose a destination where the unit cannot go, this will be indicated by a red cursor, and the tooltip information will clarify the reason (e.g., ground unit cannot walk on water).

Units' movement ability can be increased with several Improvements (e.g., [Pathfinder](#), [Mountaineer](#), etc.).

12.6 Repairing and Healing Units

Damaged or injured units can be repaired or healed in cities and/or buildings, so-called "servicemen", that have a specialization for this type of unit. Quick information where these are located can be obtained in the [Strategic Overview](#) [F4]. Simply select the unit type in the tabs on the left, and the icons on the map will show not only your units but also their builders and servicemen, or use the list and see all these information presented in as a list.

Another way to quickly find the nearest serviceman is to select the damaged or injured unit and then hover over a city or building; the tooltip shows where the unit can be repaired or healed.

All mobile units have an **Auto-heal** ability that counts on the unit's own restorative functions and intrinsic medics, carpenters, et al. Damaged units recover 3-5% of their *current* Attack Strength and Health every turn, which makes the process of regaining full strength free but very lengthy. The Auto-heal is 2x faster when the unit is inside in its "builder" (City, Shipyard or Stable).

There are other options how a unit can regain strength when damaged or injured: [Self-heal](#), [Recover](#) and [Heal inside](#) actions.

Self-healing can be imagined as the basic medical care soldiers got in military camps; the time required to restore their full strength would be directly linked to the severity of their injuries, but note that although this action is also free, the unit is immobilized during the process, and both these actions drastically reduce the ability of the unit to defend itself if attacked (-50% and -60% Defense Penalty). The unit regains 10% of its *current* Attack Strength and Health per turn, so any serious injuries will heal for a long time.

Recovering can be imagined as replenishing the ranks with new recruits or conscripts. This means Recover can be only executed when a unit is close to a city from which the new recruits can be drawn. This way you can get men and their basic equipment and armaments, but no proper training; thus, the unit recovers its strength, but its Experience points are reduced. Note that its Loyalty and Morale may be affected if the cities from which the replacements are drawn have low Loyalty and/or General Morale. This action requires resources to attract men to join the army. The unit regains 20% of its *default* Attack Strength and Health per turn.

On the other hand, the **Heal inside** action [X] can be executed only when a unit is moved into a city with the correct specialization (where, as you can imagine, exist a recruitment and training center, storage with armaments and equipment, etc.). Using the Heal action restores the full strength of the unit much faster and in fact costs less.

Generally, the more injured or damaged the unit is, the better off it will be if it sent to the nearest city to Heal inside. Naturally there could be situations when this isn't possible, which would be the right time to use Recover and Self-healing.

The "[Medics](#)" improvement is an option that enables a unit to recover its strength automatically over several turns without any additional costs. It increases Attack Strength and Health by 25% of its current strength every turn. It can be either trained as an improvement or it can be temporarily received in the healing temple [Asklepeion](#) or by visiting [Naiads](#) (if Myths & Legends feature is enabled in the game).

Units can be also healed without incurring further costs in cities with "[Hospital](#)" improvement.

12.7 Units inside containers

Mobile units can enter so called containers - cities, buildings or naval or vehicle units, either to be transported, repaired or improved or for protection. New units are also recruited inside cities or buildings.

Entering buildings (Shipyard, Stable, Blacksmith, Fort, Defensive Wall, Patrol Tower and Asklepeion)

Unit can enter these facilities if they are fully functional, damaged or when they are busy working on another unit. However, they cannot enter them if the buildings are in need of Emergency Aid, when they are under construction themselves (being built, repaired or improved) or when they are not serviceable (often due to lack of resources).

Leaving the container is possible in all of the above mentioned situations.

Entering cities

Units can enter a city if it is fully functional, working on an improvement or repairs and also if it is not serviceable, however, if the city is in need of an Emergency Aid – no unit can enter.

Leaving the city is possible in all of these situations.

Entering naval or vehicle units (Boat, Galley, Bireme, Trireme, Wagon)

Mobile units can enter these containers if they are fully functional and also if they are damaged. It is not possible to use the container if it is being improved or repaired or if it is not serviceable. Same rules apply for leaving the container.

It is important to note that the higher mobility of naval and vehicle units is lowered when they transport other units inside. There is a mobility penalty for every unit onboard. See [Unit Properties](#) for more details.

12.8 Unit Properties

Every unit type has different properties in terms of Attack Strength, Health, Action Points, and Terrain Bonuses; see the following table:

All these properties and bonuses are represented by the following icons:

		4		4		4				
Desert		-20%		-10%		2		1.5		1
Forest		-30%		-20%		2		1.5		1
Grass		+20%		+30%		1		0.75		0.5
Hill		-20%		+30%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		+40%		+40%		1		0.75		0.5
Scrub		-10%		--		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-20%		-20%		4		3		2
Woodlands		-20%		-10%		2		1.5		1



Attack Strength – The attack power of the unit.



Health – The condition of the unit affecting its defense ability.



Action Points – How mobile the unit is on different terrains.



Movement Bonus on Dirt Road – Action Points needed to move over a particular terrain where a dirt road is available.



Movement Bonus on Surfaced Road – Action Points needed to move over a particular terrain where a surfaced road is available.

For example, Hoplites unit has by default 4 Action Points per turn. It needs 2 full Action Points to cross a tile with desert terrain, 1.5 if there is a dirt road, and 1 if there is surfaced road.



Capacity – How many units can be held inside

12.8.1 Non-Military Units

Settler

❤️ 1 ⚡ 4

Desert		n/a	❤️	+10%	⚡	2		1.5		1
Forest		n/a	❤️	+10%	⚡	2		1.5		1
Grass		n/a	❤️	--	⚡	1		0.75		0.5
Hill		n/a	❤️	+60%	⚡	2		1.5		1
Mountain		n/a	❤️	+50%	⚡	n/a		2		1
Plains		n/a	❤️	--	⚡	1		0.75		0.5
Scrub		n/a	❤️	--	⚡	2		1.5		1
Sea		n/a	❤️	n/a	⚡	n/a		n/a		n/a
Swamp		n/a	❤️	-20%	⚡	2		1.5		1
Woodlands		n/a	❤️	+20%	⚡	2		1.5		1

Nomad

🗡️ 2 ❤️ 2 ⚡ 4

Desert		-10%	❤️	+10%	⚡	2		1.5		1
Forest		+20%	❤️	+10%	⚡	2		1.5		1
Grass		--	❤️	--	⚡	1		0.75		0.5
Hill		+40%	❤️	+60%	⚡	2		1.5		1
Mountain		+30%	❤️	+50%	⚡	n/a		2		1
Plains		--	❤️	--	⚡	1		0.75		0.5
Scrub		+10%	❤️	--	⚡	2		1.5		1
Sea		n/a	❤️	n/a	⚡	n/a		n/a		n/a
Swamp		-40%	❤️	-20%	⚡	2		1.5		1
Woodlands		+30%	❤️	+20%	⚡	2		1.5		1

Sage

❤️ 1 ⚡ 4

Desert		n/a	❤️	+10%	⚡	2		1.5		1
Forest		n/a	❤️	+10%	⚡	2		1.5		1
Grass		n/a	❤️	--	⚡	1		0.75		0.5
Hill		n/a	❤️	+60%	⚡	2		1.5		1
Mountain		n/a	❤️	+50%	⚡	n/a		2		1
Plains		n/a	❤️	--	⚡	1		0.75		0.5
Scrub		n/a	❤️	--	⚡	2		1.5		1
Sea		n/a	❤️	n/a	⚡	n/a		n/a		n/a
Swamp		n/a	❤️	-20%	⚡	2		1.5		1
Woodlands		n/a	❤️	+20%	⚡	2		1.5		1

12.8.2 Greek Faction Units

Peltasts

		3		3		4				
Desert		-30%		-20%		2		1.5		1
Forest		-40%		-30%		2		1.5		1
Grass		--		+20%		1		0.75		0.5
Hill		-40%		+20%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		+20%		+20%		1		0.75		0.5
Scrub		-20%		-10%		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-30%		-30%		4		3		2
Woodlands		-30%		-20%		2		1.5		1




Hoplites

		4		4		4				
Desert		-20%		-10%		2		1.5		1
Forest		-30%		-20%		2		1.5		1
Grass		+20%		+30%		1		0.75		0.5
Hill		-20%		+30%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		+40%		+40%		1		0.75		0.5
Scrub		-10%		--		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-20%		-20%		4		3		2
Woodlands		-20%		-10%		2		1.5		1

Phalangites




		5		4		4				
Desert		-10%		-10%		2		1.5		1
Forest		-30%		-10%		2		1.5		1
Grass		+20%		+40%		1		0.75		0.5
Hill		-20%		+40%		1.5		1.25		1
Mountain		-10%		+20%		n/a		2		1
Plains		+40%		+40%		1		0.75		0.5
Scrub		-10%		--		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-10%		-10%		4		3		2
Woodlands		-10%		--		2		1.5		1

Prodromoi Cavalry

 2  2  12




Desert		-30%		-20%		2		1.5		1
Forest		-40%		-30%		3		2.25		1.5
Grass		--		+20%		1		0.75		0.5
Hill		-40%		+20%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		+20%		+20%		1		0.75		0.5
Scrub		-20%		-10%		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-30%		-30%		6		4		3
Woodlands		-30%		-20%		2.5		2		1.5

Hippeis Cavalry

 3  3  12

Desert		-20%		-10%		2		1.5		1
Forest		-30%		-20%		3		2.25		1.5
Grass		+20%		+30%		1		0.75		0.5
Hill		-20%		+30%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		+40%		+40%		1		0.75		0.5
Scrub		-10%		--		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-20%		-20%		6		4		3
Woodlands		-20%		-10%		2.5		2		1.5

Companion Cavalry

 3  3  12

Desert		-10%		-10%		2		1.5		1
Forest		-30%		-10%		3		2.25		1.5
Grass		+20%		+40%		1		0.75		0.5
Hill		-20%		+40%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		+40%		+40%		1		0.75		0.5
Scrub		-10%		--		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-10%		-10%		6		4		3
Woodlands		-10%		--		2		1.5		1

12.8.3 Persian Faction Units

Spearmen

		3		3		4				
Desert		--		+10%		2		1.5		1
Forest		-30%		--		2		1.5		1
Grass		--		+20%		1		0.75		0.5
Hill		-10%		+10%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		--		--		1		0.75		0.5
Scrub		+20%		+20%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-30%		-20%		2		1.5		1
Woodlands		--		+10%		2		1.5		1

Pikemen

		4		3		4				
Desert		+10%		+10%		2		1.5		1
Forest		-20%		+10%		2		1.5		1
Grass		+10%		+30%		1		0.75		0.5
Hill		--		+20%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		+10%		+10%		1		0.75		0.5
Scrub		+20%		+30%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-20%		-10%		2		1.5		1
Woodlands		+10%		+20%		2		1.5		1

Kardakes




		4		4		4				
Desert		+10%		+10%		2		1.5		1
Forest		-10%		+10%		1.5		1.25		1
Grass		+20%		+40%		1		0.75		0.5
Hill		--		+30%		1.5		1.25		1
Mountain		-10%		+20%		n/a		2		1
Plains		+10%		+10%		1		0.75		0.5
Scrub		+30%		+30%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-10%		-10%		2		1.5		1
Woodlands		+20%		+30%		2		1.5		1

Spearman Cavalry

 2  2  14




Desert		--		+10%		2		1.5		1
Forest		-30%		--		3.5		2.5		1.5
Grass		--		+20%		1		0.75		0.5
Hill		-10%		+10%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		--		--		1		0.75		0.5
Scrub		+20%		+20%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-30%		-20%		7		4.5		3.5
Woodlands		--		+10%		1.5		1.25		1

Lancer Cavalry

 3  3  14

Desert		+10%		+10%		2		1.5		1
Forest		-20%		+10%		3.5		2.5		1.5
Grass		+10%		+30%		1		0.75		0.5
Hill		--		+20%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		+10%		+10%		1		0.75		0.5
Scrub		+20%		+30%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-20%		-10%		7		4.5		3.5
Woodlands		+10%		+20%		1.5		1.25		1

Huvaka Cavalry

 4  3  14

Desert		+10%		+10%		2		1.5		1
Forest		-10%		+10%		3.5		2.5		1.5
Grass		+20%		+40%		1		0.75		0.5
Hill		--		+30%		3		2.25		1.5
Mountain		-10%		+20%		n/a		2		1
Plains		+10%		+10%		1		0.75		0.5
Scrub		+30%		+30%		1		0.75		0.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		-10%		-10%		7		4.5		3.5
Woodlands		+20%		+30%		1.5		1.25		1

12.8.4 Barbarian Faction Units

Warriors

		3		3		6				
Desert		-30%		-20%		3		2.25		1.5
Forest		+10%		+20%		1.5		1.25		1
Grass		-30%		-20%		1		0.75		0.5
Hill		+20%		+40%		3		2.25		1.5
Mountain		+20%		+20%		n/a		2		1
Plains		-30%		-20%		1		0.75		0.5
Scrub		-20%		-20%		2.5		2		1.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+10%		+10%		3		2.25		1.5
Woodlands		+30%		+30%		1.5		1.25		1




Axemen

		3		3		6				
Desert		-30%		-20%		3		2.25		1.5
Forest		+30%		+30%		2		1.5		1
Grass		-20%		-10%		1		0.75		0.5
Hill		+40%		+50%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		-20%		-10%		1		0.75		0.5
Scrub		-10%		-10%		2.5		2		1.5
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+20%		+20%		3		2.25		1.5
Woodlands		+40%		+40%		1		0.75		0.5

Falcata




		4		4		6				
Desert		-20%		-10%		3		2.25		1.5
Forest		+30%		+40%		2		1.5		1
Grass		-20%		--		1		0.75		0.5
Hill		+40%		+60%		2		1.5		1
Mountain		-10%		+20%		n/a		2		1
Plains		-20%		--		1		0.75		0.5
Scrub		-10%		-10%		2		1.5		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+20%		+20%		3		2.25		1.5
Woodlands		+50%		+50%		1		0.75		0.5

Warrior Cavalry

 2  2  14




Desert		-30%		-20%		3		2.25		1.5
Forest		+10%		+20%		2.5		2		1.5
Grass		-30%		-20%		1		0.75		0.5
Hill		+20%		+40%		2.5		2		1.5
Mountain		+30%		+50%		n/a		2		1
Plains		-30%		-20%		1		0.75		0.5
Scrub		-20%		-20%		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+10%		+10%		4		3		2
Woodlands		+30%		+30%		1.5		1.25		1

Axeman cavalry

 2  2  14

Desert		-30%		-20%		3		2.25		1.5
Forest		+30%		+30%		2.5		2		1.5
Grass		-20%		-10%		1		0.75		0.5
Hill		+40%		+50%		2.5		2		1.5
Mountain		+30%		+50%		n/a		2		1
Plains		-20%		-10%		1		0.75		0.5
Scrub		-10%		-10%		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+20%		+20%		4		3		2
Woodlands		+40%		+40%		1.5		1.25		1

Falcata Cavalry

 3  3  14

Desert		-20%		-10%		3		2.25		1.5
Forest		+30%		+40%		2		1.5		1
Grass		-20%		--		1		0.75		0.5
Hill		+40%		+60%		2		1.5		1
Mountain		+30%		+50%		n/a		2		1
Plains		-20%		--		1		0.75		0.5
Scrub		-10%		-10%		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		+20%		+20%		4		3		2
Woodlands		+50%		+50%		1.5		1.25		1

12.8.5 Naval Units

Boat

		1		1		4		1		
Desert		n/a		n/a		n/a		n/a		n/a
Forest		n/a		n/a		n/a		n/a		n/a
Grass		n/a		n/a		n/a		n/a		n/a
Hill		n/a		n/a		n/a		n/a		n/a
Mountain		n/a		n/a		n/a		n/a		n/a
Plains		n/a		n/a		n/a		n/a		n/a
Scrub		n/a		n/a		n/a		n/a		n/a
Sea		--		--		1		n/a		n/a
Swamp		n/a		n/a		n/a		n/a		n/a
Woodlands		n/a		n/a		n/a		n/a		n/a

Galley

		2		2		7		2		
Desert		n/a		n/a		n/a		n/a		n/a
Forest		n/a		n/a		n/a		n/a		n/a
Grass		n/a		n/a		n/a		n/a		n/a
Hill		n/a		n/a		n/a		n/a		n/a
Mountain		n/a		n/a		n/a		n/a		n/a
Plains		n/a		n/a		n/a		n/a		n/a
Scrub		n/a		n/a		n/a		n/a		n/a
Sea		--		--		1		n/a		n/a
Swamp		n/a		n/a		n/a		n/a		n/a
Woodlands		n/a		n/a		n/a		n/a		n/a

Bireme

		3		3		8		1		
Desert		n/a		n/a		n/a		n/a		n/a
Forest		n/a		n/a		n/a		n/a		n/a
Grass		n/a		n/a		n/a		n/a		n/a
Hill		n/a		n/a		n/a		n/a		n/a
Mountain		n/a		n/a		n/a		n/a		n/a
Plains		n/a		n/a		n/a		n/a		n/a
Scrub		n/a		n/a		n/a		n/a		n/a
Sea		--		--		1		n/a		n/a
Swamp		n/a		n/a		n/a		n/a		n/a
Woodlands		n/a		n/a		n/a		n/a		n/a

Trireme

		5		3		9		1		
Desert		n/a		n/a		n/a		n/a		n/a
Forest		n/a		n/a		n/a		n/a		n/a
Grass		n/a		n/a		n/a		n/a		n/a
Hill		n/a		n/a		n/a		n/a		n/a
Mountain		n/a		n/a		n/a		n/a		n/a
Plains		n/a		n/a		n/a		n/a		n/a
Scrub		n/a		n/a		n/a		n/a		n/a
Sea		--		--		1		n/a		n/a
Swamp		n/a		n/a		n/a		n/a		n/a
Woodlands		n/a		n/a		n/a		n/a		n/a

12.8.6 Vehicle Unit

Wagon

<div> 1  16  2</div>										
Desert		n/a		--		2		1.5		1
Forest		n/a		-10%		3		2.25		1.5
Grass		n/a		+30%		1		0.75		0.5
Hill		n/a		+40%		3		2.25		1.5
Mountain		n/a		+20%		n/a		2		1
Plains		n/a		+30%		1		0.75		0.5
Scrub		n/a		--		1.5		1.25		1
Sea		n/a		n/a		n/a		n/a		n/a
Swamp		n/a		-30%		6		4		3
Woodlands		n/a		--		2.5		2		1.5

12.8.7 Special Units

Hero / General

♥ 1 ⚡ 12

Desert		n/a	♥ -10%	⚡	2		1.5		1
Forest		n/a	♥ -40%	⚡	3		2.25		1.5
Grass		n/a	♥ +40%	⚡	1		0.75		0.5
Hill		n/a	♥ --	⚡	3		2.25		1.5
Mountain		n/a	♥ +20%	⚡	n/a		2		1
Plains		n/a	♥ +40%	⚡	1		0.75		0.5
Scrub		n/a	♥ --	⚡	2		1.5		1
Sea		n/a	♥ n/a	⚡	n/a		n/a		n/a
Swamp		n/a	♥ -40%	⚡	3		2.25		1.5
Woodlands		n/a	♥ -30%	⚡	2.5		2		1.5

Hades' Warriors

⚔ 2 ♥ 2 ⚡ 6

Desert		-20%	♥ -10%	⚡	2		1.5		1
Forest		+30%	♥ +40%	⚡	2		1.5		1
Grass		-20%	♥ --	⚡	1		0.75		0.5
Hill		+40%	♥ +60%	⚡	2		1.5		1
Mountain		-10%	♥ +20%	⚡	n/a		2		1
Plains		-20%	♥ --	⚡	1		0.75		0.5
Scrub		+10%	♥ +10%	⚡	2		1.5		1
Sea		n/a	♥ n/a	⚡	n/a		n/a		n/a
Swamp		+20%	♥ +20%	⚡	2		1.5		1
Woodlands		+50%	♥ +50%	⚡	1		0.75		0.5

13. ACTIONS

All map items can execute a number of actions, but of course not all map items can carry out the same actions (e.g., Settlers cannot attack as they have no Attack Strength). Some actions are active only when they can be carried out (e.g., Repair becomes active only when a city, building, or resource is damaged). If an action isn't executable at a given time, the reason is shown in the tooltip (e.g., lack of resources).

