IMPERATOR

ROME



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Read First: Changes Of Mechanics etc.

This section will mention and link to all the Changes the Devs have made to mechanics i.e. '*Interface and Mechanics'* etc.

Click on the following links to instantly jump to the Chapter where the Devs explain what changes have been made:

- There may be changes coming the Consul system, turning it into a Co-Consul system as shown in Mr. Andersson's tweet.

  Changes may be coming to the Consul system of the game. You can read up on what the changes include and how they affect the game and what's 'new'. (Including link to Mr. Andersson's Tweet)

- Interface and Mechanics Changes

  Changes have been made to the Interface itself and the Mechanics of the game. You can read up on what the changes include and how they affect the game and what's 'new'.

- Alliance changes & Military Tradition, Map and Political Situation at the Start of the Game - India

  Changes have been made to the Alliance System. You can read up on what the changes include and how they affect the game and what's new.

- Achievements, Formable countries and Changes to Mercenaries, Forts, Tribes and Tribal retinues

  Changes have been made to the Mercenaries, Forts, Tribes and Tribal retinues System. You can read up on what the changes include and how they affect the game and what's new.

- Changes to Combat Tactics (Page 257)
  Changes have been made to the Combat Tactics. You can read up on what the changes include and how they affect the game and what's new.

- Script changes & modding

  Changes have been made to Scrip & Modding. You can read up on what the changes include and how they affect the game and what's 'new'.

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Introduction: The Vision

Today we'll be talking about the vision for this game. We have often talked about how close we are with the community, but this is the first game we have made where a post from a forum-member is quoted at the top of our Game Design.

> *The balance between CK2 and EU4/Vic2 should remain in Rome2. Rome was a fantastic mix between CK1(characters), EU3 (diplomacy, and war) and Vic1(parties, provinces system and population dynamic) and its own feature like barbaric migration and the best civil wars in Paradox games* - @Leon_Aditzu https://forum.paradoxplaza.com/foru...e-2-if-it-happens.769694/page-5#post-19193193

This was such a great post describing Rome, so that when we started with Imperator, it was a natural to use.

In this game we've wanted to stay true to this vision, while implementing the knowledge we've learned in the last decade of making games with better UX and player agency, while increasing the depth and complexity enormously.

There were a few main things with the original that was really bad though, and that we have decided to remove or change.

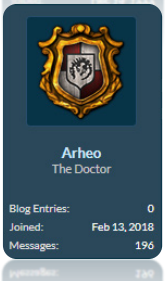
- We're removing characters as envoys, as that was a bad mechanic, and you primarily used to get rid of people.
- Omens and Religious Prestige were not very fun, and have been changed.
- Trade was lots of micromanagement, this has been reworked for a more interesting and fun mechanic.

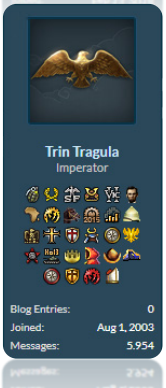
All in all, whenever possible we've strived to be adding more depth and complexity to the game, to make this into the ultimate GSG.

Here's a quick look of Iberia!









The Map

This is arguably the biggest and most detailed map we have had made for a game ever. More is not always better though, as of which the original release of HoI3 is a great example. We have taken good care into making a game where you can have interesting situations both while playing a small state, and while playing a vast empire.

In various games before, we've worked with organizing entities on the maps in various ways, with States being groups of provinces tracing back to Vicky1. In Imperator we've been designing the game from the ground up with having 2 layers of interaction. The smallest part of a map is what we call a city, which corresponds to about a province in previous games. A city holds a city (or village, or metropolis), a bunch of pops, produces a trade-goods and may have a few buildings. A Province is a group of cities all belonging to the same country. A province is usually about 10 to 12 cities, and this is the entity you interact with to control trade and assign governors to.

Let us quickly compare how Sicily have been depicted in our previous games, as this is where we'll take a look today.

- Europa Universalis 2 had 2 provinces
- Crusader Kings 2 has 5 provinces.
- Europa Universalis 4 has 3 provinces
- Hearts of Iron 4 has 9 provinces

In Imperator, Sicily has 23 cities (provinces in previous games), and 4 impassable mountain range areas.

This creates a much more interesting military campaign, and also more variety in your peacetime activities.



Of course, as you would expect from a game with Rome in its title, we have the entirety of Mare Nostrum covered, but there is far more of the world in the game than just that area. And with those words I'll hand over the keys to @Arheo & @Trin Tragula , our research team!



One of the major reasons behind our choice of start date, aside from being a particularly interesting period in Roman history, is the state of the successor kingdoms in the east. We'll go into depth about those in another development diary, however, it is worth noting that many of our decisions to include certain territories were down to their relevance within the Hellenistic world, as being fascinating in their own right.

Britain made up a sizeable portion of historical Roman conquests, and played an important part in the tin trade throughout the bronze age, into the iron age. Data on pre-roman Britain is scarce, particularly for the period preceding 150 BC, and some liberties have therefore been taken regarding the extrapolation of tribal territory as known to Caesar.

The inclusion of southern Scandinavia, despite it being the epitome of all modern civilization (enough of that now - Editor), was a calculated decision. Our start date of 304 BC places us during the migration (not to be confused with the Migration Period, which occurred as of the 4th century AD) of the original Germanic tribes from modern-day Scandinavia, into northern and central Germany. The displacement of the native inhabitants (about whom very little is known), and latterly some of the Celtic tribes, occurred over the course of the next several hundred years. As with Britain, very little concrete data exists on the exact nature of the locations and names of tribal groupings towards the beginning of this period.

The recorded history of the Ethiopian region extends back far further than our timeline, however, none of the contemporary sources we were able to discover, were particularly detailed regarding location data or political situation. Even now, structures built by the D'mt kingdom around 700 BC still stand, a testament to the advanced civilizations out of which the contemporaries of our start date grew. The Nile has always been the lifeblood of north-eastern Africa, and we felt it was worthwhile including as much of it as possible.

The inclusion of the Indian subcontinent is something we considered as vitally necessary to complete the world that was relevant to the Hellenistic era. A state of conflict had already existed for some time between the recently established Mauryan Empire, and Seleucus Nicator, self-proclaimed King, by the time we begin. Greek traders had long-since been visiting west Indian trading ports, trading in fabrics, gemstones and spices, and indeed, many of the ancient names we have for these locations appear also in Greek, or show Greek influence.

Last of all, since we only have one start date, we have wanted to include as many interesting things as possible in it. This means that we have also tried to identify interesting states that can reasonably start as subjects of others, rather than directly owned by governors, both to better cover the political realities of far off regions like northern Anatolia or Judea, and to allow the player the choice of taking over the reins of many unique polities in these regions.

Over the course of development, we have used a great number of sources, texts and maps in order to craft what we believe, is an immersive, living world, which is as close to history as is possible. One invaluable reference tool for our Roman areas which deserves special mention, is the Digital Atlas of the Roman Empire, compiled at Lund University, using data from the Pelagios Project.

Additional sources include (but are far from limited to):

- The Schwartzberg Historical Atlas of South Asia
- An Atlas of Ancient Indian History - Habib & Habib
- Perseus Digital Library
- Pelagios Project
- Pleiades Gazetteer

It should be noted that while these have been great resources, we have sometimes had to take liberties to create as full a map as possible. As such, any errors are likely to be ours and the reference materials we have used should not be faulted.





Resources and the power system

First of all, we have gold ( ) which you gain from tax and trade and spend on development and military. The second resource is manpower ( ), which is required mostly for building and reinforcing armies.

There are also four other types of resources, which do not scale with growth, but instead act as a great balancing tool against snowballing always being better.

These four resources, are referred to as power. There are four types of power in Imperator, each corresponding to a character attribute . Each with their own use and benefits.

You primarily get power from the quality of your current ruler, but there is also a bonus in monthly power for having your national ideas match the categories your government want ideas in.



Military Power
The first power is the Military Power, which represents the 'Virtus'. This is based primarily of the martial abilities of your ruler. Military power is used to get new military traditions, inspiring devotion, as well as all unique unit abilities.



Civic Power
The second power is called Civic Power, which represents 'Gravitas', and is based primarily on the finesse attribute of your ruler. You use civic power to get inventions, set up trade routes, and moving your pops about, amongst other things.



Oratory Power
The third power is the Oratory Power, which represents the 'Dignitas' This is based on the charisma attribute of your ruler, and you spend this power on Fabricating Claims, Improving Relations, Enacting Laws, Endorsing Parties and many other things where a silver tongue is useful.



Religious Power
The fourth and final power is Religious Power, also known as the 'Pietas'. This is based on the zeal attribute of your ruler. Some of the things you use religious power on is to stab pigs, convert pops and call omens.

Then there is lots more of abilities and interactions, that may or may not use a combination of power to use, but your technology progress is depending on your citizens output, not on your spending of power.



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Unit Types

This time we'll take a look at the different types of units an army can have in the game.



Archers
These units can assault, prefer to fight from the second row, and can be built by anyone. They are good versus infantry, but weaker versus cavalry. They are cheap and fast to build.



Camels
These units prefer to fight on flanks, and require the camel trade-goods to be built. They are quick to build, and move quickly. Strong versus lightly armored types.



Cavalry
These units prefer to fight on flanks, and require the horse trade-goods to be built. They are more expensive to build, and move quickly. Countered by heavy infantry and war elephants, but very good against everything else.



Chariots
These units can be built if you have the Celtic or Mauryan traditions. They are rather cheap to build. They are very good against light infantry, but weaker against other units.



Heavy Infantry
These units can assault, and require the iron trade-goods to be built. They are not cheap, but are really good against cavalry, light infantry and chariots.



Horse Archers
These units prefer to fight from the second row, and require the steppe horse trade-goods to be built. They cost similarly to cavalry, and are deadly to slower moving units.



Light Cavalry
These units prefer to fight on flanks, and require the horse trade-goods to be built. They are not very expensive to build, and move very quickly. Weak against most units, but strong against archers and light infantry.



Light Infantry
These units can assault, and can be built by everyone. They are cheap and quick to build, but weak against every other type of unit.



War elephants
This unit requires the elephant trade-goods be built. They are very expensive to build, but are very good against units that can not quickly run away.

One interesting thing for Modders is that you can add and make as many unit-types as you'd like, and they are all written like this.

Code:

```
archers = {
    army = yes
    assault = yes
    is_second_rank = yes

    enable = yes

    maneuver = 1
    movement_speed = 2
    build_cost = 2
    build_time = 45

    light_infantry = 2.0
    heavy_infantry = 1.25
    cavalry = 0.75
    warelephant = 1.0
    horse_archers = 1.0
    archers = 1.0
}
```



Population Mechanics

The population in the game is divided into population units, or “pop” for short, just like Vicky or Rome1.