13.1 Build [B]



This action is available for “builders” only (Cities, Stables, Shipyards); it orders a new unit to be built. The type of new unit is determined by the specialization of the builder, and the cost and number of turns needed is shown in the selector and tooltip.

13.2 Change Specialization [N]



This action opens a [Specialization](#) window with a list of available Specializations. Clicking on one adds it to the Specialization of the builder in case of a city, or the selected unit type will *replace* the previous Specialization in case of a Stable or Shipyard. The cost and number of turns needed for the change is shown in the selector.

13.3 Build Improvement [Ctrl+V]



This improvement is available for cities and buildings. The button opens an Improvement window with a list of available [improvements](#). The list is not exhaustive; more improvements will become available later as you progress through the game. The function, cost, and number of turns needed to build the improvement is for every improvement listed in the window.

13.4 Repair [Ctrl+X]



It is available only for a city, building, or resource mine when damaged. The repair costs and number of turns needed are shown in the tooltip.

13.5 Emergency Aid [Z]



This action is available only for a city, building, or resource mine when it's severely damaged and its most important infrastructure needs to be saved before regular repair works can begin. The cost and number of turns needed is shown in the tooltip. Leaving a city, building or resource mine in this state without remedy negatively impacts [General Morale](#); people start [emigrating](#) (applies to cities); and [resource](#) yields are degraded (applies to mines and cities).

13.6 Move Unit [G]



It commands a selected unit to move to a new position, see also [Unit Movement](#).

13.7 Cancel Move [Q]



This action cancels a previous Move unit or Build Route order given to this unit so it can carry out another action. This is useful when a situation suddenly changes and you need the unit for another action, or you accidentally give a wrong order.

13.8 Sell Unit [L]



This action allows you to sell a unit or building. This is only possible if the unit or building is at full strength (not damaged). The number of turns needed and the amount of resources you'll receive is shown in the tooltip. Should it happen that the unit or building is damaged during the time it is being sold, you can lose some or even all of the resources you would gain. The unit or building will be inactive until it's sold – i.e., it ceases production. Selling a unit or building might be useful when you do not need it, its transport would be too expensive, or when you're experiencing a lack of resources and you need to cut maintenance (turn) costs.

13.9 Destroy Unit



This desperate action allows you to remove a unit or building. The action takes one turn, and you receive a small amount of resources back; destruction naturally gives you fewer resources than selling the map item. This action might be useful when you urgently need additional resources and cannot get them any other way. The advantage is that you can destroy units and buildings that are damaged when you can't afford to repair them. However, constructing a new unit or building is usually more expensive than repairing an existing one, so use it carefully.

13.10 Skip Turn [E]



It puts a unit on standby this turn, meaning that the unit stays active (waiting for an order), but you do not want to give it an order in this turn. If you use the “[Switch to Next Unit](#)” button [**Spacebar**] in the Unit Menu, a unit given Skip command, will be removed from the loop of active units until next turn. The same applies for using the “[Next Idle City](#)” button. If you change your mind you can manually select it again to give it a command.

13.11 Sleep [Ctrl+E]



This action allows you to keep a unit on standby indefinitely, meaning that the unit stays active (waiting for an order), but you do not have any orders for it in the foreseeable future. If you use the “[Switch to Next Unit](#)” button [**Spacebar**] in the Unit Menu, a unit given Skip command, will be removed from the loop of active units until you manually select it again or until an enemy unit appears within line of sight. You can manually select it again to give it a command in the same turn if you change your mind.

13.12 Build Field/Farm [I]



A Settler (only) can cultivate the land on which it stands. Two stages of agricultural development are available: [Field](#) and [Farm](#) (Farm is an upgrade of a Field). They can be built only on certain terrains and they increase food production from the tile. The same button is used for building both.

13.13 Build Dirt/Surfaced Road [R]



This action is available only for Settlers, and it orders the unit to build a [road](#) on the tile where it stands. A Surfaced Road is an upgrade of a Dirt Road, and the latter must be built first, though the same button is used to build both.

13.14 Build Route [Ctrl+R]



This action allows Settlers to build a road over several tiles, e.g., from a city to a mine or vice-versa. You need to select a location to which the route should be built, and the arrow line and numerals show the number of turns needed to complete it. A dirt road will be built if you cannot yet build surfaced roads (you don't have the necessary technology/invention). To upgrade a dirt road, another Build Route command will be required when you discover the relevant technology. However, if you already know it, you can build a surfaced route in a single "step", but you'll still use as many resources as if you build it in dirt and then surfaced it in two steps. This action is useful when you do not want to give the Build Road order for every tile.

13.15 Destroy Road



This action allows you to destroy an existing road on a tile. This might be useful when you need to stop or slow down an invading army – or pillage his lands. By destroying road small amount of resources will be returned to you.

13.16 Build Bridge



Settlers can build a bridge over a river. In general, units need extra time to cross a river (some cannot cross at all without one), so a bridge will reduce the time needed to cross. A bridge is also required to build a road connecting both sides of a river which is needed for example when connecting mines with cities and blacksmiths.

13.17 Destroy Bridge



This action allows you to dismantle a bridge. Any mobile military unit with the exception of a Wagon and General can do it. Useful when you want to slow down an invading army.

13.18 Repair Bridge



Settlers (only) can repair a damaged bridge.

13.19 Build Town [M]



This action allows you to lay foundations for a new city. Non-military and military ground units can [build a town](#), but the building costs and number of turns needed differ depending on the unit type. The performing unit will be removed from the map, and a town will appear in its place.

13.20 Attack Unit [T]



Available only to units with an Attack Strength, this action allows you to launch an [assault on an enemy](#) map item or unit.

13.21 Fortify [F]



This action orders a unit to build an entrenchment around itself. It increases the defense ability of the unit by 40% and it can be further increased by some improvements (e.g. “[Security](#)”). Note that this is only a temporary structure that will be torn down as soon as the unit moves again. A unit must have full Action Points to Fortify.

13.22 Upgrade Unit [Y]




Upgrading units to more advanced types will be necessary to keep up in the arms race. You can upgrade units in appropriate [builders and servicemen](#). Resources and turns needed are shown in the tooltip.

13.23 Load Unit [H]



This action permits moving a unit inside a so-called container (cities, buildings, naval and vehicle units that have a capacity to transport or shelter other units). It's used to transport ground units over long distances or overseas, or to strengthen defenses of a city or building; it also lets boats move into port. Units inside containers aren't included in a loop of active units; they must be manually selected. In order not to forget

them, it's represented by this shield  above the container.

It is important to note that the higher mobility of naval and vehicle units is lowered when they transport other units inside. There is a mobility penalty for every unit onboard. See [Unit Properties](#) for more details.

13.24 Unload Unit [U]



This action allows the removal of a unit from a container to position it back on the map. Note that units cannot load and unload in the same turn!

13.25 Unload All [Ctrl+U]



Unloading all units at once prevents having to do it one-by-one. However, only those that have enough Action Points left may do so (e.g., see above re: loading/unloading in the same turn).

13.26 Unload and Attack [Ctrl+T]



This action allows you launch an attack with units inside a container. Usually a unit uses all its Action Points to leave the container, and has to wait another turn to be able to launch an attack; with this action you spring a surprise attack. However, although this applies to units held in cities and ships, those in wagons may not launch surprise attacks in this manner. Further, if the attacking unit is aboard a ship, the Attack Strength of the attacking unit will be decreased: -50% if inside a Boat; -40% if in a Bireme/Trireme; -30% in a Galley. If the unit has the “[Amphibious](#)” improvement there is a +30% increase in the Attack Strength, thus at least partially offsetting the negative impact of the container.

13.27 Train [V]



Improvements are granted through training in builders or servicemen; you’ll find the list of available [improvements](#) when clicking on the action.. Units built in cities can be trained in any city regardless of its specialization, likewise for those built in Stables and Shipyards.

13.28 Piracy/Raid



This action allows you to use military units as [bandits](#). They will attack all active enemy trade routes that pass within their action range, and loot their goods. The unit does not risk any harm when raiding, but it uses all its Action Points through this action. If attacked, it received a 50% defense penalty, so it will be vulnerable to any unexpected attack. The action itself will be executed after the end of the current turn.

13.29 Cancel Raid



This action cancels the Raid command. The unit receives all its Action Points back and can be given another order.

13.30 Pillage



This action allows you to order one of your military units to plunder your city, building, or resource mine. You will receive number of resources from the action, but the pillaged object will sustain damage that will need to be repaired. Small cities can be even destroyed completely. Perhaps needless to say, [General Morale](#) of the affected city and the [Happiness](#) of its people will plummet. If you plunder a city that you just conquered, the attitude towards you is already very low. However, if you plunder a city that’s been yours for a

long time, people will hate you for it. This action should be used as a last resort during an acute lack of resources, or if you decide to use the scorched-earth policy in the face of an invading army.

13.31 Heal Inside [X]



An injured or damaged unit can be fixed by builders or servicemen only if it is inside the city or building with the correct Specialization. This action restores the unit's strength within few turns. See also [Repairing and Healing Units](#) section.

13.32 Self-Heal



A damaged unit can partially heal itself without the need to move into a builder or serviceman. The unit regains 10% of its *current* Attack Strength and Health each turn. It costs no resources, but the unit will use all its Action Points, and a defense penalty of 50% will apply in event the unit is attacked. The action can be used every turn, eventually leading to full recovery, but it will be a long process and the unit will be very vulnerable during this time. See also [Repairing and Healing Units](#) section.

13.33 Recover



This action allows a damaged unit to [regain](#) 20% of its *default* Attack Strength and Health without the need to send the unit to a builder or serviceman. However, this is only possible if the unit is within 3 tiles of one of these buildings (belonging to you or an ally). Similar to Self-Heal, the unit uses all its Action Points by this action, yet a defense penalty of 60% applies if it's attacked. The total amount of resources needed is 30-50% higher, and the recovery process is longer than by using the Heal action. Recover is useful when no builder or serviceman is close enough and you need to keep your units on the front. Note that Loyalty and General Morale if the damaged unit may be affected if the cities from which the replacements are drawn have low Loyalty and/or General Morale. It also partially losses its Experience as new conscripts are used to replenish the ranks.

13.34 Chop Wood



Settlers and Nomads can clear forested areas (forests, woodlands) to increase your reserves of Wood. The forest will be completely destroyed and no Wood will be produced from the tile anymore. Woodlands will be transformed into plains and forests into swamps.

13.35 Drain Terrain



Settlers (only) can drain wetlands such as forests and swamp. By doing so the original terrain will be transformed – forests become woodlands and swamps become grasslands.

13.36 Influence city



This action allows you to apply your political influence in foreign cities without involving the military. By spreading your influence you support rebellious moods and increase the chances that the city starts revolting against its owner, or it may even voluntarily become part of your empire. Click on the city in which you want to increase your influence and then click on this action button. You can use this action repeatedly on one or any number of cities in one turn as long as you have sufficient resources. Influencing enemy cities is more "expensive" than neutral ones. Note that you cannot apply influence on cities of your federation or confederation members. See more in [Influencing cities](#) section.

13.37 Influence tile/unit



This action allows you to apply influence on foreign or unowned tiles and so adjoin more land to your country. If there is a foreign unit on the influenced tile, it is also affected. This action can be executed only by military unit standing on adjacent tile. Influence and Gold is needed. For more information see more in [Influencing tiles/units](#) section.

13.38 Dig Treasure



An Action available to [Generals](#) and [Heroes](#) only, allowing them to collect a treasure hidden in the ground. When collected, it is marked as an improvement in the Unit Menu. The Dig action destroys any land improvement on that tile, such as Field or Farm. It is not possible to use this action on tiles where a mythical creature is located and also on tiles occupied by cities or buildings. However, new city, building, Farm or Field can be built on a disturbed ground.

13.39 Take Artifact



An action available to a [Generals](#) and [Heroes](#) only, allowing them to collect a treasure. When collected, it is marked as an improvement in the Unit Menu.

13.40 Promote Hero

This action is available only to [Hero](#) when he reached 100 Experience points. Then, he can be promoted to a [General](#) at a ceremony held in your capital city.

13.41 Kill General



This action allows you to assassinate a General who became too unreliable. It can be only executed if there is at least 1 military unit close enough. There might be consequences to this action when the mission fails, such as mutiny and desertions. See the [Generals](#) section.

13.42 Encourage [Num +]



An action available to a General only when there is at least 1 friendly military unit around. It increases [General Morale](#) of all friendly mobile military units (maximum is 200%). For more see the [Generals](#) section.

13.43 Provoke uprising [Num -]



An action available to a General only. It decreases [Loyalty](#) and [General Morale](#) in foreign cities within a 2-tile range from the General, stirring unrest. The city information is partially revealed (similarly like in attacks). The impact of this action decreases with distance from the General. City improvements “Obedience” and “Civil Service” reduce the risk but do not make the city immune! For more see the [Generals](#) section.

13.44 Build and board vessel



This action allows a [General](#) to build his own vessel for a travel overseas. It takes one turn for his entourage to build a boat that he can embark.

13.45 Disembark a vessel



This action allows a [General](#) to disembark his vessel. The boat will disappear once the General steps on land.

13.46 Build School



An action available to a [Sage](#) only, allowing him to build a “[Philosophy School](#)” improvement in one of yours or in a foreign city (irrespective of its size). The school in a foreign city can be either:

- ❖ politically active which still increases production of Knowledge and Influence in the city but it also decreases its Loyalty which negatively impacts the mutual relations. However, this can be particularly useful in border towns as cities with lower Loyalty are not very suitable for recruiting and repairing units.
- ❖ politically neutral which increases the city’s production of Knowledge and Influence and it improves mutual relations between the countries.

This action consumes the Sage.

13.47 Teach technology



This action allows a [Sage](#) who has been sent to a foreign friendly city to share some technological information with the opponent. The owner of the Sage unit can decide which technology from those available to him wants to share with the opponent. Such an act naturally strengthens mutual relations between the two countries. This action will consume the Sage.

13.48 Peek



This action is available to a [Seer](#) only and that only once per turn and it reveals a map in any selected location hidden in the fog of war.

13.49 Enslave



You can enslave free citizens in a city that has been recently conquered (max. three turns from the conquest). Through this action, 20% of Citizens will become [Slaves](#). However, it will considerably decrease [General Morale](#) in this and all other cities that have been conquered in the past six turns – they will feel threatened even if they were not directly affected. General Morale decreases less in cities that are part of the empire for longer time (e.g. if there is a city X conquered two turns back and a city Y conquered six turns back, then General Morale in city X will decrease more than of city Y). Number of Slaves received and the drop in General Morale is indicated in the tooltip.

13.50 Start Production



This action is available to [Slave Markets](#) only and allows you to restart production of [Slaves](#) in the facility. Running Slave Market uses Gold every turn which is transformed into Slaves.

13.51 Stop Production



This action applies to [Slave Markets](#) only, allowing you to stop its production.

13.52 Pay Tribute to Hades



If there is a [Gate to the Underworld](#) anywhere within your territory, you can lower the risk of it spawning [Hades' Warriors](#) by paying tribute to Hades. It is a repetitive fee paid every turn which also gives you the opportunity to hire Hades' Warriors into your service.

13.53 Stop Paying Tribute to Hades



If you are unable or unwilling to pay the tribute to Hades any longer, you can stop paying the fee. However, it increases the chances of [Hades' Warriors](#) coming through the [Gate to the Underworld](#) to ravage the lands around.

13.54 Build Hades' Warriors



If you are paying tribute to Hades, you can hire [Hades' Warriors](#) into your service. You build the warriors directly at the [Gate to the Underworld](#) without paying any additional costs.

13.55 Change Unit [Alt+C]



This action is only available when you are in the editor mod (Alt+A) and it allows you to change the map item's properties. For details check the Unit Properties Window.

13.56 Remove unit [Delete]



This action is only available when you are in the editor mod (Alt+A) and it allows you to remove any map item from the map.

14. IMPROVEMENTS

Prosperity goes hand-in-hand with modernization. All strata of society can benefit from new discoveries, infrastructure, and innovations.

The game allows a wide range of Improvements to enhance the basic functions of cities, buildings, and units. Improvements can be obtained in five ways:

- ❖ Improve and Train actions – improve cities, buildings, and resource mines by using the “[Build Improvement](#)” action; improve units by using the “[Train](#)” action.
- ❖ in battle – when a unit, city, mine, or building is engaged in a fight, it can “learn” new skills and obtain an improvement.
- ❖ accomplishment – when an Objective or State Decision is successfully completed, units and cities can obtain an improvement as an “accomplishment”.
- ❖ local management – cities can obtain improvements as a sign of a good management. No action is required; this is a randomly generated event. You receive a report when this happens.
- ❖ visiting mythological creature – units can obtain improvement when they meet or visit some of the mythological figures (this applies only if the [Myths and Legends](#) feature is enabled).

Units built in cities can obtain improvements in any city regardless of its specialization. The same applies for units built in Stables and Shipyards.

Some Improvements have upgrades, but the more advanced versions of the improvement can be built only on the previous level (e.g., Stockade→ Palisade→ City Walls).

The different levels are marked by colors:



Basic (e.g. Stockade)



Advanced (e.g. Palisade)



Superior (e.g. City Walls)

Not all Improvements are allowed for all map items (e.g., Stockade can only be used in cities). Similarly, not all are available from the beginning of the game; some will become available later with technological advancements. Finally, certain improvements might not be available at a given time; in such cases the tooltip provides reasons (e.g., insufficient resources).



The list of Improvements the unit, city, or building has already obtained is shown on the side of the [Unit Menu](#).

TEMPORARY IMPROVEMENTS

Some improvements can be granted for limited time, others are permanent. In general, all improvements trained, built or acquired in battle are permanent. However, improvements received by some of the mythical creatures or rewarded in other ways might be only temporary. In this case, you will see a number of turns left before the improvement is removed in the improvement button in the Unit Men

14.1 Improvements for Cities and Buildings

Imperiums: Greek Wars features multiple Improvements that can be built in cities and buildings to better their infrastructure, defenses, prestige, and social situation. Improvements enable higher production rates, strengthen defenses, and multiply yields. Each can have a major impact on the economic and military importance of the city or building.