Each individual pop has its own religion, culture and happiness . So yes, there are minorities in Imperator!

While there are ways to increase happiness of pops, including ideas, inventions and access to trade-goods, they tend to be less happy if they are not of the same culture-group, or if they belong to a different religion. Happiness impacts two things on the pop, first of all, a pops happiness directly affects how productive they are. Secondly, low happiness increases unrest in a city.

There are four different types of pops in the game.

- **Citizens:** They provide research and commerce income. *These represent the patricians in Rome, and nobility in monarchies*
- **Freemen:** They provide manpower. *The plebs of Rome is included in this group.*
- **Tribesmen:** These provide a tiny amount of manpower and tax income. *These are the barbarians or uncivilized parts of your areas.*
- **Slaves:** These provide tax income

So how do you get more pops in a city?

First of all, there is always a single pop either in growth or decline, depending on the population growth of the city. When this pop is fully grown or totally dead, either a current pop is picked for death, or a new random pop is created that will slowly grow.

Terrain, Civilization value, amount of pops in the city and access to trade-goods impact the growth in a city.



Secondly, you can also gain pops through warfare. As you sack cities you will take some of their pops back to your main capital, and your provincial capitals as slaves.

One other aspect of conquest is that when a city formally becomes yours, citizens becomes freemen, and freemen becomes slaves.

If you need more citizens or freemen of your pops, you can always promote pops to a higher class of society, where promoting a slave or tribesmen to freemen currently have a base price of 10 religious power, and promoting a freemen to citizen costs 10 oratory power.

If you permanently want to increase a pops happiness, you can always spend some religious power to convert them to the state religion.

We'll talk a fair bit more about pops in the development diary about colonization and internal movement later on.

Of course, any Modder can define how many pop-types they want and what they are used for freely. Here is an example of the freemen poptype.

Code:
```
freemen = {
   local_manpower = 0.05
   can_promote_to = citizen
   demotes_to = slaves
}
```

Another cool modding aspect is that everything that costs power, manpower or money uses the same "price"-mechanic internally, so you can base everything on money if you so desire. Here are a few scripts from the price database.

Code:
```
freemen_promotion = {
   religious = 10
}

assault = {
   manpower = 2
   military = 20
}

send_gift = {
   scaled_gold = 0.2
}
```

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Buildings And City Economics

First of all, we have Tax income. As mentioned in the chapter about pops, the tax income of a city is primarily based on how many slaves you have in that city. Then, of course, there are several modifiers that affect it, like access to trade-goods, stability, ministers, and some factions, when in power, may increase your tax income.

Secondly there is Commerce. This is only present if you either import or export trade-goods from a province. Each tradelink provides some income, and then the amount of citizens you have increase it, while marketplaces and other factors can increase it as well.

There are also various economic policies that affects your income and expenses on a country level, but we'll go through these in a later development diary.

Finally, each city has a few building levels. Each city can have at least 1 building, and each additional 10 pops in that city allows another building level.

Currently these are the effects of the building types, but that may change during development.

- **Training Camps:** Gives +10% Manpower, and +10% experience to units built in the city.
- **Fortress:** Each gives +1 fort level.
- **Marketplace:** Each gives +20% Commerce Income
- **Granary:** -1 Unrest and +10% Population Growth

Each building type can be built multiple times, and if you have 4 slots in your city, you can fill them all with Granaries if you so desire. Of course, you can order the construction of multiple buildings in a city at once, and they will be built in a queue.





Characters

The characters in Imperator are deeply detailed, and together with the pops and the politics are part of what makes a vibrant living world.
They have portraits that age gradually, with lots of different ethnicities covering the world.

There are **four attributes** that characters have.

- **Martial:** Martial represents a character's ability to fight and lead troops. Characters with high martial skills make excellent generals.
- **Charisma:** Charisma is a character's ability to charm and persuade others.
- **Zeal:** Zeal is a character's ability to inspire faith in other characters, and also in calling upon the favour of the gods.
- **Finesse:** Finesse represents a character's skill in disciplines requiring a high attention to detail. High finesse characters make excellent researchers and governors.

For those of you that played the original Rome or the Crusader Kings series will not be surprised to hear that our characters have traits. Traits on a character can be gained or lost.

Traits can be categorized in the following categories.

- **Personality:** This includes being Brave or Coward, Cruel or Merciful. They impact the character attributes and stats directly, as well as…..
- **Military:** Usually a character has a maximum of one of those, that may give a bonus or penalties
- **Health:** Stressed, Maimed, Lunatic etc. Not beneficial to the character in most cases.
- **Status:** Some exceptional traits that can be given from actions, like Conqueror

Traits can also unlock a variety of unique event options, each tailored to the specific trait in question. Those of you familiar with CKII will be (dis)pleased to see the return of the Lunatic trait.

A Character also has his or her personal wealth, and four **primary stats**.

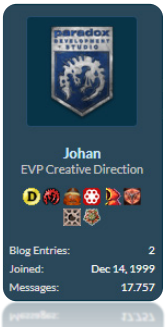
- **Popularity**: Popularity is a measure of how the people see the character. In republics high popularity characters are more likely to be elected as a leader of the republic. However even monarchies cannot ignore popular people.
- **Loyalty**: Loyalty is a measure of a character's loyalty to the state. Disloyal characters are more likely to cause problems to a ruler than loyal ones. However even the most loyal of characters has their limit.
- **Prominence**: Prominence represents the fame of the character. Jobs and titles help bring characters to public attention.
- **Corruption**: Corruption is a measurement of this character's willingness to engage in underhanded practices. Greed, bribery and the bending of rules come hand-in-hand with high corruption.

Characters have parents, will be able to marry and get children, just as you'd expect. They can also have friends and rivals.
Characters can be given various roles. Besides being ruler of a country, they could be assigned to govern a province, command an army, handle research or be given a role in the government. Some countries allow women to be given offices, and some do not.

There are lots of different interactions you can do with and on your characters, including arranging marriages, bribe them, loan from them, or even sacrifice them if your religions so permit and desire. There will be a deep development diary on those later in development.



We'll also talk about the factions characters can be in, what holdings are, and other character related things in future development diaries, but next week we'll go into trade.



Trade System

The trade in Imperator is about getting access to goods for your cities to make them better, and meanwhile earn money on trade happening. A Trade-Route is import of one trade-goods from another province, either foreign or your own, where it is in surplus, to one of your provinces.

You can always import any trade goods you have a surplus of from your other provinces, but from foreign nations you need to have negotiated trade access first, and if you fight a war against each other, the import will be cancelled.

A province can only export if that province provides a surplus, i.e., if it in total produces more than 1 of that trade-goods. A city produces 1 trade-goods, and for each additional 15 slaves it produces an additional +1 trade goods. There is no limit to how many exports a province has, other than the amount of surplus goods it has.

You can always import a trade-goods if you already have a surplus of it, and that gives you a smaller additional bonus.

Surplus in the capital province gives a special bonus on the country level and Surplus is clearly indicated in the UI.

Only the capital city in each province gets the benefit of the stacked goods. The other provinces get counted as they have access to 1 of the trade-goods. Only the province stacking bonus can be applied multiple times, so you can import 20 grain if you so desire to keep up a huge population.

Please remember that creating a new import route costs you civic power!

As default you can import one trade goods to your capital province.

There are multiple ways to get more allowed import routes to your provinces. Larger nations get more import routes to their capitals, there are ideas that allow more import, and there are inventions that can either increase all provinces trade routes or the capitals. There are also economic policies for trade, where you can forgo your income from trade for having more trade routes, or the opposite.

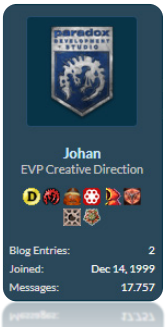
Income from Trade uses something we call Commerce in this game. Each commerce level building in a city provides +20% commerce to that city, and citizens will also provide a level of commerce. Trade Income is based upon total amount of trade-routes in & out in province multiplied by commerce.



The List of trade goods include the following:

- Grain
- Salt
- Iron
- Horses
- Wine
- Wood
- Amber
- Stone
- Fish
- Spices
- Elephants
- Base Metals
- Precious Metals
- Steppe Horses
- Livestock
- Earthenware
- Dyes
- Furs

- Olives
- Leather
- Woad
- Marble
- Honey
- Incense
- Hemp
- Vegetables
- Gemstones
- Camels
- Glass
- Silk
- Dates
- Cloth
- Papyrus
- Wild Game

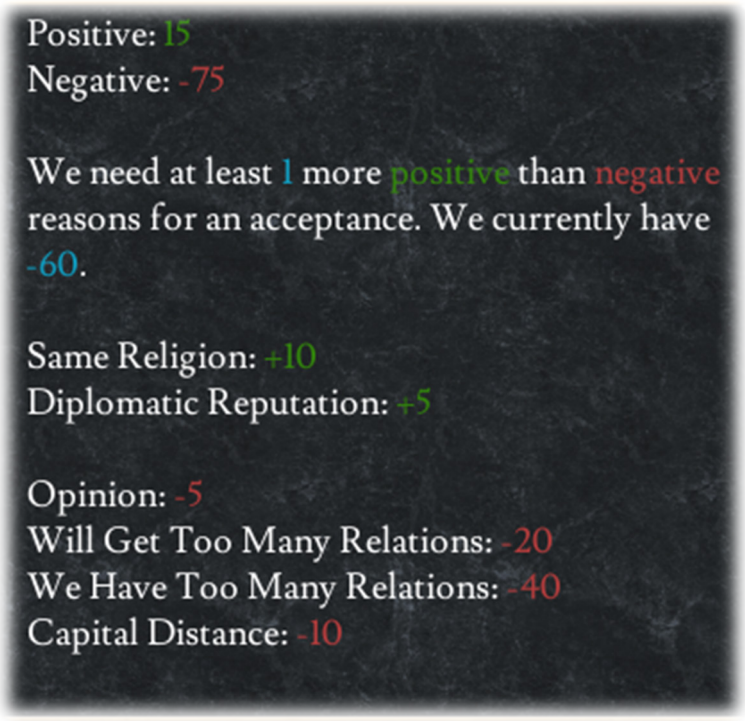


Diplomacy

(Changes have been made to Interface and Mechanics. Click here to directly jump to the chapter where the Devs mention what changes have been made)

Imperator follows the "new" generation of games, if we still consider CK2 new, in that opinions are two-way, where you can love someone that hate you, and you can see in detail what is causing the numbers to be that way.

And as has been common in our games since CK2, the AI will tell you exactly why it will accept or decline a certain diplomatic action.