14.1.1 Military Improvements

14.1.1.1 Scouts

Every map item has a 1-tile visibility range, with the exception of a resource mine (1-tile range for a mine positioned on a hill, 2-tile range for other objects on hills), meaning that all tiles lying within a 1(2)-tile range are fully visible. This improvement increases the default range to 1/2/3 tiles, which should prove very useful especially in border regions. For more see [Map Visibility](#).

14.1.1.2 Defense

This improvement provides a city or building with 50% defense bonus. Other defensive improvements are cumulative; e.g., Defense + Stockade = 90%; Defense + Palisade = 120%; Defense + City Walls = 150%. This improvement has no effect if there is a unit inside the city; attackers must first attack the unit.

14.1.1.3 Stockade

This basic defense structure increases provides a city with a 40% defense bonus. It can be combined with a “[Defense](#)” Improvement, granting a 90% defense bonus. Yet, unlike a “Defense” Improvement, a unit inside a city with a Stockade also receives a 40% defense bonus.

14.1.1.4 Palisade

This is an upgrade of a Stockade; it provides a city with a 70% defense bonus (not cumulative). Combined with a “[Defense](#)” Improvement the effect is a 100% bonus. A unit inside a city with a Stockade benefits equally from the improvement’s 70% defense bonus.

14.1.1.5 City walls

The upgrade of a Palisade provides a city with a 100% defense bonus. It can be combined with a “[Defense](#)” Improvement, granting a 150% bonus. A unit inside such a city also increases its defense ability by 100%.

14.1.1.6 Dread

This improvement provides the city or building with a terrifying reputation; when an enemy unit appears within a 1-tile range, the Health condition (and thus the defense capability) of the enemy unit drops by 20%.

14.1.2 Economic Improvements

14.1.2.1 Trading

This improvement increases the production and income of the city while at the same time reducing its maintenance (turn) costs. Smaller cities will generally produce more than they consume, but with a growing size the city needs more and more resources, and it can slide back into the red even with this improvement.

14.1.2.2 Thrifty city

All cities need resources for maintaining the infrastructure, building new buildings and improvements, etc. This improvement decreases the maintenance (turn) costs of a city by 50%.

14.1.2.3 Thrifty blacksmith

As any other map item, also blacksmiths need resources for their maintenance, namely Coal and Iron. This improvement reduces the maintenance (turn) costs of a Blacksmith by 50%.

14.1.3 Urban Infrastructure Improvements

14.1.3.1 Civil service

This improvement improves city administration by reducing corruption, which in turn protects the city from public revolts and uprisings that are caused both by local unhappiness and triggered as random events.

14.1.3.2 Sewers

It improves sanitation, and the city is protected from plague.

14.1.3.3 Resistant

It protects the city in case of earthquake or siege. It will sustain only minor damage instead of being destroyed.

14.1.3.4 Hospital

This improvement allows the restoration of all injured units to full strength without incurring any costs. A city with this improvement can heal any injured unit regardless of its [specialization](#). The healing process starts automatically once the unit enters the city. The time needed for the unit to be fully restored depends on the extent of its injuries.

14.1.4 Social Improvements

14.1.4.1 Obedience

This improvement protects against the influence of other states. If another player tries to use the "[Influence city](#)" action on one of your cities, this improvement will offset its impact, albeit there is still a slight chance of local revolts.

14.1.4.2 Philosophy school

A city employing this improvement increases its production of [Knowledge](#) and [Influence](#). The bonus depends on the size of the city, since large cities produce more of these resources than small towns. Only cities of minimum size 3 will qualify for it, however.

14.1.4.3 Academy

This improvement upgrades the "Philosophy School", above, naturally having greater impact on the production of [Knowledge](#) and [Influence](#). The larger the city, the more the production rate is affected. It can be built only in cities of minimum size 5.

14.1.4.4 Amphitheater

Having a place to attend thespian performances increases Local [Happiness](#) in and around the city. The biggest effect is in the city itself, where this improvement increases the Happiness level by 40%, but the effect fades with distance.

14.2 Unit Improvements

Special training for your units grants skills that enhance their fighting ability. Yet, costs of every other improvement for a unit increase exponentially based on numbers of improvements the unit already has, i.e. every other improvement will be more expensive. Also the order in which the improvements are trained affects the costs.

For example, unit A could be improved in "Defense" (1 Gold), "Assault" (2 Gold) or "Pathfinder" (3 Gold). When player provides the improvements one by one in this order it will cost 6 Gold. However, if he trains the "Assault" improvement first, the cost will be 2 Gold, but "Defense" improvement afterwards will cost 1.1 Gold and "Pathfinder" 7.26 so the final costs for these three improvements will be 10.36 Gold.

You should be therefore very mindful of what improvements are really needed.

14.2.1 Ambush

A unit with this improvement uses 10% of its Attack Strength to launch a surprise attack on an enemy unit that appears adjacent. This attack does not require any action; it happens automatically. The unit does not sustain any damage and does not use any of its Action Points in the ambush. NOTE: Ambush is not ‘trainable’; i.e., units cannot be given this Improvement, it must be earned through battle.

14.2.2 Amphibious

Disembarking from a ship usually takes the whole turn and the unit must wait for next turn to launch an attack which can cost you the moment of surprise ([Unload and Attack](#) action). Note that this movement penalty depends on the type of naval vessel. In any case, this improvement gives the disembarking unit a 30% attack bonus which partially offsets the initial disembarking penalty.

14.2.3 Assault

It increases the Attack Strength of a unit by 30%.

14.2.4 Blitz

A unit can attack twice per turn instead of the default one.

14.2.5 City Raider

A unit with this improvement is trained for city conquest, and as such its chance to capture an enemy city is 50% higher than others’.

14.2.6 Commando

Units with this improvement can use roads inside enemy territory. Generally, movement in hostile environs is slow as scouting ahead to preclude ambushes negates the road benefit; “Commando” cancels the effect. NOTE: “Commando” is not ‘trainable’; i.e., units cannot be given this Improvement, it must be earned through battle.

14.2.7 Defense

Similar to cities, this improvement increases the defense ability of a unit by 50% (consider it better armor and tactics).

14.2.8 Discipline

This improvement partially insulates your military units against some of the negative effects of war. [Army Morale](#) usually suffers when the army faces a string of lost battles; this decreases those effects.

14.2.9 Dread

Similar to buildings and cities, also units can have a reputation that makes others to tremble. Health (and thus defense capability) of any enemy units standing on an adjacent tile will decrease by 20%. When the units separate, Health returns to normal. NOTE: Dread is not ‘trainable’; i.e., units cannot be given this improvement, it must be earned through battle.

14.2.10 Elite

Unlike other improvements that affect either Attack Strength, Health, or Action Points, this one enhances *all three* by 20% each.

14.2.11 Forager

This improvement reduces the maintenance costs of a unit to nothing. Nonetheless, it cannot be granted via normal training; only units that you have at the start of the game might have it (this is predefined).

14.2.12 Forced March

It grants a 50% movement bonus on dirt and surfaced roads (only).

14.2.13 Indomitable

A unit with this improvement receives additional Action Points when badly damaged to increase its mobility and chances to withdraw to safety.

14.2.14 Medics

The unit starts healing itself automatically when injured or damaged while keeping its fighting abilities throughout the healing process. It still takes several turns to reach full strength, but the unit improves its Attack Strength and Health every turn by 25% of its *current* strength. This improvement is therefore good for healing minor wounds, but heavy injuries would take many turns to heal this way. For more info see [Healing units](#) section.

14.2.15 Mountaineer

This improvement is for Settler and Nomad units only, allowing them to cross mountains without roads (this applies to mountains within the player's territory only). No unit can cross mountains by default, except via a road. Thus, a Settler with this improvement can enter mountain terrain and build a road there, which then allows other units to cross mountains.

14.2.16 Pathfinder

This improvement grants a 30% Action Point bonus.

14.2.17 Patriot

This improvement grants a unit a 40% defense bonus if stationed on a tile with a friendly city or building (except Shipyard). NOTE: Patriot is not 'trainable'; i.e., units cannot be given this improvement, it must be earned through battle.

14.2.18 Scouts

It improves the visibility range of a unit by one (+1) tile. Units have a 1-tile visibility range (2 if positioned on a hill), meaning that all tiles lying within a 1(2)-tile range are fully visible. This improvement increases the default range to 2(3) tiles.

14.2.19 Security

This improvement grants a unit a 75% defense bonus *when it's* [fortified](#).

14.2.20 Self-Sufficient

This improvement makes a unit fully independent of supplies from the rear. It's trained to provide for itself, and as such it has a great advantage over other units that need to keep their supply lines open. Units with this Improvement are best equipped to spearhead an attack deep into enemy territory. This improvement is not possible to train or acquire any other way; only units that you have at the start of the game might have it (this is predefined).

14.2.21 Siege

This is a second level improvement from a "[City raider](#)" improvement, giving unit 100% attack bonus when attacking a foreign city.

14.2.22 Sneak Attack

A unit can launch an extra attack if multiple enemy map items stand adjacent. When a unit with this improvement attacks from a tile that has more than one enemy item/unit adjacent, the unit automatically launches an extra attack on one of the other enemy items/units. NOTE: Sneak Attack is not 'trainable'; i.e., units cannot be given this improvement, it must be earned through battle.

14.2.23 Stalwart

This improvement increases the chances of a unit to defend itself when multiple attacks are launched against it in the same turn. Number of defenses is by default one per turn, meaning that the unit can use its full defense ability only once each turn. If it's attacked more than once, its Health and thus defense ability drops by 30% with every new attack that turn; yet, units with this improvement have two defenses, so they can defend fully vs. two attacks in one turn.

14.2.24 Tenacious

This improvement increases the chances a unit will withdraw to safety with minimal Health when it's at the brink of death. NOTE: Tenacious is not 'trainable'; i.e., units cannot be given this improvement, it must be earned through battle.

14.2.25 Withdrawal

This improvement increases the chances of withdrawal to safety up to 25% when unit was defeated in a fight.

15. WAR AND COMBAT

Ancient times were no different than other eras of human history; war has always been part of life, and as such it has been replicated in the game to simulate real world conditions as much as possible.

So, whether you wish to play as a ruthless warrior-king or a cultured doge of a vast trading empire, the world is full of those who hunger for power, and thus it will be impossible to avoid conflict for long. The game starts in an era full of violence; the complex web of diplomatic relations is based on previous real-world events; it's up to you how they'll develop further.

15.1 Declaration of War

Expanding the limits of your empire and increasing your political and military dominance won't be possible without proving your military superiority on the battlefield. You can therefore declare war on another player through the [Diplomacy Window](#). The general political situation and the quality of relations you maintain have a profound impact on the way your opponents perceive you. Waging war against multiple players erodes others' attitudes toward you as they become suspicious of your intentions. Similarly, declaring war on a player with whom you maintained long-lasting good relations or even formed a political alliance (e.g., Brothers-in-Arms, Federation or Confederation) will negatively impact relationships with all other states.

Some political alliances bind you to stand by your friends even in times of crisis (e.g., Defense Pact, Brothers-in-Arms). If a third party declares war on your ally, you'll automatically enter into a state of war with the aggressor – and vice-versa, of course. This might completely throw out of balance all your [foreign relations](#), and so care will have to be taken to bring the situation back under control.

Needless to say, other players can also declare war on you; such a change in your relations will arrive via by a pop-up notification at the start of a new turn, if not via attacks just prior!

15.2 Battle Determinants

War is the instrument of the powerful used to rule and control. Only the strongest and most cunning will win; the weak will be defeated and subjugated. War is also a craft, and thus you need to know what factors determine the outcome to be able to plan and execute a successful strategy.

15.2.1 Unit Properties

All map items have a number of unique properties that define their Attack Strength and Health, among others, and thus their fighting abilities. The default properties of every map item type are shown in the [Map Item Type Window](#). The current unit properties are shown in the [Unit Menu](#) and in the [Map Item Detail Window](#). check the [Unit Properties](#) section.

15.2.1.1 Attack strength

Every military unit has an Attack Strength defined by its type (e.g., Nomad has a basic Attack Strength of 2, whereas a Legionary's is 6). This is the main assault power the unit uses to strike an enemy. The Attack Strength changes depending on the conflicts the unit goes through, and will almost certainly be modified by various factors described elsewhere.

15.2.1.2 Health

Health of a map item represents how replenished are the ranks of a unit, or how many able man can defend a city, and as such it has a profound impact on defense ability of the map item. Default Health is defined by map item type (e.g., cities have base Health 2, whereas a Phalangites 4). The defense ability can then further change through various improvements, previous battles and modifiers such as terrain, as described elsewhere.

15.2.1.3 Readiness bonus

Where a unit did not move in the turn when it was attacked, a small Readiness bonus (up to 30%) is added to its current Health (here defense ability). This accounts for it being fresh and presumably ready for the assault, versus a foe that may be exhausted from a march.

15.2.1.4 Number of attacks

All infantry and naval military units have by default only one attack per turn, whereas cavalry units are allowed two attacks per turn. You therefore should plan carefully what map item to assault. You can increase number of attacks per turn with a “[Blitz](#)” improvement.

15.2.1.5 Number of defenses

Similar to attacks, every unit has a number of defenses one per turn, which means that it uses its full defense capability only once per turn. If it's attacked more than once in the same turn, its Health deteriorates and so its defense ability is reduced to 70% versus second attack; 40% third attack; 10% fourth. This stat can be increased with the “[Stalwart](#)” improvement.

15.2.2 Bonuses/Penalties

A number of ways to improve the fighting abilities of military units exist in the game. The bonus or penalty received is shown in the tooltip before an attack, and also after a battle in the Battle Result Window. Some apply to both attacker and defender (e.g., Army Morale, Terrain Effects, etc.), and some apply only to one of them (e.g., Fortify Bonus – see below – applies only to the defender).

15.2.2.1 Fortify bonus

A unit receives a 40% defense bonus if it's [fortified](#) when attacked.

15.2.2.2 Training bonus

Bonus received for any military improvement the unit has acquired.

15.2.2.3 Readiness

Defense bonus received when the unit did not move in the turn it was attacked ([Readiness bonus](#)).

15.2.2.4 Army morale

Bonus or penalty applied for high or low [Army Morale](#).

15.2.2.5 Experience

Bonus points acquired from [Experience](#) in previous battles.

15.2.2.6 General morale

Penalty applied for low [General Morale](#) of the unit.

15.2.2.7 Loyalty

Penalty for low [Loyalty](#) towards its master.

15.2.2.8 More battles penalty

Any unit attacked more than once per turn gets a defense penalty with every other attack that turn as its Health condition deteriorates. This penalty increases with every other attack (for more info see [Number of Defenses](#)).


15.2.2.9 Specialized attack

When launching an attack from inside a container (city, building or naval vessel), there is movement penalty which can be however mitigated with an “[Amphibious](#)” improvement. This is the bonus or penalty received for launching an attack without leaving the container first. For more see [Unload and Attack](#) action.

15.2.2.10 Amphibious bonus

Bonus received for the “[Amphibious](#)” improvement to mitigate a movement penalty received when launching an attack from inside a ship.

15.2.2.11 Unresponsive penalty

Unit’s defense ability is reduced to absolute minimum if it has been [sold](#), [destroyed](#), or you do not have enough resources to pay it (unit is not serviceable and appears gray on the map). This penalty is marked by this  icon in the upper left part of the Unit Menu.

15.2.2.12 Terrain modifier on advance

Defense bonus or penalty the unit receives if it wins an attack and moves into the enemy’s tile; see below.

15.2.3 Terrain Effects

Terrain effects on combat have been covered in [Terrain](#) and [Unit Properties](#) sections. Check back to those sections, if needed, for reminders of the bonuses and penalties for certain units in a given terrain, as well as the effects of natural barriers such as rivers and mountains.

15.2.4 Improvements

As mentioned, a wide range of [military improvements](#) can provide a unit with special skills enhancing their fighting ability. You should consider which improvements are needed for your military strategy, and use these in such situations where you can maximize their benefits.

15.2.5 Army Morale

Not all enemies are equal, neither in actual battle prowess or reputation. Some are known as ferocious and merciless, others as disorganized and timid. A unit’s Army Morale is in part determined by the feelings instilled in it when facing a particular enemy. The unit can have great morale against one opponent but very

low against another. Consider the [Army Morale](#) of those units you are sending into battle and try to [increase](#) it if possible.

15.2.6 Experience

Units and some map items that have been seasoned in many battles carry – apart from scars – invaluable experience that will benefit in other military engagements. Battle [Experience](#) is shown in the line under the unit name in the Unit Menu. Experience is calculated in points from 0-100, where 100 is maximum. Its effect is only positive, and at its maximum doubles the Attack Strength and defense capability of the unit.

15.2.7 General Morale

Internal affairs in the country, strong military leadership, sufficient provisions during military campaigns – all these and other factors determine a unit's [General Morale](#). When it's dissatisfied with its commanders or you're unable to provide sufficient supplies to keep your units happy and healthy, their mood suffers. This naturally negatively affects the fighting abilities of such units. Keep this in mind when building an attacking force or defensive posts.

15.2.8 Loyalty

Foreign units forcibly annexed into your empire usually do not want to fight under your colors. Their [Loyalty](#) and reluctance to perhaps face their own people limits their fighting abilities.

15.3 Attack and Defense

Fortune favors the bold; however, reckless action may win a battle but not a war! Your military plans should be thoughtful but flexible.

In the role of attacker, you see the main combat stats of your unit in the Unit Window; additional information is shown in the tooltip once an attack action is selected.

In general, you don't see the properties of enemy units. Even so, all good commanders had their spy networks and paid well for any information about the enemy especially as battle approached. Once your unit comes within striking distance of an enemy unit, partial information about the enemy becomes visible to you. This includes:

- ❖ Attack Strength
- ❖ Loyalty
- ❖ General Morale
- ❖ Units inside a container (if present)
- ❖ Specialization (applicable for builders only)

You're still unable to view details such as Health, Improvements, etc. However, once battle commences, full properties will be revealed in the [Battle Result Window](#), as well as the [Unit Menu](#) if you click on the enemy. There are always important lessons to be learned!

15.3.1 Attack

Armed conflict is daily fare in the world, unfortunately. In general, you should carefully consider your situation and weigh your chances when planning and launching an attack on any enemy unit, city, or tile; assess the strength of your own and enemy units, their positions, terrain limitations, experience, improvements, and fortifications.

Planning a military campaign is not only about planning the next battle. You need to think through where to send your units; which strategically important points you have to take or defend; where to use “soft power” (e.g., Influence), and where to use a bigger hammer.

15.3.1.1 Land conquest

You’ll claim every tile you step on without a fight, unless it’s occupied by a non-friendly city, building, resource mine, or unit. You can also provoke unrest on foreign tiles and try to convince them to switch sides. This way you can take foreign tiles and even units without the need to use armed forces (see [Influence tiles/units](#)).

Advancing far into enemy territory can split enemy forces, but at the same time extra care will have to be taken to keep [supply lines](#) open to your units spearheading the invasion.