Aggressive **E**xpansion is a concept we liked in EU4, but it was awkwardly implemented. In Imperator we have an AE value in your country, kind of like badboy in older games, so you can see how it is decaying etc. This is then applied in the opinion calculations with each nation, depending on where they are and their status with you.

A nation, depending on its rank, can have a number of diplomatic relations. Each Alliance and Tributary counts as 1 relation, while a defensive league occupies just 1 slot, no matter how big it is. For each relation over your limit, all your power costs are increased by 10%.

One cool new thing in Imperator are the Defensive Leagues. This is a purely defensive alliance that allows multiple nations in it, and it is defensive towards anyone outside of the league attacking it. The leader of a league is the one that invites people in. A defensive league takes only 1 relation slot, no matter how many members. Only City States and Minor Powers can be members of a defensive league.

The Diplomatic Actions include the following:

- Declare War / Sue for Peace
- Offer/ Dissolve Alliance
- Proclaim Guarantee
- Ask / Cancel Military Access
- Offer / Cancel Military Access
- Demand / Break / Cancel Tribute
- Request / Cancel Trade Access
- Support Rebels
- Fabricate Claims
- Invite / Kick / Leave Defensive League
- Improve Relation
- Send Gift
- Intervene in War
- Threaten War
- Enforce Peace
- Sell City





Country Rank

Each country in the game is determined to be of a certain rank, depending on their size, and different ranks give different bonuses and abilities. Please be aware that **all values will be tweaked constantly during development.**

City State
This is only possible if your country is only 1 city large. A City State can be a part of a defensive league and have the following bonuses.

- +20% Commerce Income
- +20% Defensiveness
- +1 Diplomatic Relation

Local Power
This is countries that have less than 10 cities. Local Powers can be part of defensive leagues, and they have the following bonuses.

- +2 Diplomatic Relation

Major Power
This is countries that at least 10 cities. They can use the diplomatic abilities Threaten War and Guarantee, and they have the following bonuses.

- +3 Diplomatic Relation
- +1 Trade Route in Capital
- +1 of each Power for matching Ideas to Government Form for a total of +2.

Great Power
These are countries with at least 20 provinces, and that are not subjects of other nations. They can use the diplomatic abilities Intervene in War, Enforce Peace, Threaten War and Guarantee, and they have the following bonuses.

- +5 Diplomatic Relation
- +2 Trade Route in Capital
- +2 of each Power for matching Ideas to Government Form for a total of +3.



Intervene in War
You can join on any side in a war, where you have good relation with the war leader.

Enforce Peace
You can force a white-peace on a nation in a war, if you have good relations with their enemies.

Guarantee
You can protect any nation of lower rank from being attacked, giving you casus belli on anyone attacking them.

Threaten War
You can use a claim, to demand a nation to secede a city or province to you, to avoid an expensive war.



Unit Abilities

What we call unit-abilities in Imperator can be one of three categories, where some of them are hardcoded like moving cohorts between legions or detaching a siege force, while others are fully 100% done through our script.

Reorganisational

- **Create New Unit:** Allows you to create a new unit and transfer cohorts/ships to it, or back.
- **Consolidate:** Merges cohorts of the same type, and then disbands empty cohorts.
- **Detach Siege:** Leaves behind a large enough force to siege or occupy the current city.
- **Split Half:** Splits the Unit in Half
- **Recruit To:** Opens up the recruit window, so you can recruit cohorts/ships directly to this unit. They will automatically march and merge to this unit.
- **Disband:** For when you don't want that unit anymore.

Please be aware that cohorts that are loyal to its commanders will not be possible to reorganise away from that commander.

Toggles

- **Select Objective:** Can Select an Objective for this unit, and it will perform it without further input from you. More details in a later development diary.
- **Allow Attachment:** Allow other nations units to attach to this one.
- **Cavalry Skirmish:** Trades Defense for Offense on Light Cavalry and Camels.
- **Phalanx:** Slower movement for armies, while heavy infantry defence is much stronger.
- **Padma Vyuha:** Slower movement for heavy infantry defence and archer offence
- **Unit Reorganisation:** Double Maintenance and Slow movement speed, but unit reinforcing and morale recovery is much faster. Without using this, units recover slower than in previous games.
- **Force March:** Heavier Attrition and No morale recovery while moving much faster.

Some of these are unlocked by different military traditions, and some of them are always available, and some toggles have a small military power cost.

Actions

- **Attach/Detach to Unit:** Attach/Detach to another unit present in the city.
- **Shattered Retreat:** Gives the order for the unit to perform a shattered retreat. This is handy if you want to save the remnants of your army trapped deep in enemy territory, or when you are cut off by hostile Forts.
- **Construct Border Fort:** Creates a colony in an unowned city bordering you, adding 1 freeman pop of your culture and a fort for military power.
- **Desecrate Holy Site:** Spend religious power in another nations capital to reduce their omen power for a long time.
- **Raise Levies:** Spend Military Power to get more cohorts to your unit.
- **Military Colonies:** Spend Military Power to create a freeman pop of your culture/religion in the current city.
- **Raid City:** Spend Military Power to get gold and manpower from an enemy city.
- **Build Road:** Spend Military Power to build a road towards the next city the army moves to.

Some of these are unlocked by different military traditions, and some of them are always available.



Modding Support

So, making lots of these scriptable was possible due to the new super-powerful scripting tools of Jomini, which is the game-mechanics layer we have on top of Clausewitz these days.

We have some nice ways to get dynamic values in effects, like this in the raiding mechanics. You can basically access any “trigger” from any scope you can switch to as a value and modify with each other.

Code:

```
unit_owner = {
    add_treasury = {
        value = root.unit_location.total_population
        multiply = root.unit_location.civilization_value
        divide = 100
    }
    add_manpower = {
        value = root.unit_location.total_population
        multiply = root.unit_location.civilization_value
        divide = 250
    }
}
```

We can also do loops, which is used in the levies.

Code:

```
while = {
    count = {
        value = root.unit_owner.max_manpower
        multiply = 0.25
        round_up = yes
    }
    add_subunit = light_infantry
}
```

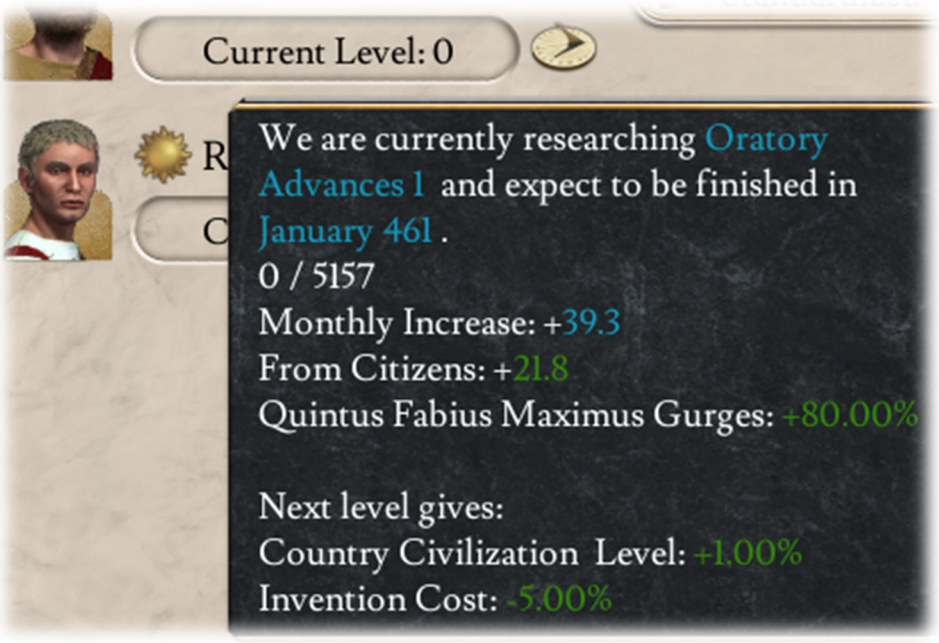
And for those of you that modded previous games, and know about city, character and country scopes, will be happy to know that Imperator has those and far more, like unit scope, pop scope, party scope, etc.



Technology

First of all, there are four different technology field you advance through, where each level gives you a higher bonus in that category. The research of technology is automatic and depends primarily on your citizens. Inventions and access to certain trade-goods will increase the speed with which you research, while the total amount of pops you have determines the cost.

Each technology-field can have one researcher assigned to it. The finesse of this character impacts the speed with which research is done in that field. This character gets prominence from holding the position and gets permanent prominence from each month holding the position. Changing researcher increases loyalty in the new researcher, and dramatically drops it in the one being replaced.



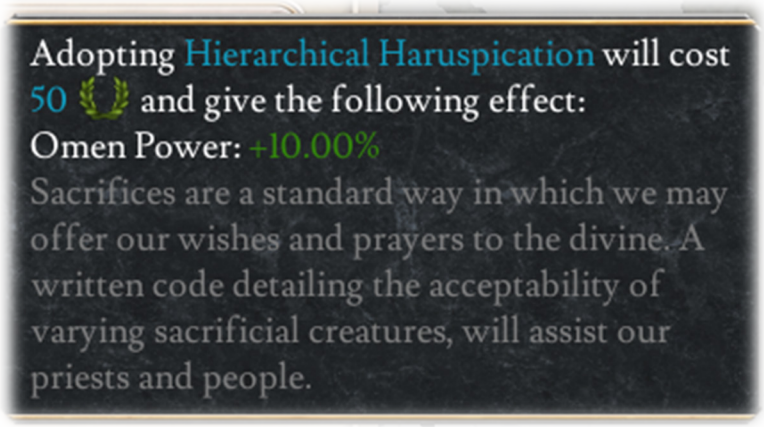
Researching a level takes about 15 years if you are at 100% efficiency, which can obviously be faster or slower, depending on the setup of your nation.

Each level researched in the four technology fields reduces invention costs by 5%, and they have the following individual bonuses.

- **Martial Advances:** +10% Naval Morale, 10% Land Morale, -25% Military Tradition Cost
- **Civic Advances:** +2% Commerce Income
- **Oratory Advances:** +1% Civilization Level
- **Religious Advances:** +2% Omen Power

While the advances are tied directly to your nation's progress, and is a slow progress through the years, there is also inventions around, that you can spend civic power on to get immediately.

There is always seven inventions to pick from, from a total of over 200 different ones. Each of them have a tech-level they are most likely to appear at, so you can't stack or get all discipline bonuses in the first decades of the game no matter how lucky you get.



Each invention costs you 50 civic power, but for each invention you have taken, the cost goes up by 20%, while as we mentioned earlier technology advances reduce it by 5% each.

Civic Power is primarily used for three things, Setting up Trade Routes, Moving Pops & Buying Inventions, so it's a hard choice between global weaker bonuses, or stronger local bonuses.