Note that if you have a Federation or Confederation with another player and you cross his territory to fight an enemy on his far border, the tiles you conquer will be attached to the country of your ally (not yours!).

15.3.1.2 City conquest

Taking a city can be accomplished in one of three ways:

- ❖ use [Influence](#) and try to increase the chances that the city will revolt;
- ❖ use force; or
- ❖ lay siege

You can lay a siege to enemy city by occupying all adjacent tiles and keeping at least one military unit to guard it. People in the city start to starve as they run out of supplies, and [General Morale](#) and Local [Happiness](#) plummet. The situation deteriorates every turn, and unless reinforcements are sent to help them, the city either surrenders or all its people starve to death and the city is abandoned (but for the ghosts!).

Capturing a city brings you all its resource reserves. However, it’s not always desirable to conquer one town after another. Often city structures are damaged after a siege, and you may have to invest heavily in repair works, which will deplete resources that you might need for further military activities. As mentioned before, if a city is left unrepaired, Local Happiness plummets; unrest can spread to other parts of the empire, and people start leaving the city.

All this also negatively affects General Morale, which again adds to the danger of new rebellions and increases the risk of the city rejoining your opponent. General Morale normalizes itself over time, but until then, it’s risky to leave a city with low General Morale un-garrisoned.

Newly conquered cities need time to become fully integrated into your empire. Their [Loyalty](#) towards their new master is low, and depending on cultural differences it can take decades to assimilate. As a result, fighting units built in these cities are weaker, as they do not want to fight under your banner. This can have a

profound impact on your advancements, as you either build new units that are weaker or you'll have to bring them from your original cities, which will take time.

Capturing a [capital city](#) is a turning point in any war. As also explained previously, a country without a capital is weak and vulnerable.

15.3.1.3 City siege

Conquest of cities can be accomplished not only with a direct military attack; laying siege to a city to starve it out may be an option to limit casualties in your ranks.

A city is starving when:

- ❖ it is surrounded by unfriendly territory (all tiles around the city belong to enemy states)
- ❖ at least one enemy unit occupies an adjacent tile (representing a direct threat to the city's trade as well as supplies/maintenance)
- ❖ no connection to the outside (e.g., there is an unowned mountain tile but your units cannot enter mountains)

The situation in a starving city deteriorates every turn: It sustains damage, its [General Morale](#) drops, and eventually if no remedial action is taken, it'll either be abandoned or voluntarily join an enemy.

When there's a unit in the starving city, either standing on the same tile or stationed inside, it functions as a garrison to keep order. The reduction in supplies affects both the unit and the city, but the city will be held under control; i.e., it won't capitulate. Regardless, as the unit's morale decreases, it might disband or defect to the enemy, and if this happens the city falls into chaos and will most likely surrender.

The practice of besieging a city is perceived very negatively both by the state whose city is besieged as well as by the city itself. If your city is besieged, your populace's general attitude towards the aggressor will worsen quite significantly. On the other hand, if you're the besieger and the city falls, its General Morale will be so low that it will take many years to return to normal.

If one of your cities is under siege, you can either try to break through the enemy lines or, if the city lies on a coast, you can send a naval unit to provide the necessary supply link for the city (the ship needs to enter a tile adjacent to the city).

You'll be notified about your starving units by a pop-up window that appears at the beginning of every turn, and a note will be included in your report list.

15.3.2 Group Attack

The game does not allow combining units into a single "army"; however, it has a different mechanic to simulate group attacks.

Every unit has a default "[number of defenses](#)" equal to 1, which means that it uses all its defense ability (defined by its Health) when it is attacked. Should it be attacked again in the same turn, its defense ability is significantly reduced to only 70%; during a third attack to 40%; and during a fourth, 10%. If the unit survives and is attacked again, its defense ability stays at 10%.

This mechanic allows the player to use different types of units to their best advantage. Cavalry units can attack twice per turn, they also have high mobility and withdrawal chances, which makes them great for spearheading attacks, inflicting damage in the enemy lines, and then withdrawing back to open the front for stronger infantry units. This tactic will not only cause damage to the enemy but more importantly the defense capability of the defending unit will be greatly reduced (as explained above), and so the infantry assault then has a much higher chance of success.

You can therefore stack several units and plan their attacks in sequence, which simulates a “group” attack.

To mitigate the risk of losing defense capability during consecutive attacks, the unit can be trained with the “[Stalwart](#)” improvement, which increases the number of defenses to two.

15.3.3 Defense

You should never forget to keep your back covered and prepare fallback positions in case the tide of fortune suddenly changes. A few enemy units in the heart of your lands can cause serious damage, break important supply lines to your fighting units, and paralyze the country for several turns – which could be the decisive moment of the war (not in your favor).

15.3.3.1 Reserves

It’s good strategy to keep a few ground units at the rear to be able to react fast in case of a surprise attack from an unexpected side or to stop an invading army penetrating deep into your territory. Military reserves (garrisons) also increase local happiness in nearby cities and so prevent public unrest.

15.3.3.2 City defense

City defense capability is increased with the [size of the city](#). It will be further enhanced if the town is built on hills, and by building [defensive improvements](#). You can protect it further by holding a unit inside; when such a city is attacked, the unit will take on the role of a defender, and if it’s defeated, the unit is destroyed but the city stays intact and its Health at maximum (at least until attacked again should a new garrison fail to arrive in time).

15.3.3.3 Unit defense


Units should always use the advantages terrain offers. Every ground unit can also fortify its position. It may be a basic entrenchment, but if constructed on a good position (e.g. hill), it can stop enemy forces long enough for you to prepare another line of defense or march to their relief.

It’s important to know that if more units are stationed on one tile and this tile is attacked, the unit in the best Health condition will be automatically selected to deal with the aggressor.

Finally, don’t forget about special skills you can obtain through [improvements](#).

15.4 Battle Outcome

As you can see from the list of battle determinants above, it isn't easy to predict the outcome of a battle, just as it's not possible in real life. However, all good commanders keep spies and are at least partially informed about the numbers and strengths of the opponent.

 **Commanders' Advice** – A summary of information available to you is combined in the so-called Commanders' Advice, which shows in the tooltip during a potential attack. It's purely textual information that gives you an indication of the battle outcome, albeit the level of accuracy of such a prediction is dependent on how much you know about the enemy (see above), as well as on the difficulty level (easier difficulty means more accurate information).

In some cases Commanders' Advice is not available, for example if you are planning an attack on defensive structures such as a Defensive Wall or fortified cities.



Nonetheless, even if you think you hold all the cards, there's always a slight chance the hand will not play out as expected. Thus, a battle can have six possible outcomes:


- ❖ **Triumph** – your unit beat the enemy hollow with very few casualties on your side.
- ❖ **Victory** – your unit proves superior and crushes the enemy.
- ❖ **Draw** – forces were equally matched and no decisive outcome was achieved.
- ❖ **Withdrawal** - your unit retreated with minimal casualties.
- ❖ **Defeat** – enemy unit was stronger and your unit has been beaten.
- ❖ **Massacre** – enemy unit proved to be far superior and your unit (or the enemy) was obliterated.

The summary of the battle, what factors resulted in this outcome, and what forces are left, is shown in the [Battle Result Window](#).

15.5 Joint Military Campaign

When you go to war alone without the support of allies, you might claim all the glory and booty without the need to share it with anyone, but you also carry the whole burden of supplies, casualties and reinforcements, economic difficulties, etc. on your shoulders.

The game allows you to share the hardships of war with another country. You can agree on a joint military campaign against your common enemy, set campaign goals and divide the spheres of influence. Not only that the enemy will be pressed from two sides, but you will be free to target only strategic points as you can follow the progress of your opponent and thus coordinate your operations.

You can propose a new military campaign to any of the opponents you are at peace with through the [Diplomacy Window](#) and this icon . See [Military Campaign Window](#) for more details.

16. GAME MECHANICS


The various game mechanics of *Imperiums: Greek Wars* have been designed to reflect historical accuracy as much as possible. None of them stand alone; most are connected and affect each other. One decision can seem like a minor change, but its effects might be far-reaching.

16.1 Government






Many ancient rulers wanted to usurp power for themselves, since they saw themselves as chosen by the gods. But none could rule and manage the whole country without the support of other classes of society, especially advisors and counselors.

Simply put, Government is a system of organization of the state. Small, homogenous societies can bend to a rule of one (a dictatorship or autocracy), but a more socially stratified society perceives their needs and rights differently (e.g., monarchies), and conversely, when notions of egalitarianism take hold (democracies), so too are new governing systems required to address all such differences.

While, as we have suggested, there are several Government types in the game, not all are available from the beginning; some become available later when your nation reaches a certain level of development.

Your Government can be changed from the State Window (*State Window* →  *Government*). Resources and time are needed to implement such extensive changes in the administration of the country, so a caretaker government is installed in the meantime. During this time of turmoil resource production will be considerably lower than usual. The amount of resources and number of turns needed for a change of Government is shown in the tooltip.

In-game, the specific Government in a country especially affects resource management, Happiness, and Army Morale; these are summarized in the table below:

Govt.	 Gold	 Coal	 Stone	 Iron	 Food	 Wood	 Know	 Infl.	 Citiz.	 Happ.	Army Morale	Slave ratio
Clan	10%	10%	10%	10%	10%	10%	10%	10%	10%	200%	130%	20%
City-state	180%	160%	160%	160%	170%	170%	170%	140%	120%	140%	130%	40%
Despotism	80%	120%	150%	140%	70%	80%	30%	90%	70%	70%	110%	15%
Monarchy	90%	110%	140%	110%	100%	90%	70%	100%	80%	100%	85%	25%
Aristocracy	80%	130%	150%	100%	120%	110%	100%	85%	60%	95%	90%	30%
Republic	120%	110%	120%	80%	120%	120%	110%	80%	90%	105%	105%	35%
Empire	90%	110%	130%	120%	130%	100%	60%	120%	120%	80%	120%	30%
Democracy	140%	80%	110%	70%	150%	120%	50%	70%	130%	120%	90%	15%

Please note that the actual number can vary depending on the selected difficulty.

Few words about two of the above mentioned systems: Clan and City-state.

Clan is meant for factions that have no cities (nomadic societies). Having no capital city significantly lowers Happiness in the country and if you are not in a position to build one, your game could end before it even properly starts. Clan administration increases Happiness in such a way that you can take your time in finding the right place for settling your people. On the other hand, this governing system gives you no great bonus in resource production which means that once you get your first city (either you build or conquer one) and start urban development, you soon run into resource deficiency if you maintain Clan administration.

City-state is an administrative system that is based on a collaboration of several smaller towns which would be otherwise weak and vulnerable on their own. However, with growing number of cities under this system, the individual towns become greedy and want to follow their own interests and thus make the whole system less and less effective. To simulate this behaviour, the resource production efficiency of the City-state government is dependent on the number of cities the player controls. It is most efficient with 1 city (production of 300%), with 2 cities the efficiency drops (1x100% and 1x300%) and further decreases with every other city with a minimum of 10% production bonus when there is 10+ cities within the country.

As you can see, the choice of government has great impact on the country.

16.1.1 City Demands


This feature simulates the semi-autonomous nature of Greek cities. They might be united under one leader, but the citizens still have their own interests.

Cities will simply send from time to time a request to spend more money on improvements in their city. The frequency of demands, the consequences of unfulfilled wishes, and the timeframe given are determined by the type of government and game difficulty. With higher difficulty, the time to finish the requested improvement is shorter.

When the city request is fulfilled (the required improvement is built within the requested timeframe), [General Morale](#) of the city increases. If the demand is not fulfilled within the requested timeframe, [Loyalty](#) and General Morale of the city decreases.

16.2 Research

Building a strong army and ruling with an iron fist can bring vast regions under your command, but to really elevate your nation into a bastion of civilization, you'll need to invest in more than just a few advanced combat units. Science and philosophy spark imagination, igniting into dreams, lighting the flame of ambition for a better life.

Every nation starts the game with a different set of technologies (and inventions). All are displayed in a Research Tree, which is accessible from the State Window (*State Window* →  *Research Tree*).



16.2.1 Research Tree

This is a graphical representation of your technological research scheme. The sequence of technologies in the tree isn't accidental; it builds on previously known technologies and tries to follow a certain logical structure. Scientific advancements don't have to be linear, though. Knowing one prerequisite technology already opens a number of new ones which allows you to go deeper into certain branches of the tree and gain advantage.

However, it is important to know that knowing all prerequisite technologies makes the research much cheaper. Research of a technology where not all prerequisite are developed, makes the research more costly in terms of Gold and Knowledge.

The Research Tree can be fixed or you can shuffle the order of technologies. Additionally, although not all technologies are known from the start, you can make all the technologies in the tree fully visible. Remember this is only possible before starting a game in the [Game Options](#).

Every technology unlocks new inventions – new types of units, buildings, or government, and/or new improvements.

16.2.2 Locked technologies

Some technologies might be locked which means they cannot be researched until certain conditions are met.

They are marked by this icon . The unlocking conditions are shown in the technology field in the Research Tree and in the [Technology Window](#) (left click on the technology). The conditions are not explicit (similar to Objectives), however, they should give a clear indication what is required to unlock the technology.

Some locked technologies do not show any unlocking conditions. Certain societies would simply never consider certain changes to be implemented (e.g. democracy in Persian Empire was not an option at that time). Therefore, these technologies stay locked for you unless the political situation within your country radically changes.

The conditions are counted as completed *only* when the particular technology is already available for research. It means that if you meet the conditions but the technology that should be unlocked is not available to you at that time, it stays locked.

For example, a technology X is locked and its unlocking condition is to have min. of 3 cities. If you have the required 3 cities but the technology X is not yet available to you, nothing happens. If you lose one of the cities by the time you reach technology X in the Research Tree, the condition stills stands and the technology stays locked until you meet the requirements.

However, locked technologies can be also unlocked by paying additional fees. This is to avoid dead ends but be aware that the fees vary per technology.

16.2.3 Knowledge Points

These are required to invest in technological research. [Knowledge](#) Points are generated by city population and increase with the growing size of the city, and can be further increased by improvements (e.g. “[Philosophy School](#)” or “[Academy](#)”). Finally, note that although you can trade Knowledge Points, you cannot make direct exchange of technologies.

16.2.4 Conducting Research

Research can start when you have a sufficient level of knowledge (Knowledge Points and other resources). A pop-up window will alert you to choose a technology that you want to work on by bringing you to the [Research Tree Window](#).

16.2.5 Changing Research Projects

It's very likely that the situation in your country will change abruptly, and different inventions might become more or less important. Simply choose another available technology from the Research Tree and confirm its research. Progress on the previously researched technology will be saved, and it can continue later from the point where you interrupted the process without losing the already invested resources and time. However, a small resource penalty will have to be paid to re-initiate suspended research.

16.2.6 Research Time

You can accelerate research if you are willing to invest more in it. If you have sufficient Gold and Knowledge Points, a pop-up window will appear where you can modify the research time. Of course, this will increase the research costs; you'll find details in the tooltip. However, there is a minimum time needed, and you cannot accelerate research beyond this limit.



The number next to the slider shows the number of turns needed to complete the research project.

Note that technological dominance is one of the available [Victory Conditions](#). You can assert dominion by making science a priority of your game strategy and reaching such a level of technological development that no other nation could possibly match you.

16.2.7 Accelerating research

Research of some technologies, often the strategic ones, can be accelerated by reducing the time to research and costs if certain conditions are met. The conditions are described in the Technology field in the Research Tree or in the [Technology Window](#) (left click on the technology). They are not marked by any icon, however, in the Research Tree.

Meeting these conditions will allow the player to significantly reduce the research costs both in terms of Gold and Knowledge and time. The conditions are counted as completed *only* when the particular technology is already available for research.

16.3 Foreign Relations

The ancient Greece region just before the advent of the game was a densely populated world with many “civilized” nations that were strong enough to survive the political power games and solidify their positions. Greeks could never find a long-term peace among themselves, perhaps only when facing a great threat from outside the Greek realm, for example from Persia. A new balance of power is in the offing, and the world is at the brink of a prolonged period of war from which only one nation will achieve greatness.

Imperiums: Greek Wars supports a virtually unlimited number of players. Through exploration of new regions, trading, or diplomacy, you’ll come into contact with these other nations. Of course, diplomacy requires that you maintain some kind of contact with all the nations known to you.

There are four basic types of relations: Peace, War, Federation, and Confederation. You can find an overview of the nature of your foreign relations in the [Political Map](#). The national banners represent those nations you’ve already met; those you haven’t met aren’t displayed.

Practically any move you make or any action you take can have a positive or negative impact – perhaps both – on your foreign relations. Other players for example look at who you’re at war with; who your friends are; if you fight “fair” or use sly practices such as laying siege to enemy cities or Influence. The list could go on, but would never be exhaustive. The point is, you’re never dealing with just one opponent, since every other player takes into consideration your dealings with the rest in determining how to react to you.

Peace indicates that... well, you’re at peace. You can enter into a number of mutual political agreements, treaties that improve and deepen the relationship (see below).

War is the opposite of peace. War is also the default relation with nations that you have not yet encountered.

Confederation indicates an agreement of collaboration where one player is master who controls the foreign policy of both states, but each player keeps control over their military and economy.

Federation is a union of two or more states in which the administrative center is concentrated in one capital, and the whole Federation is governed by one player as the overlord. He has a full control of foreign policy, the economy, and military. If a Federation proposal is made to a human player, he always becomes master.



When you're part of a union of states (Federation/Confederation), the banners are combined to indicate the master in the relationship.

Annexation merges two countries into one with a single ruler. The subjugated nation ceases to exist.

16.3.1 Federation, Confederation, and Annexation

The nature of mutual relations can change rapidly. Every player has his own ambitions, and the political world is so fluid that nothing can be taken for granted. Long term peaceful relations do not mean that you won't find yourself face-to-face with an invasion force belonging to a player you thought your ally. Consider carefully the web of international relations to judge what association(s) would be most beneficial, and be wary.

16.3.1.1 Consequences

An incoming proposal of a Federation or Confederation means that you're looked upon as such a strong player that another wants to join you. However, such a union can pose many difficulties and challenges. For one thing, the reason they want to ally with you in the first place is so that you (hopefully) won't attack them; meanwhile, they'll use the alliance to grow stronger, either with the intention of backstabbing you or else gaining enough strength to take out a rival while under your protection (or both). Moreover, an allied nation can grow into strong opposition if the people feel you're not looking after their needs, and the union can disintegrate from the inside.

Such an agreement also affects your relations with other players. That is, creating a Federation with a player who is a mortal enemy of another of your neighbors will surely send reverberations of resentment or at least unease echoing through the corridors of your international relations.

Furthermore, it's important to know that when two states merge, the relations of the newly created nation to other players will always be the least favorable condition of the two founding states. For example, Athens is merging with Argolis; Athens has peaceful relations with Sparta, whereas Argolis is at war with Sparta. The merger state will be at war with Sparta. Alternatively, if Athens is in an alliance with Sparta, and Argolis has only a peace agreement with them, the merger state will have peaceful relations with Sparta while the alliance is rendered null and void.

You can review the current state of international relations before entering into any political agreement that could well affect your existing foreign relations by clicking the Map button at the bottom of the Proposal Window.