The Senate

The Senate, in a republic, has 100 seats, and each seat belongs to one of five factions. Every adult character in a republic has a predilection of each faction and is supportive of one. Each faction also has a leader, generally the most prominent character that supports that faction.

Depending on which faction the ruler of the republic belongs to, the republic gets various bonuses or maluses.

- **Civic Faction:** +25% Tax Income, 10% Cheaper and Faster buildings.
- **Military Faction:** +25% Land Morale, +25% Naval Morale
- **Mercantile Faction:** +25% Commerce Income, +5 Diplomatic Reputation
- **Religious Faction:** +10% Omen Duration, 33% Cheaper Religious Conversion
- **Populist Faction:** +10% Power Costs

For Modders: You can freely add or remove factions and make them available to different government types, or have any type of trigger allowing the faction to give unique ones.

As you may notice there, having populists in power is not entirely beneficial.

The amount of seats in the senate change over time, depending on different factors, with the charisma of the faction leader always impacting the attraction of the seats.

If you wish to strengthen a parties position in the senate instantly, you can always spend oratory power to convince 10 seats to join that faction instead. Doing so however, increases your tyranny.

So why do you have to consider the composition of the senate? Well.. There are three types of activities where the senate will impact your ability to do exactly what you want at any given time, like a ruler in an absolute monarchy.

The senate can outright block you if the support for the action you desire to do is not available, if there are less than 40 seats backing that action you'll be *blocked*. And if less than 60 seats back the action, you can force it through, but you will gain some tyranny from it.

There are three different categories of actions which require senate approval.

- All changing of laws require approval by the senate
- A lot of character interactions, like banishing, imprisoning, etc.
- All diplomatic interactions with other nations.

If the senate will approve an action or not depends very much on its composition, and what you want to do. Military Faction is very likely to back new wars, but even some of their seats will be against wars if you have war exhaustion, low manpower or are currently in a war.

When you do an action, a lot of times it has an impact on the characters of your nation. Loyalty is lost or gained depending on faction membership, and seats are gained and lost for different factions.

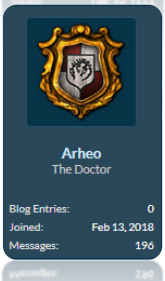
For Modders: All of this can be controlled entirely through powerful scripting language.

Here is an example of the Senate Calculations for 'Declare War'

AS THE CODE IS TOO LONG TO INCLUDE HERE. CLICK HERE TO VIEW THE FULL CODE IN THE ORIGINAL DEV DIARY


Diplomacy
Carthage
Oligarchic Republic
North African Traditions
-20 -20
Archon
Eshbaal Abbarid
Allied with Gymnaesia, Malaca and Carteia.
Gets tribute from: Gymnaesia, Malaca, Carteia and Musulami.
Declare War
Offer Alliance
Proclaim Guarantee
Ask for Military Access
Give Military Access
Demand Tribute
Athens -10
Sparta -10
Epirus -10
Korkyra -10
Aetolia -10
Akarnania -10
Messenia -10
Patrai -10
Megalopolis -10
Aigion -10
Azania -10
Argos -10
There are 60 seats behind 'Demand Tribute from Carthage' in the senate!
Civic Faction: 15 of 20
Military Faction: 13 of 20
Mercantile Faction: 11 of 20
Religious Faction: 16 of 20
Populist Faction: 5 of 20
Declaring War on Carthage
Support
Loyalty Impact
Changes in Seats
13 0.00% -1
20 +10.00% +3
15 0.00% -1
7 0.00% 0
2 -10.00% -1
1 Jan, 450



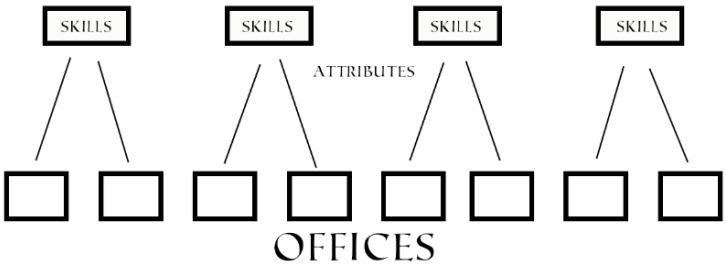


Offices And Law In The Republic

First of all, we have the current ruler, which in Rome is called the Consul. In a decision to make it more into a fun and engaging game, where you care about your characters, you only have one consul in Rome, and they serve for five years.

The next consul, which is called 'candidate' is usually the most popular and prominent character from the most powerful faction in the senate. Friendship and backing of other parties influence this as well.

There are eight offices in the government, and they all serve until you replace them or they die. There are two offices for each attribute, and the skill in their attribute determines how big their impact is on your country. Each of them gives the character prominence and some give other benefits to the character.



- **Censor**: Each Charisma gives +0.2 Senate Influence for the Censor's party.
- **Praetor**: Each Charisma gives +1% Commerce Income.
- **Tribunus Militum**: Each Martial gives +1% Discipline
- **Praefectus Militaris**: Each Martial gives +1% Tax Income
- **Augur**: Each Zeal gives +5% Omen Power
- **Pontifex**: Each Zeal reduces stability cost by 2%.
- **Tribunus Plebis**: Each Finesse increases freemen happiness by 1%
- **Vulnerarius**: Each finesse increases health by 0.5.