Apart from the following diplomatic missions, you can also employ more subtle tactics to affect the development of international relations. For example, you can demand that other players abort their peaceful overtures and declare war on a third party, break a trade agreement, and so on. If such a request is aimed at you, by complying you'll strengthen relations with the player who sent it.

While we've already described how your relations with other players affect the attitude of other states towards you, it also has a great impact on the morale of your armies. As [Army Morale](#) is always measured in the face of a particular enemy, a history of (non-)violence with a given opponent affects their attitudes as well.

16.3.1.2 Joint Territorial Conquest

Under a Confederation agreement you pledge to stand by each other's side, and that applies to land conquests. We've mentioned that if you send your units through the territory of a confederate state that end up seizing new land on the border, these tiles will not be added to your state but to your ally's. In this relation you're not looking at your own individual interests but at those of your confederate, and so creating enclaves of your land on their border would be counter-intuitive. However, if your unit conquers new lands from a tile that does not abut your partner, it will be claimed for you instead.

16.3.1.3 Cancelling Agreements

The Federation and Confederation agreements can be cancelled at any time by either party. In the case of the latter, it only means that the foreign policies will be again separated. In respect of a Federation where the territories, units, and all policies were shared, the split is a bit more complicated. Each nation receives back the territory that it had when it merged, and all lands gained afterward will be divided in a way so as not to create enclaves. Cities are divided using the same principle. As for units, they'll be divided depending in which city or building they were built in. Finally, resources that each nation receives from the joint reserves are calculated based on number of cities.

16.3.2 Mutual Treaties

Foreign relations with individual countries are managed through the [Diplomacy Window](#).

Treaties are mutual agreements that strengthen certain aspects of the relationship. The proposal for such cooperation can be offered by either party, and also modifications and changes can be proposed by either player. The treaty is always completely bilateral, meaning that it applies to both players equally. The treaties that can be agreed upon are as follows:

- ❖ **City Visibility** – both players see the cities of the opponent even if they lie outside normal visibility range (see also [Map Visibility](#)).
- ❖ **Tile Visibility** – both players see all tiles that belong to the opponent including all units, cities, buildings, and resources on those tiles. Note that units that are not within the opponent's lands are not visible (e.g., ships on open water are not visible, as sea tiles do not belong to any state; or Generals currently dwelling outside of player's territory).
- ❖ **Map Item Info** – each player can see the properties of the opponent's map items that are visible to him. Once you select the opponent's unit you can see the properties in the [Unit Menu](#) and the [Map Item Details Window](#) just as if it were your own.
- ❖ **Unit Visibility** – both players see all mobile units of the opponent no matter on what tile they stand, but their unit properties stay hidden.
- ❖ **Map Exchange** – mutual exchange of available maps. This includes the country of the opponent, as well as sea tiles and unowned territories visible to him.
- ❖ **Peaceful Passage** – players allow free passage of non-military units of the opponent through their territories.
 - **Open Borders** – players allows free passage of all units of the opponent through their territories. This agreement is only possible as an addition to the “Peaceful Passage” treaty.

- **Units Healing** – player allows units of the opponent to be healed in his cities and facilities. Costs are covered by the owner of the units. Citizens necessary to replenish ranks of soldiers are taken from the nearest city of the owner. [Loyalty](#) of these units will decrease as a consequence of ranks being reinforced by foreign men. This agreement is only possible as an addition to the “Peaceful Passage” treaty.
- ❖ **Trade Routes Access** – each player agrees to allow traders of the opponent through his country, meaning that a trade route established in your territory can be used by the opponent (for more see [Trade](#) section).
- ❖ **Supply Support** – both players agree to provide supplies to the units of the opponent (for more see [Supply Management](#) section).
- ❖ **Defense Pact** – this alliance binds players to support each other when war is declared on one of them (e.g., if you have a Defense Pact with someone and another country declares war on your partner, you automatically enter into a state of war with them as well).
- ❖ **Brothers-in-Arms** – this alliance is an extended version of Defense Pact and binds the players to support each other in any military operation regardless of who is the aggressor. This means that if your brother is the aggressor, you automatically declare war on whoever they attack – and vice-versa. (Note that this and Defense Pact don’t change current relations; they only apply to the future.)

16.4 Trade

Certain ancient civilizations would not have developed into such formidable states if they didn’t exchange goods and ideas with others. Similarly, in *Imperiums: Greek Wars*, trading with other countries can be extremely beneficial. At the root of the law of supply and demand grows the truism that what one state has in abundance, another might need, thus creating a basis for long-standing commercial relations. Profitable and lasting trade also contributes to increasingly good bilateral relations between two states.

All resources are tradable except for Citizens and Happiness. Tools to arrange and modify a trade exchange are located under [Trade Window](#), and descriptions of the different types of trade agreements are to be found there as well.

16.4.1 Trade Routes

Trade can only exist between two states when each knows at least one city of the opponent (the city is visible to the opponent). The route can go overland as well as overseas. When you make a trade agreement, the current [overhead costs](#) are calculated, but this can change over time (e.g., an enemy blockades the route). Every turn the least risky route with the lowest overhead costs is identified and used. If these costs reach a point when the trade is no longer profitable, the agreement is automatically cancelled.

To be able to enter into any kind of commerce with other nations, trade routes between the countries have to be established. The best trade routes with the lowest overhead costs lead over improved roads, then on rivers (the two trading cities have to lie on the same river), then sea and land with no roads. Here again there’s quite a difference if the trade route goes over mountains rather than through plains.


Trade routes can cut through the territory of a third state if you have a “[Trade Routes Access](#)” treaty.

Trade routes can be:

- ❖ **Active** – Currently used for exchange of goods. The dashed line that represents the trade route is moving.
- ❖ **Inactive** – The trade route has been established, but there's currently no trade deal agreed between the states.

All countries with whom you can trade – i.e., a Trade Route is established between your countries – are listed in the [Trade Overview Window](#).

There are several ways to display trade routes:

- ❖ **Trade route button** – This button  in the Settings Panel in the [Map Menu](#) displays all active trade routes in the world. All are represented by dashed lines on the main map.
- ❖ **Political Map** – All your established trade routes are shown as dashed lines on your [Political Map](#).
- ❖ **Trade Window** – The mini-map in the [Trade Window](#) displays the best trade route to another player at the moment.

16.4.2 Risk of Robbery

The threat of raids is part of trading life. The longer the trade route, the higher the risk of bandits or pirates attacking the caravan/merchantman. Short routes crossing only the territory of the trading states are safest. If traders have to go through a third country or unclaimed territories, or use sea routes, the risk of losing the goods to bandits is considerably higher. It isn't possible to lower this risk, other than by using the safest routes (which the game handles for you).

Note though, that the Risk of Robbery is not linked to [Raids](#) ordered deliberately by states - the risk of other states attacking your merchants cannot be predicted!

16.4.3 Cancelling Trade Agreements

This is an option available any time to any trading party, or it will occur automatically due to unprofitability as mentioned above. Should it happen that one of the trading parties becomes unable to provide the agreed amount of resources, the exchanged goods on the other side will decrease proportionally and you'll receive a warning that the trading conditions are no longer being met.

16.4.4 Trading Knowledge


Knowledge can be seen as basic procedures – formulae, equations, philosophies; i.e., basic high school/university curriculums – that can be exchanged with other states. As mentioned, the direct trade of technologies or inventions is not allowed, but through trading Knowledge Points, states can broaden their own research base.

16.5 Raids

Where there are goods and money, there are bandits and pirates who live off the loot. But not only renegades who act on their own can be a threat to your traders; state-sponsored raiding is even more dangerous, as it is aimed at harming the interests of the country.

All military units can be used as bandits and pirates (buccaneers) in the service of the state. On the one hand it can be another way to obtain resources, but more importantly these incidents on the trade route can weaken the enemy, especially if he is depending on regular deliveries.

Military units (except vehicles) can conduct piracy on *active* enemy trade routes, both on land and sea, that lie within their current action range (e.g., a boat with 4 Action Points can only attack trade routes that lie within its 4-tile action range on sea). If more than one enemy trade route passes through its action range, the pirating unit attacks *all* enemy trade routes within its reach.

You can display all the active trade routes by clicking on the Trade Route  button in the Settings Panel in the [Map Menu](#). Here you can find those used by enemy trading caravans and execute the [Piracy/Raid](#) action against them.

Most of your military units simply take their chances by attacking enemy traders in the guise of pirates and bandits, yet some unit types are especially well equipped for such a task: Biremes and Triremes have a higher chance to succeed than all infantry or cavalry units.

Increase the chances of success by:

- ❖ Using units that have a greater action range (e.g., Bireme, Trireme), as they can cover larger area through which more than one trade route might pass.
- ❖ Moving the unit as close to the trade route as possible, or position it between several trade routes so that the longest possible sections of the trade route(s) lies within its action range to extend the exposure to raiders.
- ❖ Using more units within the same area to increase the chances of at least one being successful.
- ❖ Employing units best equipped for such a task, as mentioned above.

The raiding unit risks no direct harm through raiding; however, it will use all its Action Points by this action, and its defense ability decreases by 50%, so it'll be very vulnerable in case of an enemy reprisal.

Raids are not executed until the end of the turn, allowing their cancellation any time during the turn. The unit will then get back all its Action Points and will be able to receive a new order.

The only way to defend your own traders is to keep the trade routes safe by keeping a military unit(s) nearby.

It's important to note that while state-supported units that pillage trade routes earn the loot for their nation, anonymous marauders may be more common, in which case the loot is simply lost.

16.6 Birth Rate Support

There is no empire without population; an empty land sows and reaps no fields, builds no cities, trades nothing, produces nothing. You need a state administration, advisors, and above all, you need a strong army and/or navy. Apart from Citizens however, the Birth Rate Support Grants also partially increase Slave population within the country.

16.6.1 Citizens Resource

We've mentioned that [Citizens](#) are the main indicator of the size of your population who can work or be recruited into the army, and that this "resource" is generated only in cities.

National development and military strength rely on the steadily increasing size of the city population. However, the people need resources to sustain themselves (especially Food, but cities also use Gold, Coal, Stone, and Iron). It's therefore important to balance the size of the population against your resource reserves and your need for new recruits and workers.

Growing city population allows you to build your empire and army faster. Larger population means more men who can be drafted to the army. However, recruitment of new units has a *negative impact on population growth* in the city and its vicinity. Dwindling population size in cities will limit your ability to build new units. On the other hand, uncontrollable growth of city populations puts undue pressure on the country's food and resource reserves, which can be equally disruptive to its development.

16.6.2 State and Local Grants

As we've touched upon already, "grants" support higher natality rates in the cities, and the population size can be regulated using these tools. State or Local Grants either encourage or decrease the Birth Rate Support on both the national and regional level; State Grants apply to all cities within the empire, whereas a Local Grant applies only for a particular city; modify them in the [Birth Rate Support Window](#).

Increasing grants will translate into higher costs in Gold, Stone, and Wood, which are all required to build new houses and infrastructure for larger families.

The impact of the changes initiated by the Birth Rate Grants cannot be precisely predicted (as in real life). You can and should adjust the grant(s) according to your current situation and needs; yet their impact won't be visible immediately, meaning that several turns are needed to assess if the changes encouraged through the grants are satisfactory or further adjustments are needed.

16.7 General Morale

All parts of your empire – units, cities, buildings, resources – are affected by wide-ranging developments inside and outside your borders. The peoples' spirits can be dampened when they feel neglected or misused. Therefore, General Morale is an indicator of how satisfied a given unit is with its leadership, or how cities, buildings, and resource mines are managed.

This red curtain on the left of the Unit Menu indicates decreasing General Morale; when the curtain is grey, it's at maximum.

Maximum for all units is 100% however, if you use the "[Encourage](#)" action, General Morale of mobile military units can grow up to 200%!

The General Morale level normalizes itself over time, as people tend to adjust to their new conditions.

When General Morale is too low, military units lose their courage and will to fight under your banner, and defections to opponents become more frequent. Cities with low Morale may rebel and start to call for independence; further, they're more willing to listen to overtures from another state.

General Morale of units will be negatively affected if a new unit is built or repaired in a city with low General Morale.



General Morale is determined by several factors:

- ❖ **Supply Management** – Units spearheading your invasion forces need to be constantly supplied with food, armaments, etc. Losing this connection with the rear is seen as a sign of a bad military leadership, and as such it has a negative impact both on the physical state and the spirit of the unit (for more see [Supply Management](#) section).
- ❖ **Foreign Influence** – A city where another player is increasing his Influence naturally compares what's on offer to what it has, and the General Morale in the city dwindles as a result. Similarly with units that are under foreign Influence. See also [Influencing cities](#) and [Influencing tiles/map items](#) sections.
- ❖ **Merging States** – New regions of the empire can be negatively affected after a merger of two states in a Federation, Confederation, or through Annexation. It depends on the previous relations of the state and the general attitude towards each other.
- ❖ **Lack of Resources** – All units, cities, and buildings need a constant influx of resources to maintain their function – aforementioned maintenance (turn) costs. If these cannot be satisfied, confidence in state bureaucracy and leadership falls, and General Morale suffers.
- ❖ **Damage** – Leaving a city, building, or resource damaged (needing Repair or Emergency Aid) decreases General Morale.
- ❖ **Pillaging** – The mood in a city, building, or resource mine will drop immediately if your own units plunder and damage it.
- ❖ **Change of ownership** – When a map item is conquered by another player or is taken over through Influence, its General Morale temporarily decreases.

You can improve the General Morale of units by:

- ❖ **Repairing or healing** them in cities with high General Morale.
- ❖ **Discipline improvement** – give a unit the [“Discipline”](#) improvement.
- ❖ **Keeping a Hero or a General close** to the military units as his presence automatically increases General Morale of nearby units by a fraction.

- ❖ **Encourage action** – if you have a General, you can use him to boost General Morale of mobile military units nearby through the "[Encourage](#)" action. In this case, you can increase General Morale of these units up to 200% (only possible through this action, otherwise maximum value is 100%).
- ❖ **Grand Buildings** – some of the Grand Buildings that become available throughout the game can also increase General Morale of your units ([Mausoleum](#) and [Battle Memorial](#)).

16.8 Loyalty

Identification with one nation or culture was very strong in ancient times; fear and suspicion of the unknown – and especially strangers – was commonplace. A city or force (other than mercenaries) belonged to a certain group, where its loyalties generally lay. Should it be forced to join another faction, its natural distrust has to be curbed before it becomes a fully integrated member of the new society. Loyalty can thus be interpreted as discipline, willingness to fight under your banner, and, along with morale, reinforces courage in the face of an enemy.

Loyalty is represented by the curtain on the right side of the Unit Menu with. When the Loyalty icon is grey, it means it's already maxed out. Red color means that Loyalty is lower.

When you conquer a foreign city its population will look upon you with distrust. Their Loyalty to you will be low, and it might take decades to build trust and to integrate them fully into your empire.

Low Loyalty affects the probability of rebellions or desertions and resistance to starving. The concept of Loyalty has a significant impact on your ability to conquer remote territories; the farther from the center of your empire, the more you have to rely on newly conquered cities to provide supplies and replacements for military units.

A city with low Loyalty will transfer this feeling to all units built and repaired there. Such units are weak, their fighting ability compromised. Loyalty of conquered territories differs depending on the cultural similarity of the nations. For example, when the Macedonians conquer an Athenian city, the immediate Loyalty of the city will be low, but the city will become "Macedonian" in its soul within a generation, maybe 20 years. However, if Persia conquers an Athenian colony, the gulf between cultural differences is much wider, and therefore it might take up to seven *decades* to bridge them.

If you retake a city that was yours in the past, its Loyalty also drops; how much depends how long the city was held by the opponent and how integrated it is now in his empire.

You can accelerate the increase of Loyalty in newly conquered cities by building a [Victory statue](#).



16.9 Army Morale

Courage, pride, loyalty, and above all the desire to prove oneself in battle – the credo of virtually all great military minds in history. The mood in the ranks is a very important factor in determining if your forces can win a battle, let alone the war.

When two armies meet for the first time, they do not know what to expect from each other, and so their Army Morale is equal. However, a series of victories or defeats, conquered or lost lands, cities, or buildings, all affect Army Morale; this in turn has a major effect on the outcomes of future conflicts. In other words, Army Morale is an indicator of how ready and willing the soldiers are to engage a particular enemy on the field of battle; thus, Army Morale is solely dependent upon what enemy your soldiers face, i.e., army vs. army, rather than their feelings about leadership, the situation back home, and so on.

Low or high Army Morale will shift towards average over time if there is no military activity versus a particular opponent for many turns.

Current Army Morale is displayed in the [Diplomacy Window](#). The progress bar indicates the level of Army Morale towards a particular player.

Naturally, it's the task of the supreme commander to keep morale high. If the esprit de corps seems to dwindle, you have several tools at hand to boost the morale of your armies. These tools are not available at all times; reasons are given in the tooltip.

16.9.1 Prophecy



Ask an oracle to show you the future! Luck can swing either way, so the chances are 50/50 that victory will be prophesied. If the troops believe the prediction, Army Morale will increase by 30%, but if the troops are not persuaded by the seer's vision, you might face higher rates of desertion among your units.

16.9.2 Propaganda



This is the safest way to boost Army Morale. It requires some resources, and you cannot use it too often without losing credibility, but its effects are always positive. Army Morale can be increased through propaganda by a maximum of 10%. The final percentage depends on the amounts of resources committed.

16.9.3 Strategy Review



Analyzing and reviewing tactical plans can persuade the troops that you still have a chance to win. There is a 70% chance that it will have a positive effect on your units, and if successful, boosts Army Morale by 15% at most. The good thing is that you only risk the resources needed for the review.

16.9.4 Speech



A motivational speech is part of the commander's arsenal. When Army Morale hits a critical level, you can try to convince your troops that victory is still possible. The probability that they believe you is 70%, and the gains are high; if successful, morale can be increased by up to 35%. However, if you fail to convince them, the damage can be devastating; you'll face revolts and even increased levels of desertion.

Army Morale is an optional feature that can be turned off at the start of a new game in [Game Options](#).

16.10 Experience

A seasoned warrior knows the hardships of war, but he has also tasted victory and praise. The Experience gained from being in the midst of battle gives him a definite advantage over a raw recruit.



Units and some map items (City, Fort, Patrol Tower, and Defensive Wall) collect Experience points throughout the game; maximum is 100. Experience level is shown as a red line inside the Unit Menu.

A map item can obtain Experience points in combat (more if it emerges from the battle victorious and less if it's defeated), as well as through all military improvements. However, 30% of accumulated Experience will be lost if the unit or map item is upgraded or when the "Recover" action is used.

Experience has only a positive effect on Attack Strength and defense ability; 100 Experience increases both by 50% (prorated for lesser amounts). Experience also increases the chance that a unit will escape to safety if it's at the brink of death.

16.11 Supply Management

All mobile units need to be supplied with food and other necessities. The supply network consists of three elements:

- ❖ **Suppliers** – cities, naval and vehicle units that supply other units and don't have to be supplied themselves.
- ❖ **Supplied units** – all infantry and cavalry units except for Settlers.
- ❖ **Independent** – all buildings as well as Settler units can provide for themselves and do not need to be connected to the supply network.

It requires careful planning to keep all your units supplied. When you plan an attack over land, you should also put some Settler units behind the lines to build roads and new cities to keep the supply infrastructure strong. You can also keep a Wagon(s) and/or naval unit(s) between the front lines and the nearest city to keep supplies flowing.

If you plan a surprise naval attack on coastal positions, you should be ready to keep a naval unit nearby as a supplier for the ground units that otherwise are left on a hostile coast without support. If you are close to another state's territory, you might want to use the option to sign a mutual [Supply Support treaty](#), which would help you with faster expansion.

Should your plans backfire and your force is left without supplies or a quick remedy to the situation, you might consider using the unit to build a city (even if it is not the most efficient way to use military units). Alternatively, a suicide attack may be warranted; at least you could inflict some damage before the unit starves.

You can toggle this feature at the beginning of the game in [Game Options](#).


16.11.1 Supply Area [F9]

Suppliers can outfit dependent units up to a limited distance, which is determined by terrain; i.e., supply lines are longer on flat terrain such as grass and plain, shorter in hills. Supply depot range can be increased with roads.

A damaged city that needs repair has limited supply capacity; its supply range can be reduced by 50%! The more the city is damaged, the shorter its supply lines. A heavily damaged city (in need of “[Emergency Aid](#)”) cannot function as a supplier at all until it’s repaired.

Suppliers also provide supplies in the extent corresponding with their General Morale. For example, newly conquered city will not provide 100% to units around even after it has been repaired, but it will increase every turn with increasing General Morale. Cities supply capability can be reduced to 0% if Morale is at minimum.

The capacities of damaged naval units and wagons can be reduced up to 30%. The supply ability of a Wagon that stands on unowned or enemy territory is also significantly reduced.

Supply Area [F9] highlights in red those tiles that are *not* supplied. Turn it on by clicking this  icon in the Settings Panel in the [Map Menu](#). Be aware that while this highlight is on, no other highlight will be visible. Further details in [Supply Highlight](#) section.

The Supply Area is always calculated at the beginning of a new turn, but if you build a new city, the size of the area will be recalculated. Information regarding the level of supplies delivered to a certain tile is shown in the tooltip.

16.11.2 Starving units

A unit on a tile outside of any Supply Area begins to suffer. Starving units’ fighting abilities are affected: Attack Strength and Health which affects defense capability are reduced, and they lose courage and discipline (General Morale). This in turn increases the probability that a unit will desert or disband. If supplies are not renewed, its situation deteriorates with every turn until the unit is completely destroyed or it deserts.

16.11.3 Starving cities

Cities can be starved out by enemy forces when they lay [siege](#) to the city. A city is starving when:

- ❖ **it is surrounded** by unfriendly territory (all tiles around the city belong to enemy states)
- ❖ **at least one enemy unit occupies an adjacent tile** (representing a direct threat to the city’s trade as well as supplies/maintenance)
- ❖ **no connection to the outside** (e.g., there is an unowned mountain tile but your units cannot enter mountains)

As a result, the city has no way to receive food from the outside world and its people starve. The situation deteriorates with every turn, General morale drops and eventually the city either surrenders or will be abandoned.

If one of your cities is under siege, you can either try to break through the enemy lines or, if the city lies on a coast, you can send a naval unit to provide the necessary supply link for the city (the ship needs to enter a tile adjacent to the city).

You'll be notified about your starving units by a pop-up window that appears at the beginning of every turn, and a note will be included in your report list.

16.12 Migration

Throughout history people were often bound to a certain place – either their own piece of land or a master they had to serve. In fact, even up through medieval times, people – other than itinerant merchants, pilgrims, crusaders, and the like – almost never ventured more than a day-or-so walk from their homes, (e.g., perhaps to an annual market in a neighboring town). Nonetheless, free people could decide where they wanted to live and, to a large extent, how.

The Migration concept works upon the desire of the general populace to live in peace. But if their livelihoods are threatened or they fear for their lives or those of their families, people should be free to seek their fortunes elsewhere.

If Local Happiness in the region drops below 100 points and the city is close to a border, dissatisfaction combined with fear of the nation on the other side of the border might motivate some people to move elsewhere. People always prefer to move to nearby cities, but in-game it will be a maximum of four tiles from their birth place. They also prefer their own cities to foreign ones, but in exceptional cases they'll move abroad. The same situation might occur if cities are left damaged. The only remedy is to increase [Happiness](#) in the city or by moving the border farther away – i.e., eliminate the threat...

Information about internal migration is always shown in the report list, and, depending on the number of emigrants or arriving refugees, also via a pop-up window.

16.13 Corruption

The larger the empire, the more difficult is to keep firm hold of all its provinces. Delegation of power and building the state hierarchy supports at the first state authority but allows for an effective management. However, with the complexity of all state institutions, too many people hold seats of power and the initially effective management starts to deteriorate as the governors and civil servants start to use their position to enrich themselves.

With the growing size of the empire, the Corruption effect grows, however various government types can have both enhancing or suppressing effect. For example, City-states are very prone to Corruption as the individual cities want to benefit more than the others. On the other hand, Empires are relatively stable and Corruption is less visible (even though it can never be completely eradicated).


Corruption impacts the production of resources and the more corrupted the state institutions are, the less effective the state's economy.

You can toggle this feature at the beginning of the game in [Game Options](#) (*Game Options*→*Corruption*).


16.14 Objectives

While almost all leaders dream of a place in history filled with glory, fame, and wealth, not all of them take the same path to fulfill these aspirations. Many will realize that the only way to achieve their ultimate goals is by setting themselves smaller objectives and moving forward step-by-step.

Each player has a fixed set of short- to mid-term milestones, so-called Objectives. They're designed to follow a certain historical logic, although it's entirely up to the player whether to adhere to them or not. Objectives address all aspects of building an empire: developing economic, social, and cultural endeavors; exploiting resources; political and military balance; territorial expansion; etc.

The list of [Objectives](#) is accessible from the State Window (*State Window*→ *Objectives*). The progress bar shows how close you are to completing it. When you do so, you'll be rewarded with new units, additional resource yields, bonuses affecting the strength of your armies, or the like.

Unlike similar games, in *Imperiums: Greek Wars* the exact Objective, meaning an explicit list of conditions that need to be met to complete it, is actually hidden. Not many ancient leaders were oracles; they formulated plans and defined goals, but even they couldn't predict what may be required to achieve them. (For example, building a strong standing army is a goal of many rulers, but the strength of armies is relative; having three units of Warriors might be a very strong army for a small nomadic tribe, but not for an expanding Macedonia). You'll need to explore the possibilities within your own settings. The progress bar, however, is there to provide guidance and hints that you're (not) going in the right direction.

Objectives, whose goals can be depicted on a map, are shown in the [Objectives Map](#) [F6] that can be accessed directly from the State Menu by clicking on this icon .

Legendary [quests](#) are also listed among regular Objectives but they are shared for all players and reward is taken by the first one who reaches its goal.


Not all Objectives are available from the beginning of the game; some unlock later as you progress through existing ones. Note that Objectives are set only for the campaign map; if you generate a random world, there will be no Objectives generated for the game.

Occasionally, Objectives can be rendered irrelevant during the game, and if so they'll be cancelled (e.g., if a goal is to build City Walls in Athens but the evil Spartans obliterate it, the Objective cannot be completed). You'll be informed when this happens via pop-up window.

16.15 State Decisions

Every civilization encounters moments in its long history that cannot be checked through standard procedures usually employed by government (local, state, or federal), and in these cases special action is required. Dwindling morale, growing unhappiness of the population, or looming famine are but a few examples. If you're at your wits' end and you don't know where to turn for help, you can try one of the State Decisions.

These are designed as tools that should *not* be used on a daily basis but rather in extreme situations. State Decisions are there to help you overcome the most difficult moments.

The list of available decisions is displayed in the State Decisions Window which is accessible directly from the State Menu or via State Window (*State Window*→  *State Decisions*). Most will become active only when a situation in the country demands it; you'll be notified when one is unlocked in the list of reports. All become locked again when the situation in the country changes or, sometimes, they cannot be executed several turns in a row. Implementing any State Decision is not free, yet it's not known in advance what the exact costs will be. Finally, the list of State Decisions won't be the same for all players, thus reflecting individual differences and level of development.

State Decisions are sorted by category: All, Economic, Military, Civil, Political, Social, and Emergency. Some overlap – for example, Hire General could be considered both a Political and Military event – and while none are forced upon a player, only Emergency decisions are offered via popup as both a reminder and convenience.

16.16 Random Events

The game allows for a range of Random Events, some good, some bad. There's no predictable pattern to them – hence, “random” – but you can adopt certain measures to be ready for them, at least in some cases. When something unusual happens, you'll be notified via a pop-up window at the start of the next turn, as well as in your reports list.

Those who don't like nasty surprises can turn this feature off at the beginning of the game in [Game Options](#) (*Game Options*→ *Random Events*).

- ❖ **Severe Weather** – Weather can change quite abruptly, which often has a destructive impact on food yields. There are either cold or very warm spells, and lands once affected will never recover again.
- ❖ **Earthquake** – The wrath of the gods in the form of an earthquake can happen anywhere in the world, with devastating effects on cities, buildings, and mines. It rarely hits only one city but quite often a whole region. You can protect your cities by building the “[Resistant](#)” improvement.
- ❖ **Plague** – Poor hygiene coupled with highly contagious diseases can cause epidemics that can decimate your population. You can protect your cities by building the “[Sewers](#)” Improvement.
- ❖ **Bonus** – Sometimes good fortune finds those who hope for it. Random amounts of all resources can be “found” (including Happiness) and added to your reserves.
- ❖ **Ship Lost** – Weather over the sea changes even more quickly than over land, and ships caught in storms are often lucky if they survive.
- ❖ **Revolt** – Pockets of public unrest are to be found everywhere, and when the conditions are right revolts can roll like a tidal wave through a whole region, even going as far as losing a city to an opponent. Reduce the chances of this occurring by keeping [Morale](#) and [Happiness](#) high.
- ❖ **Desertion** – Loyalty is a precious commodity, and it's not unusual that cities and units sometimes choose to join another master if they feel they can do better there. Keep [Loyalty](#) high.
- ❖ **Trap** – Enemies lying in wait can be a great danger for your patrols. If your unit happens to be near an enemy unit(s), it can get into trouble before it realizes what's happening.

- ❖ **Improvements** – Local governors sometimes work independently and build improvements in their cities without a direct order from you.
- ❖ **Uprising** – Deep-rooted anger can be stirred by minor actions, and then outrage spreads from city to city like wildfire; a new master can even emerge who begins to build his new empire out of the revolting cities.
- ❖ **Militia Formed** – When a city population feels particularly vulnerable and you are not able to provide protection for them, they may form a home guard that can then be included into your regular standing army.
- ❖ **Public Disturbance** – This is a semi-random event based on the level of General and Local Happiness in the country. Prevalent unhappiness can cause revolts, looting, and other destructive actions.

16.17 Myths & Legends

A number of mythical creatures and personages have been implemented throughout the game, each based on a known myth or legend, with their own characteristics and effects. Players can take advantage of any of these figures, but he can equally ignore them completely; historical purists can disable the feature at the start of the game in [Game Options](#) (*Game Options*→ *Myths & Legends*).

Several mythical figures are placed, some at random, at the start of the game on the map, and marked with a symbol drawn on that tile. Their effects can be both positive and negative: units that step on the tile occupied by one of the creatures can obtain improvements, receive healing, be given information that unlock quests; however, they can also be damaged or their General Morale negatively affected.

16.17.1 Sirens

These sea creatures are dispersed around the map on sea tiles but hidden from view. Once a naval vessel moves to the tile they occupy, it risks being damaged, its General Morale decreased and any units it carries killed. The vessel also loses all its Action points that turn. However, you get an early warning that Sirens have been sighted nearby, even though you will not know where exactly. You can then decide to sail back or take your chances and sail through their territory. Sirens are not bound to one tile but they move around the map.

16.17.2 Naiads

Naiads are known to be kind to men, sharing their knowledge of healing with them. Several of these water creatures are positioned around the map on river tiles. When a unit steps on the tile, it receives a temporary “[Medics](#)” improvement. One Naiad can reward only one unit every turn. The same unit can return if needed.

16.17.3 Nereids

Several groups of sea goddesses that protect sailors are dispersed around the map on sea tiles. You can take advantage of their kindness and send your naval vessels to their tile. Such a vessel has a 25% chance every turn that it receives an improvement from the Nereids. If it stays longer, it can receive even more than just one improvement. However, the goddesses can only grant you improvements that are already available to you.

16.17.4 Sorcerer

A hermit who lives in remote areas is not a man to be played with. He hides away from humans and if you don't find him in a good mood, he can inflict quite some damage to the units that visit him. As said, he is not visible on the map, but you receive an early warning when your unit moves within one tile of his abode. You can then decide if you send it to the Sorcerer or not. The unit has 70% chance of being accepted by the Sorcerer and rewarded with either a temporary or permanent improvement. If the unit is refused, it can be damaged and its General Morale negatively affected. Any unit can visit the Sorcerer only once, and units not at full strength are automatically refused. When left alone, he “disappears” again and moves to another location. There is only one Sorcerer on the map.

16.17.5 Kirke

A witch who is known to use potions and herbs lives on a remote island. There is only one Kirke on the map but as many other powerful creatures, she is also quite moody and visiting her always carries certain risk. The unit has a 70% chance of being accepted by her and rewarded with either temporary or permanent improvement. If the unit is refused, it can be damaged and its General Morale negatively affected. Any unit can visit her only once and be aware that damaged units are automatically refused.

16.17.6 Centaur Chiron

There is always only one Chiron on the map. He is not owned by any faction but the tile he occupies usually belongs to one of the players. He is a trainer of heroes and any military unit, Hero or General who comes to his tile has a 70% chance of receiving a military improvement (he can grant only improvements that are already available to the player). One unit can visit him several times. There is also a chance that the unit will not be accepted by the centaur, in which case the unit risks damages. In general, damaged units are automatically refused and once a unit is refused, it won't be accepted anymore.

Special rule applies to Heroes and Generals. Chiron is the only person who knows the secret of the Golden Fleece and a General who wants to set on a quest to find it, must visit him first. Yet, he won't reveal this secret to everyone who comes, sometimes a bit of patience is needed.

16.18 QUESTS

If you feel adventurous and want to discover the legendary treasures and artifacts lost or hidden long time ago, you can set out on some of the quests the game offers. They are inspired by Greek legends and heroic deeds. They are mostly available to Heroes and Generals only and if successfully completed, the rewards are substantial in terms of additional resources, new military units, etc. Not all quests are available from the start of the game, some might become available later during the game. Once active, they are available to all players however, you are informed about the progress of your opponents.

The feature can be disabled at the beginning of the game in [Game Options](#) (*Game Options*→ *Heroic Quests*).

The quests include:

16.18.1 Golden Fleece

The goal of this objective is retrieving the Golden Fleece from Colchis and bringing it back to its rightful owners (follow the [Objective Map](#)). The quest can be taken up by a Hero or a General only and it has three stages. First, the Hero or General must obtain the necessary information from [Centaur Chiron](#), then sail to Colchis to retrieve the Fleece and then back to Thessaly. Carrying the Fleece brings him no benefit as reward can be collected only after returning the Fleece to Thessaly. If he is killed while carrying the Fleece is killed, the treasure is lost forever and the objective is removed for all players.

16.18.2 Girdle of Hippolyte

This quest becomes available later during the game. Once activated, the location of the lost artifact is marked on the [Objective Map](#). You can send a Hero or a General to collect it and then take it back to Amazons. The Girdle brings its owner no benefit, but reward awaits the player who manages to return the treasure to the mighty women warriors. If the man who carries the Girdle is killed, the treasure is lost forever and the objective is removed for all players.

16.18.3 Hermes' Sandals (Talaria)

This quest can be activated only when a player conquers several foreign temples. In one of these sanctuaries he finds information about legendary sandals of the god Hermes and the news spread around the Aegean Sea so anyone can try his luck in finding them. Their possible location is marked on the [Objective Map](#). Even when they are found though, they will bring the player no reward until they are returned to the temple of Hermes (refer to Objectives Map for details). If the Hero or General who carries the Sandals is killed, they fly back to their makers who hide them again and the quest can be taken up by another Hero/General.

16.18.4 Cap of Invisibility

This quest is also activated later during the game and has several stages in which a Hero or General must find the Cap and bring it back to Hades, the god of Underworld. But this is quite a dangerous quest as it can easily turn against the brave man. When he retrieves the Cap, he must be extremely careful not to get killed or ambushed, as losing the treasure would bring wrath of Hades upon him and his whole country. All necessary instructions are to be found in the [Objective Map](#) where all important locations are marked.

If the mission is successful, larger amounts of Gold and Influence are awarded to the player and several Hades' Warriors are given to the player. They will appear from one of the Gates to Underworld but the player cannot choose from which one. The Warriors can operate on other factions' territories and so the player can destroy their infrastructure "incognito".

If the man who carries the Cap is killed, dies or deserts, the Cap will be lost and it brings Hades' anger upon the whole land. Number of Hades' Warriors will appear throughout the country and Happiness decreases significantly. In this case the objective is removed for all players.

16.18.5 Gordian Knot

Gordian Knot is a permanent map item whose location is selected at the start of the game and marked on the [Objective Map](#). Any Hero or General can try to untie the knot only once, his success is partially dependent on his [Experience](#).

The prophecy says that whomever unties the Knot will rule the whole Anatole. If the Hero/General is successful, some units and cities in Anatole switch sides (those further from the Knot are less affected), and Loyalty and General Morale of many cities and units in Anatole decrease (this does not apply to cities owned by the player). As a result, the brave man becomes very self-confident and powerful and might therefore pose a risk to the player.

16.18.6 Treasure Hunt

This is a repetitive quest that can appear several times during the game. It is activated randomly (when there is no other “treasure” quest active).

A Hero or a General can set out to obtain details about the legendary treasure. It is important to note that any number of Heroes/Generals can obtain this information so being first gives you a great advantage. Once you know where to find the treasure, you can send the same or even a different Hero/General (who is perhaps closer) to collect it. All important instructions and points are marked on the [Objective Map](#). Finding the treasure brings additional Gold, Iron, Influence and Knowledge resources.

If the man who carries the treasure map is killed, dies or deserts, the map is lost and the objective is removed for all players, plus Happiness and Influence resources of the player are decreased as his reputation suffers.

16.18.7 Treasure Island

This is a repetitive quest that can appear 2-5 times during the game. The location of a legendary pirate island is marked on the [Objective Map](#). Finding it brings significant amounts of resources to the coffers of the successful player.

16.18.8 Treasure Chest

Similar to Treasure Island (above), except the treasure is hidden on mainland.

16.18.9 Curse tablet

This is not a usual quest but a forced situation requiring immediate attention and action. It is not listed among Objectives.

When a unit attacks a Temple, there is 3% risk that it accidentally finds a Curse Tablet hidden in the sanctuary. The player will see this as an improvement added to the assault unit and will be informed about the unfortunate event by a pop-up window.

As a result of the curse, Loyalty and Health of the cursed unit decreases by 10% every turn and is not increased through the automatic healing or Loyalty increase. If no action is taken, this will eventually lead to its total destruction. You can decide to sacrifice the unit and let it suffer until the painful end but the curse it is carrying, spreads unhappiness around and so affecting Local Happiness of other units and map items.

The cursed unit can be normally healed through the standard healing actions, however, it won't stop its deterioration, it only slows it down. You can also destroy or sell it.

The only way to rid the unit of the curse is to attack a foreign city. The city will be destroyed as a consequence and a number of Hades' Warriors will appear (numbers depending on the size of the city). Be aware though that Hades' Warriors attack and destroy everything they see, including your own objects and cities if there are any nearby. All players, whose land is near the destroyed city, will be notified.

16.18.10 Ouroboros

This quest is a consequence forced on the player when Ouroboros amulet is discovered. The Amulet can be activated when a player, who has at least one Hero or General, builds a new city. The risk is quite low about 3%. Once discovered, the player can see it as an improvement of the new city in the Unit Menu.

There is a curse on the amulet that doesn't allow the player to simply destroy it as it would bring a terrible disaster. The only way is to remove the curse which is a task for a Hero or General.

He needs to go to the affected city, take the amulet and then travel to a certain location in the Aegean Sea where the curse can be lifted. Then he must bring the amulet back to where it was found. All necessary information and positions are marked in the [Objective Map](#).

The evil force in the amulet however is getting stronger every turn and so the player has only limited number of turns to lift the curse (number of turns is marked [on the improvement](#)). There is also another reason to hurry as the amulet spreads fear – Local Happiness, Loyalty and General Morale of cities around are decreased and the risk of unrest increases.

Once the curse is lifted, the amulet loses its negative effects and the race against time stops as now there is no time limit on bringing the amulet back. When it is eventually brought back to the initial location, Loyalty and General Morale of cities and all mobile units around increase, additional Influence resource is awarded and Happiness is increased. Mobile units around the city might also obtain improvements.

If the player doesn't manage to lift the curse in time, or if the cursed city is destroyed (by the owner or another faction) or sold, or the man carrying the amulet (both before and after the curse is lifted) is killed, dies or deserts – disaster befalls the land. Loyalty and General Morale of cities and mobile units around the cursed city will further decrease, Happiness drops about 20% and some cities might be damaged in revolts.

Once the quest is completed (successfully or not), the Ouroboros amulet can be discovered elsewhere for another or even the same player again.

16.18.11 Atlantis

This is a special event that should happen only rarely – new island rises above the water. All players are notified about the event as it presents new territories and resources that can be taken. New objective will appear in the list.

The new island is empty when it appears (no cities, buildings or units, perhaps some ruins and broken infrastructure) but the land is rich with mines and quarries and also fertile lands. In the following turns, the island becomes populated as the poor from other countries move here to “start new life” and build “new society”. As a result, Happiness of all existing states significantly decreases and keeps dropping slowly for another 5-7 turns till the island is populated again. The migrants repair the infrastructure, build cities and cultivate the land, however, they don't form a new faction and so no diplomatic ties can be developed with

them. As mentioned above, the lands are rich and fertile and taking at least a portion of it would be an immediate goal of many.

16.19 Victory Conditions

History illustrates that it is not always the bravest or the smartest or the richest who wins! Every great historical figure had his or her own strategy that didn't rely totally on Fortuna, goddess of luck.

What's yours? Are you a seasoned military figure who wants to rule the world with an iron fist, requiring absolute obedience? Or you are a cunning politician who uses intrigue, political games, and influence rather than military power to get what he wants? Or do you believe that greatness waits for those who bring peace and knowledge to their people?

Whichever strategy is closest to your heart, you have a chance to become the acknowledged ruler of the whole Greece!

Win the game by completing any one of the available Victory Conditions; you're not required to complete them all. You might focus on one or try to get as far as possible with each, although spreading yourself too thin might not be advisable. All stay available throughout the game, and progress towards final victory is constantly calculated and shown in the progress bar in the [Victory Condition Window](#).

If you win, you can continue playing and try to complete another victory condition(s). If, on the other hand, another player wins, you can still carry on and try to achieve one of the other conditions first. This, however, is not applicable for the Overall Victory; only one player can win this way, and so you may as well start over if that's what you want, because this time the world has crowned its supreme leader!

The path to victory will certainly not be easy; you'll receive no mercy at the hands of your opponents – of that, you can be sure. Further, what seems a good idea one moment might suddenly turn disastrous. Any path might lead to ruin if not recognized and corrected in time!

Again, Victory Conditions are described in the Victory Conditions Window and detailed below.

16.19.1 Overall Victory

Territorial expansion – bring the majority of the known world under your control.

16.19.2 Victory Points

Conquest of foreign territories and cities brings you points that will accumulate until you reach a victory level set for the particular nation. Refer to the Victory Points Map to see what areas and cities will bring you the most.

16.19.3 Military Superiority

Build the strongest army in the world, so strong that nobody will dare challenge you! The strength of your armies is compared to the combined strength of all opponents (except Federation partners). The military strength of your forces includes your own units, partially the units of your Federation partner(s) as you are the master of their armies, but doesn't include the armies of your Confederation partners. Apart from military strength, you also need to have sufficient food supplies for your soldiers and cities and control a substantial part of the world (this includes areas owned by you and your Federation/Confederation partners).

16.19.4 Country Development

Become a leading civilization by improving state infrastructure and management, and building the prestige of your country. This condition requires you to have large cities, some with “Academy” Improvements, substantial income of Influence Points per turn, and a high overall number of Influence, Citizen, and Happiness resources.

16.19.5 Technological Dominance

Reach such a level of technological progress that no other nation could scientifically match you. To fulfil this condition you need to jump ahead of all other nations in the research of technologies, build “Academy” Improvements in your cities, and have a substantial income of Knowledge Points every turn.

SECTION TWO – ADVANCED RULES

17. GAME EDITOR

For advanced modders, the game offers a user-friendly and easy-to-master editor that allows you to create completely new worlds of your own design or by consulting existing maps, as well as to design civilizations of your choice. It also allows access to scripts, so you can even design your own scenarios with special rules, traits, and features.

But let's start step-by-step. All changes that can be made in an existing scenario or on the map of your choice can be made directly from the built-in editor. The editor allows you to change the look of the map by adding or removing tiles and changing terrains, adding or removing map items, and designing a unique web of diplomatic relations in order to give you maximum freedom in creating your own worlds. We tried to design the editor in such a way as to make it intuitive and user-friendly, and we hope you'll enjoy the numerous ways of customizing a world to your liking.

When you open the scenario map or a customized map, you access the editor by pressing **[ALT+A]**. The UI changes slightly as the State and Unit Menus are expanded and an additional Map Panel appears in the top middle part of the screen. The full list of keyboard shortcuts is also revealed in *Game Settings*→*Keyboard*.

17.1 State Menu Editor

The State Menu in the upper left corner of the screen contains four buttons and one combo box with the names of all available civilizations:

State Window – Opens the [State Window](#).



Add Unit – Opens a list of all units available in the game including all factions and types.



Add Building – All stationary map items (cities and buildings) that can be added onto the map.



Add Resource – All resource mines.



State Decisions – opens State Decisions Window.

More information in the [Add, Remove, and Modify Map Items](#) section.

Civilizations List allows you to choose the nation for which you want to make changes. You can click on the name of the civilization to reveal the whole list with all available nations; another click selects the state you want to alter. It's important to note that all changes you make will be done only for the active civilization; you need to select and makes changes for each individually.

When you make changes for a civilization other than the one you selected as the human player, save the game still as the AI player and then load the game again; the game will go through one full turn and start with the

civilization that was selected as a human player. The same will happen if you end the turn while another (not human) player civilization is selected.

For example, after selecting Macedonia as a human player and making your fixes, switch the civilization to Athens and make changes there, then save the game as Athens; quit and reload the saved game or simply press End Turn. The game will go through one full turn and start with Macedonia.

17.2 Map Modification Panel

The Map Panel in the top middle part of the screen allows you to make changes to the map itself, i.e., the distribution of terrain and land topographies. Each button opens a separate window that contains various options to modify map features.



17.2.1 Controls

Within individual windows you'll find additional controls that help you use the tools effectively by rotating the selected map features. The currently active rotation option is colored gray.



Leave with current rotation indicates that the selected map feature will not be rotated in any way.



Rotate 90° to the right indicates that the selected map feature will be rotated 90° to the right.



Rotate 180° the selected map feature.



Rotate 90° to the left.



Remove the map feature that you subsequently select on the map.



Random rotation indicates that the selected map feature will be rotated in a random way

Numeric pad – You can use numeric keys 2, 4, 6, and 8 to rotate the selected map features as well. Additionally, numeric keys 5 and 0 can be also used in some cases as described below.

17.2.2 Map Modifiers

17.2.2.1 Change Tile Owner [Alt+O]



This setting allows you to change the owner of any land tile (does not apply to water tiles!) depending on the civilization that you have selected in the Civilization list in the State Menu. You change the tile owner with a simple right-click on the chosen tile. With another click on the same tile you will remove any owner from that tile, meaning the tile will not belong to any empire.

17.2.2.2 Change Terrain [Alt+D]



This setting allows you to change the existing terrain. By using this tool, you can create islands and change the shape of the land to your liking.



Select the terrain type from the list. Another popup will open to allow you set a radius in which the terrain should change to the one you selected. This is especially handy when creating a new map from scratch. Then simply right-click on the tile where you want to position it. Be aware that the rotation option above the terrain list needs to be selected before choosing the terrain type itself. You can continue adding this terrain type to other tiles without going back to the window.

The [contour map](#) relief (height above sea level) will be adjusted as per terrain type.

17.2.2.3 Add River [Alt+S]



This setting allows you to add, rotate or remove different shapes of rivers. This tool allows design of unique rivers with deltas, multiple springs (sources) or meanders.

You select the shape you want from the list and then right-click on the tile on the map where the river should flow. Be aware that if you want different rotation, you need to select the rotation option first. Again, you can continue adding the selected river type to other tiles without going back to the window. Use numeric keys 2, 4, 6, and 8 that represent direction (S, W, E, N) to connect contiguous river tiles.



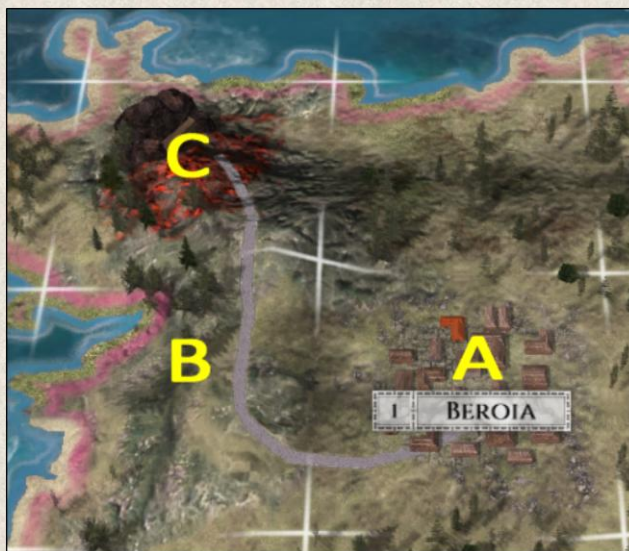
This example started with selecting a spring shape, followed by a press of numeric key 6 and a click on the tile marked A; this starts a river flowing eastward. Pressing numeric key 6 again and clicking on tile B

connects the two river parts carrying on east. Repeat the process for tile C, then press numeric key 4, click on tile D, and press numeric key 8; click on tile D again, which connects the river to tile C while curving north.

17.2.2.4 Add Road [Alt+R]



This allows you to add, modify, or remove roads from the map. Choose from the usual dirt and surfaced roads, and a large number of different shapes so that you can create unique road patterns.



Select a road shape from the list and then right-click on the tile on the map through which the road will lead. Surfaced roads are built by default, however, you can switch to dirt roads by pressing numeric key 5 and then clicking on the tile again. Pressing 5 once more toggles surfaced roads once more.

To connect roads on different tiles, use numeric keys 2, 4, 6, and 8; for a bridge press numeric key 0.

To replicate the example above, select a road type (surfaced), then press numeric key 4 and click tile A. (Press numeric key 5 and click tile A again to change to a dirt road). Then, pressing numeric key 8 and clicking tile B connects a section of surfaced road to tile A leading north. By pressing numeric key 2 and clicking on tile C, yet another section of the surfaced road is added. Note that if key 2 was not used when creating the road on tile C, the road would not end in the middle of the tile, leaving an unfinished look.

You can also create crossroads by pressing the numeric keys and then clicking on a tile where a road already exists. The shape of the road will be adjusted to accommodate the change of direction or else create a fork that will lead to different tiles.

17.2.2.5 Change Land Improvement [Alt+E]



A number of terrain improvements and landmarks can be added or removed such as fields, farms, or city foundations. Select a land improvement from the list and then right-click anywhere on the map. You can continue adding this improvement to other tiles without going back to the window.

The list of land improvements contains a number of testing options which are not used in the game.



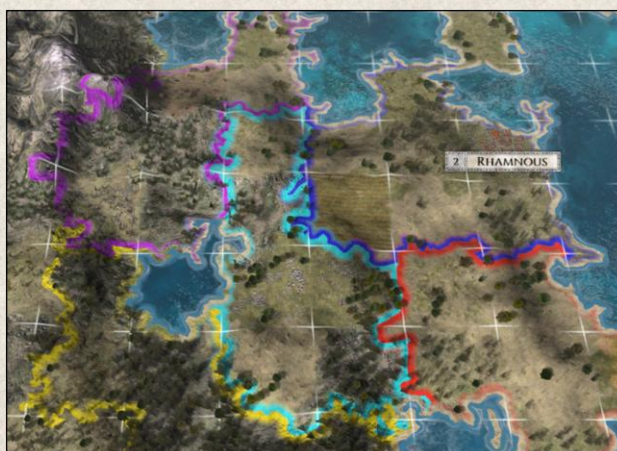
17.2.2.6 Change Territory [Alt+I]



Create new and change or remove existing territories. To create a new territory click on button Change Territory, press numeric key 5, and then right-click on a map tile. New territory will be created and its boundaries will be highlighted in a color. Pressing 5 again and clicking on another tile creates another territory (highlighted in different color).

If you want to add more tiles to one territory, press the numeric keys 2, 4, 6, and 8 that represent a direction, and then click on an adjacent tile to the one(s) that already belong to the territory. This way you can add a larger area to one territory.

To remove a tile from a territory, press numeric key 0 and then click on the tile you want to remove.



The rules about using territories can be changed only in the scenario file, which is recommended only for very advanced modders.

17.2.2.7 Change Map Pattern [Alt+F]



This allows you to change the shape of the tile in order to create unique land and sea areas without repetitive patterns. Click on the button and then right-click on the tile whose shape you want to change. With every successive click the tile pattern will change; this way you can continue until you find the shape you want.



17.2.2.8 Change Visibility [Alt+V]



Set visibility for the selected civilization to one of three types: none (undiscovered), hidden (fog of war), and visible. Once you've selected the civ, click the button and select the option you want. The whole map as well as the mini-map in the lower left corner shows you which parts of the map are invisible and which are already discovered by the civilization.

Once you select the visibility option you'll be able to choose a visibility range, i.e., how many tiles you'll change in one click (1 means 1 tile, 3 means a 3x3 field, etc.). Then simply right-click on the map and the visibility in the selected area will be changed.

17.2.2.9 Export Height Map



It generates the actual height (contour) map from the current game (both campaigns and customized world maps) that uses the default local points defined for each terrain type, into a new file that can be further edited (see [Create Terrain and Height \(Contour\) Map](#) section).

17.2.2.10 Create Scenario



It saves the current campaign map as a new scenario once you have finished not only with the map itself but with all the modifications of the game settings and features (foreign relations, player borders, etc.).

17.2.3 Create Terrain and a Height (Contour) Map

The world is not flat. When changing terrain on an existing map or even creating a new map, you will want to create relief to give the map a genuine appearance. This is handled in three different ways in the game:

17.2.3.1 Local Points

So-called "local points" define each terrain type (e.g., mountains rise above sea level higher than grasslands). When you make changes in the terrain types on an existing map (both campaign and customized world maps), the local points will be used by default. If you then save the game, the relief of the map will adjusted according to the local points.

17.2.3.2 Exported Height Map

If you don't want to use the local points and prefer to design the map relief yourself, you can open the campaign or customized world map, make the changes you want, and then click on the [Export Heightmap](#) button in the Map Modification Panel.

The current heightmap will be generated in a separate file saved here:

C:\Users\USERNAME\Documents\My Games\Imperiums Greek Wars\HeightMaps (where USERNAME is your username). The file should be saved in this folder:

Documents\My Games\ Imperiums Greek Wars \HeightMaps, which can also be opened from the Start Menu via the icon "Heightmaps folder".

17.2.3.3 Create New Height Map

Should you wish to create a completely new height map from scratch, you can do so in another program (e.g. Photoshop, Paint) and then save the semi-transparent PNG file to this location:

C:\Users\USERNAME\Documents\My Games\ Imperiums Greek Wars \HeightMaps. The game will then wholly disregard the predefined local points and use your height map instead.

17.2.4 Add, Remove, and Modify Map Items

To add map items to the map, you can freely use all map items available in the game regardless of available technology or faction. Use the Add Unit, Add Building, Add Resource buttons in the State Menu. Here you'll find a complete list of all available map items including their basic properties (Attack Strength, Health, Action Points, Capacity), and the tooltip will provide you with additional detailed information.

To add the map item simply select one from the list by clicking on it and then right-click on the tile where you want it to go.

- Holding ALT key + right click while moving cursor over foreign territory will add a unit of the foreign faction
- Holding CTRL + right click while moving cursor over foreign territory will add an unowned unit

Beware that game rules still apply, so you cannot, for example, put an infantry unit on a water tile, or build two cities adjacent to each other. However, all these rules can be changed in scripts.

To remove a map item, click on it and use the Remove Action button or the alternative default action.

To change the properties of the map item on the map, use the [Unit Properties Window](#).

17.3 Unit Menu Editor


The Unit Menu maintains the same look in the editor, except that two more buttons are added to the Action button bar which allow you to remove the map item or to change all its current properties; see below.

17.3.1 Change Map Item [Alt+C]



This action opens the [Unit Properties Window](#) (see below) where you can modify the properties of the selected map item. You can also use the default action Change Map Item.

17.3.2 Remove Map Item

 This action removes the selected map item from the map (you can also use the alternative default action Remove Map Item).

17.4 Unit Properties Window

All units, cities, buildings, and resource mines have their own set of properties according to their type. Additionally, each can have improvements or skills with which to start the game. All can be modified in the Unit Properties Window.

Open the window by selecting a map item and clicking on the “Unit Change” action [**Ctrl+C**] or using the default action Unit Change.

The window contains a number of properties, but not all apply to all map items (e.g., Main Unit property identifies a capital city and therefore applies only to cities). Some cannot be modified if it violates current rules. Two types of modifications are allowed:

- ❖ Setting is changed for the current turn only, e.g. Action Points.
- ❖ Setting is changed permanently, e.g. name of the map item.

17.4.1 Properties

Details of properties that can be altered and how to do so (though it should be intuitive) follow.

- ❖ **Name of map item** changes the name of the map item permanently.
- ❖ **Attack Strength** sets the Attack Strength of the map item in the current turn from values 0-5, where the maximum is defined per map item.
- ❖ **Health** alters the defense ability of the map item in the current turn from values 0.5-5, where the maximum is defined per map item.
- ❖ **Action Points** sets the number of Action Points of the map item in the current turn from values 0-5, as above.
- ❖ **Fortify Bonus** defines the bonus the map item receives when fortified, valued between 1-100%. This setting applies only for map items that can be fortified (e.g., doesn't apply to naval units).
- ❖ **Is Fortified** applies only to units that can be fortified; has the same function as the “Fortify” action without using any Action Points.
- ❖ **View range** changes the view range of the map item permanently.
- ❖ **Deploy limit** – not yet active.
- ❖ **Deploy randomness** – not yet active.
- ❖ **Is serviceable** checkbox is ticked if the map item is capable of carrying out orders. You can untick the checkbox and so make the map item incapable of taking any commands in the current turn.

- ❖ **Morale** sets the map item's current General Morale between 1-200%. 100% is usually the maximum any map item can reach but military units can increase their General Morale up to 200% when "Encourage" action is applied.
- ❖ **Main unit** applies to cities; denotes the capital.
- ❖ **Occupied** indicates that the unit is currently being built or serviced (repaired, trained, improved), and the number of turns until it's finished (maximum 5).
- ❖ **Loyalty** adjust the Loyalty level of the selected map item between 1-100%.
- ❖ **Specializations** applies only to builders where units are built/produced. You can set the specialization for the selected map item simply by choosing one from the list. Add more unit types to the specialization by selecting a unit type and holding **[Ctrl]** when clicking on OK. Selecting None will reset the specialization.
- ❖ **Finished in** again applies only to builders and servicemen (those that can produce, repair, train and upgrade other units). Indicates that the map item is currently building or servicing another unit, and the number of turns before the work is finished (maximum 5).
- ❖ **No. of Attacks** is the number of attacks per turn (0-1).
- ❖ **No. of Defenses** equals the number of defenses per turn (0-1).
- ❖ **Is broken** applies only to cities, buildings, and resource mines; indicates that the map item is in need of "Emergency Aid".
- ❖ **Hidden view range** sets the tile range at which the map item uncovers tiles hidden in the fog of war (by default it's 0).
- ❖ **Max deploy radius** – not yet active.
- ❖ **Max random deploy** – not yet active.
- ❖ **Is producing** shows if the map item is producing any resources and if it can built or service other units (in case of builders). If the checkbox is ticked, all functions of the map item are working as they should; unticked box means the map item cannot service any units and is not producing any resources.
- ❖ **Experience** adjusts the battle Experience of the map item from 0-100 points.
- ❖ **Size of city** applies to cities only (maximum 15).

17.4.2 Unit Improvements Editor

The **Unit Improvements** button in the Unit Properties Window leads to a list of improvements available for the selected map item. You can add or remove any of them with the exception of Behavior acquiring (ability to gain an improvement in battle) and those that are not allowed for this map item (e.g., Build city on ruins is not allowed for mobile units).



17.4.2.1 Temporary improvements

It is also possible to add improvements only temporarily. Simply select the improvement in the list and close the window. Select the map item again by clicking on it. Right-click on the improvement button in the Unit Menu. This prompts a small popup where you can adjust number of turns until the improvement becomes active (turns to enable) and number of turns until it the improvement is removed (turns to remove). You can also remove the improvement by clicking on the Remove button or reset the sliders by clicking on the Reset button.

In the example below, you can see a "Dread" improvement (marked green). The button appears cracked which indicates that the improvement is not yet active (often it is not yet finished) and the number on it shows how many turns until it is finished. The "Defense" improvement (marked purple) shows a red number which indicates how many turns until the improvement is removed.



17.5 Diplomacy Window

The web of bi- and multilateral international relations and agreements can set a basis for extremely interesting developments in *Imperiums: Greek Wars*. Most of the actions available in diplomatic encounters are modifiable from the [Diplomacy Window](#).



17.5.1 Current Relation

This is displayed under the name of the civ in the top central part of the window. By clicking on the arrow inside the combobox, a list of four options will be revealed that give you the possibility to modify relations between individual states. You can choose Peace, War, Federation, and Confederation.

Be aware that if you change the relation from a sovereign state (Peace, War) to one of “master-slave” (Federation and Confederation), the nation for which you are making the change (as selected in the Civilizations list) will be in the role of a master.

17.5.2 Attitude

Two sliders show the general attitude of you towards the opponent (upper) and of the opponent towards you (lower).


17.5.3 Treaties

You can add or remove treaties between the two states by ticking or unticking the individual boxes in the middle section of the Diplomacy Window and so you can freely modify the depth of this relation. As the treaties are mutual, you don’t need to set the same agreements for the other player; this is done automatically.

17.5.4 Army Morale

Slider allows you to change the current Army Morale of one player towards the other. You're always changing the morale of the selected nation towards the opponent displayed in the Diplomacy Window.

17.5.5 Delete Relation

 Resets the relation between the two players to unknown, meaning that they do not know one another. The default relation changes to War, and Attitude and Army Morale to neutral. If the territories of the two players border each other, the relation will be recalculated next turn and they'll "get to know each other" again.

17.6 Resource Management

As we've learned, resources will play a central role in the effort to build a formidable empire. By modifying the terrain and map features you can change the future prospects of each civilization. However, if you want to modify the resource reserves of each civilization, you do so in the State Window.



The Resource Panel is located in the middle of the window. If you click on one of the resources, a pop-up with a slider opens and you'll be able to change the civilization's current reserve. The maximum is 100, but if you open the same window again, you can change it to a maximum of 1000.


The modifications aren't permanent, however, as the resource production and consumption rates are recalculated every turn. For example, if you do not have Food for your units and you increase the Food resource in the editor, you will most likely survive only few turns before the Food resource drops once again.

To permanently affect resource production, you can add a resource multiplier (Temple, Blacksmith) to the map (see [Add, Remove, and Modify Map Items](#)).


17.7 Internal Politics

The political situation at home is as relevant as foreign relations.

17.7.1 Government


The general level of Happiness, apart from other factors, is largely derived from the type of Government in place. You can access the New Government Window from the State Window (*State Window* →  *Government*) where you'll find a list of all Government types available in the game. Change Governments by selecting one from the list with a simple click. The change will be immediate, without incurring any costs.

17.7.2 Capital City


There are two ways to change the capital city. First, you can access the New Capital window from the State Window (*State Window* →  *Capital City*) where you'll open a list of all cities of the selected nation. Make any a capital by clicking on it. Again, the change is immediate and free. Another way to change the capital

city is through the [Unit Properties Window](#). Here you can mark the city that you wish to promote as a “Main Unit”.


17.7.3 Objectives

If you’re using the Ancient Greece campaign map to create your own scenario, there are already Objectives defined for each nation. You can either keep them or remove them for the selected player. This can be done in the Objective Window by clicking this  icon next to the Objective.


17.7.4 Victory Conditions

Again, if you’re using the Ancient Greece map, Victory Conditions are already defined for each nation; either keep them or remove them by clicking on this  icon next to the Victory Condition in the list.

17.7.5 State Decisions

Similarly keep or delete State Decisions .

17.8 Research

If you wish to make some civilizations more advanced or you just want to give them knowledge of certain technologies, use the Research Tree accessible from the State Window (*State Window* →  *Research*).

In the editor all technologies are visible, and you can change their status (Developed, Developing, Available) with a right-click on the technology.

18. NEW SCENARIO EDITOR

Advanced and creative modders who like to build their own maps and scenarios can use all the tools the game offers to make their own unique campaign maps.

18.1 Create New Map

The best starting point is to have a blank map grid on which to build your world. Set the basic conditions in the Create New Map Window which you can access from the Main Menu (*Main Menu* → *Create Your Scenario*).

This window contains a number of basic settings that will determine the size and look of your map.

- ❖ **Scenario Name** gives the scenario a name of your choice.
- ❖ **Default Terrain** lets you choose the default terrain type that will cover the whole map.

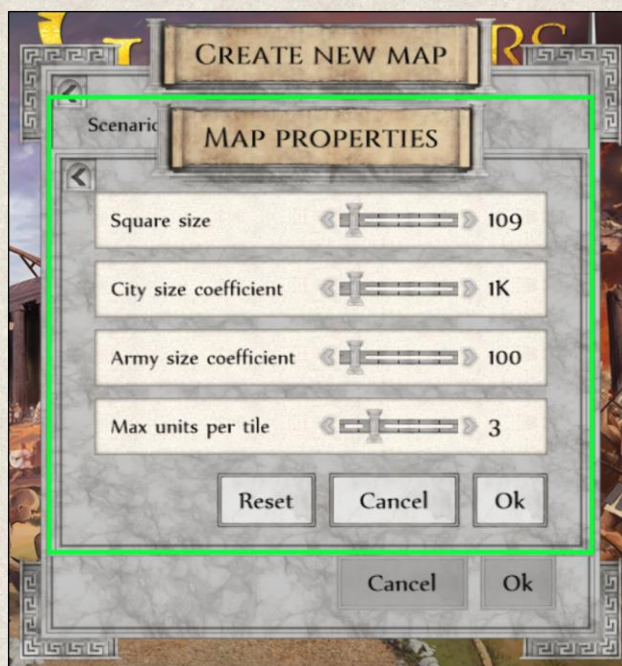


- ❖ **Start Turn** sets the game's starting year.
- ❖ **Turn Duration** sets how many years will pass during one turn, and thus how fast you'll progress through history. Note that this has no impact on the pace of the game!
- ❖ **Map Width** sets the width of the map (x-axis), 100 being maximum.
- ❖ **Map Height** determines map height (y-axis); 100 tiles maximum.


Game options allows customization of several game features that can be changed only at the start of a new game but *not during the game itself*.

Map Properties opens the Map Properties Window where you can modify map scale, city and army size ratios to population size, and number of units per tile limit (stacking).

- ❖ **Square size** defines the scale of 1 tile in km².
- ❖ **City size coefficient** defines the ratio between the number of Citizens (resource) and the size of the population (i.e. Population size noted in the State Window).
- ❖ **Army size coefficient** sets the ratio between the number of Citizens (resource) serving in the army (i.e., the Citizen resource recruitment cost) and the number of people in the military in general (Army size noted in the State Window).





- ❖ **Max units per tile** defines how many units are allowed on one tile; “stacking limit”.

Once you press OK, a new map will be generated. You can then change the terrain, shape of the land, etc. by using the [Editor](#) tools (see [18. GAME EDITOR](#)). Save the new campaign map as a scenario by clicking on the Save Scenario button  in the [Map Modification panel](#).

18.2 Create New Scenario

Once you create your new world, all the tools of the editor can be used to change the look of the map, add players and to set their initial relations, etc. Note that there will be no active players at the beginning; add players by selecting the nation from the Civilization list and giving them territory, map items, and resources.

Inactive players are marked by this icon  in the top right corner of the Map Menu. They can be activated by giving them at least one map item and some territory. You can only save the game as a new scenario with at least two active players!

Save work-in-progress simply by saving the game (*Main Menu* → *Save Game*) to continue working on the scenario later. When the world is finished, save the whole setup as a scenario by clicking on the **Save scenario button**  in the [Map Modification panel](#). The scenario and all related files will be created and

will be ready to be played and shared. The scenario is saved with all other scenarios in the list under New Game (*Main Menu*→ *New Game*).

19. CREATE NEW MOD

For experienced modders there is also the possibility to create a new mod.

SECTION THREE – STEAM

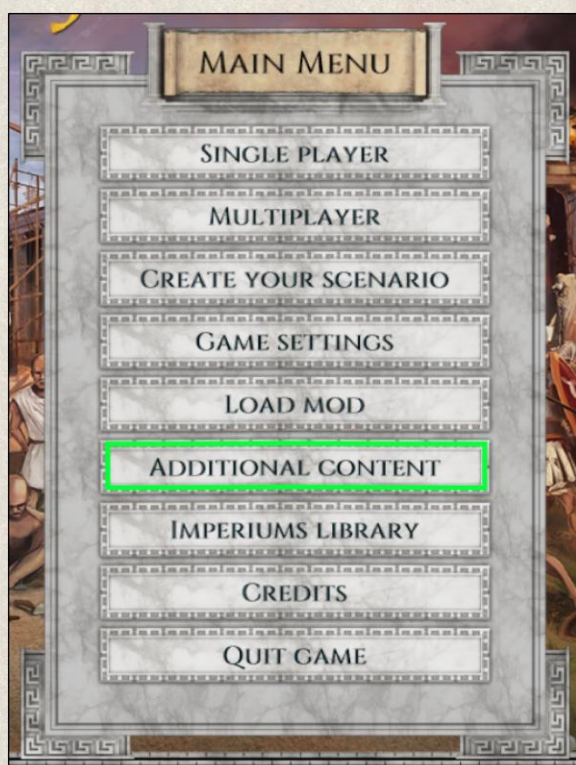
20. HOW TO WORK WITH STEAM WORKSHOP

Steam Workshop is a place where all available mods, scenarios, and saves created by *Imperiums* designers as well as other players are made available for download. Obtain desired items directly on Steam by clicking on the Subscribe button below the item, or you can do it directly in-game. The same applies if you want to add any of your items to the Steam Workshop to make it available for other players.

It's recommended to use this functionality in the game, especially when publishing new material!

20.1 Download New Items

The Ancient Greece scenario has 28 playable factions and the possibility to generate a random world, yet it's always nice to try a different setup, new campaign, or even a new mod. Find all material on the Steam Workshop website: <https://steamcommunity.com/app/1183470/workshop/>



When you start the game, the Main Menu appears with the tab called **Additional content**:

This tab allows you to search through new available mods, scenarios, and saves that have been uploaded.

(screenshot)

You clearly see those already downloaded on your computer (greyed out) and those you do not yet have. The name and description provides basic information about each item. You can also click on the “Go to Steam Workshop” link to go directly to the Steam Workshop website. The Popularity bar shows how well received it was by other players.

By simply clicking on the item it will be automatically downloaded *with all its dependencies* (i.e., if you select a scenario that requires a mod to be downloaded with it, this is done automatically).

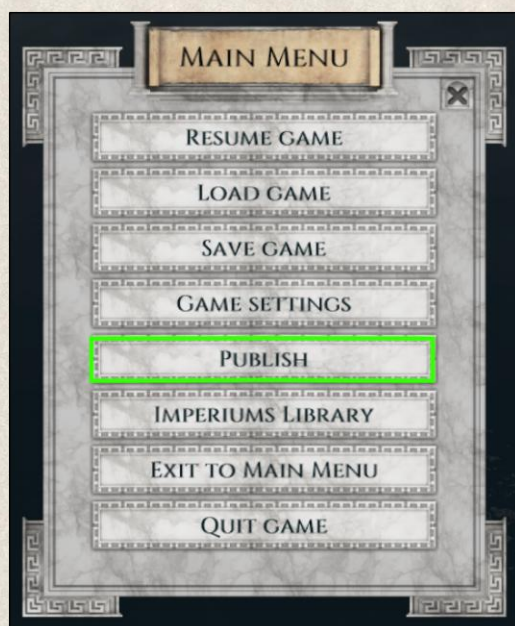
20.2 Subscribe

When you download an item, you'll see it greyed out in the list of available items. This also means that any updates made by the author(s) will be automatically downloaded. The Subscribe button means that you want to receive all updates for the subscribed items.

Unsubscribe by clicking on the **X** button next to the selected item. You can only unsubscribe those that you have previously downloaded/subscribed (i.e., non-greyed out items).

20.3 Publish an Item

If you create a new mod, scenario, or a save that you want to share with other players, you can do it directly from the game. Simply start the item you want to publish, open the Main Menu and click on Publish.



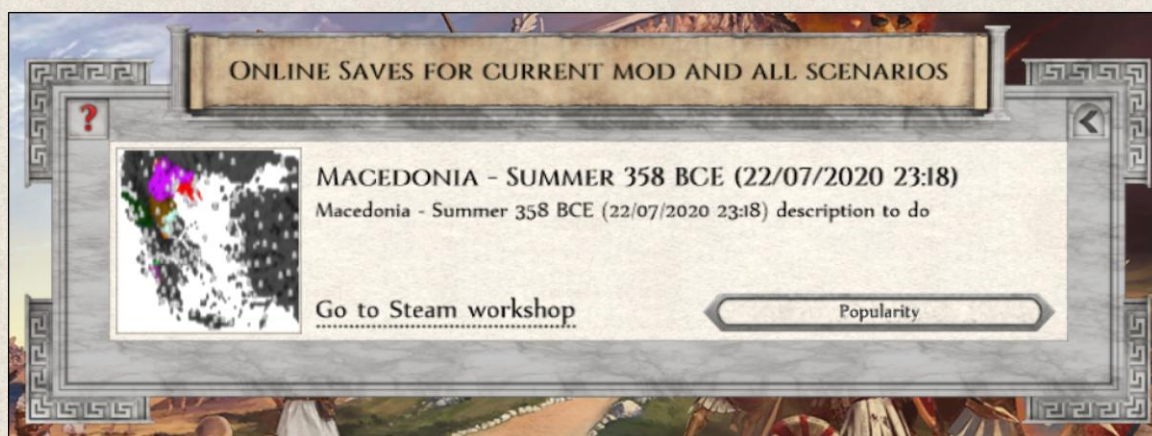
You should be careful, however, that you also **publish all dependencies** that are necessary for your item to run.

For example, if you want to publish a save from the Ancient Greece scenario (official campaign map), you do not need to do anything else; just press Publish; the scenario and mod are already part of the game. However, if you want to publish a save from a mod and scenario that you created, you will need to publish the mod and scenario both. You'll be prompted by a warning message to do so before you can upload the save itself.

Example: You have created your own mod, scenario, and save. When you decided to publish the save, a pop-up message will ask you to first upload the scenario as the save cannot run without it. If you then try to publish the scenario, the same message appears requesting that you first upload the mod without which the scenario will not work.

Maps created using the Map Generator do not have a scenario; its only dependency is a mod in which you created the map.

IMPORTANT: When you publish an item, it may take up to 20 minutes until it appears in the Steam list and in the list of available items in the Additional Content section in the game. Until then you cannot publish any other item related to this one. Trying to republish the item will not make the process faster.



You can make changes at any time to items you've authored – to improve your mod or scenario setup, for example. Naturally, you want these changes to be also available for the other players who already subscribed these items.

To do so, use the **Republish** functionality to make all the updates available for other players; subscribers receive these changes automatically. Open the item you want to republish, go to the Main Menu and click Republish. Alternatively, open the Additional Content in the Main Menu at the start of the game, find the item

you need, and click on Republish. Note that only scenarios and mods can be republished. Saves are always unique and therefore cannot be republished (only published again).

Each item should have a unique name to distinguish it from other items already published by you or other players. In case a name is already used, you'll be notified and asked to rename the folder you are about to publish.

As an author, you can also delete any of the items you published directly on the Steam Workshop website.

21. CREDITS

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