Appointing someone to an office increases their loyalty, but removing someone deeply hurt their loyalties.

There are eight categories of laws in a republic, and each of them have four different laws, where only one law can be active in each category. Changing a law costs 250 oratory power, and you must also have the backing of the senate for changing that category of laws.

- **Anticorruption Laws:** Impacts Corruption & Unrest
- **Religious Laws:** Omen Cost & Power, Influence of Religious Party
- **Maritime Laws:** Commerce, Wealth, Pirates.
- **Integration Laws:** Pop Happiness, Influence of Civic and Populist Parties
- **Citizen Laws:** Pop Promotion Costs.
- **Land Reforms:** AE Impact, Unrest, Slave Output
- **Military Reforms:** Different Military Bonuses
- **Election Reforms:** Corruption, Consul Term Duration



Please be aware that monarchies and tribes have different offices and laws, and if you like to mod you can have your own unique offices and laws for each nation if you so want.

[There may be changes coming the Consul system, turning it into a Co-Consul system as shown in Mr. Andersson's tweet.]

Preview below:



*** Update: Check out Arheos post below for more background ***

Arheo Said:
In a game where focus is intended to be equally split between internal and external politics, having a fully in-depth, historically authentic roman senate is way out of scope. Yes, you could manage your 10 Tribunes, 20 Quaestors, and 2 consuls, and it would probably be amazing, as a Roman Senate Simulator.

However, a Roman Senate Simulator is not what Imperator: Rome is. I understand that some of you feel aggrieved, having expected one thing and received another, but a balance has to be struck. As Johan said, it would take a matter of minutes or hours to halfheartedly hack in the coveted 'Second Consul'; but actively providing balance, content, and intrigue to do this justice, not only takes time, but takes away a lot of focus from the other aspects of the game you would be playing. 20 Quaestors would be horrifying to manage.

As you've seen in the previous dev diary, you will need to convince the senate in order to perform certain actions; Rome is not a totalitarian monarchy*, with 1, 2 or 3 consuls.

*Octavius notwithstanding.



Military Traditions

There are seven different military traditions in the world, tied to which culture-group you have, and due to the size of the traditions and how they are structured you will see rather different and unique nations.

Military Traditions unlock unique abilities, new units and give special bonuses to units.

Each Military Tradition has one bonus they get from the start, and then three different paths they can go down through, where after you have picked the seventh tradition in that path, you'll get a special benefit for that as well.

It is not very likely you will get to the end of all paths by the end of the game, so you really have to think about which path you want to progress down through first. One military tradition currently costs 800 military power, and each tradition taken increases the cost by 50%, and each military technology level reduces it by 25%.

Today we'll take a look at the Barbarian military tradition, which is used most cultures in north-western Europe.

They all start with the bonus to unlock Chariots as a unit. Chariots are relatively cheap, and faster than infantry, and utterly destroys light infantry on the battlefield.

The first path of the Barbarian Traditions is the **Britannic Path**.

- **Scythed Chariots:** +15%Chariots Offensive
- **Coming of Age:** +15% Light Infantry Defensive
- **Living off the Land:** -15% Land Unit Attrition
- **Word of Mouth:** +25% Manpower Recovery
- **Chariot Mastery:** +15% Chariots Morale
- **Selective Breeding:** -25% Light Cavalry Cost
- **Take up Arms:** +15% Archers Morale

End bonus for this path is 'Trained Cavalry' which gives +15% Discipline to both Light Cavalry and Chariots.

The second path of the Barbarian Traditions is the **Germanic Path.**

- **Strike and Withdraw:** +15% Light Infantry Morale
- **Natural Resources:** -25% Light Cavalry & Chariots Cost
- **Ambush:** +25% Combat Bonus for Light Infantry in Forest
- **Shield Wall:** +15% Heavy Infantry Defensive
- **The Young Must Serve:** -25% Light Infantry Cost
- **Hail of Stones:** +15% Archers Defensive
- **The Glory of the Hunt Allows** 'Raiding'

End bonus for this path is 'Adaptability', which gives +15% Discipline to Light Infantry.

The third path of the Barbarian Traditions is the **Gallic Path**.

- **Strike From Afar:** +15% Archers Offensive
- **Confederations:** +15% Global Manpower
- **The Plains Fight With Us:** +15% Combat Bonus for Light Infantry & Chariots on Plains
- **Strong Arm:** +15% Heavy Infantry Offensive
- **Scale the Walls!:** +15% Siege Ability
- **In Defense of our Home Allows** 'Levies'
- **A People on the Move** 25% quicker Unit Recruitment

End bonus for this path is 'Blow the Trumpet, in the New Moon!', which gives +10% Land Morale.




Military
Barbarian Traditions
The Plains Fight With us
Chariot Plains Combat Bonus: +15.00%
Light Infantry Plains Combat Bonus: +15.00%
The rolling plains of Gaul, from the coast to the Alps, prove ideal terrain for the use of cavalry.
1 Jan, 450

Johan
EVP Creative Direction
Blog Entries: 2
Joined: Dec 14, 1999
Messages: 17,757

Roads, Unrest And Civilization Level

First of all, we have the road building ability, which is unlocked in the Latin Military Traditions, by the 4th tradition in the Roman path.

Any army with that tradition and at least 5 cohorts will be able to start building a road towards another city. The movement will be delayed to 20% of normal speed, and the morale is severely reduced as well. When the army reaches the next city, a permanent road is created, giving a movement speed boost of 50% between those two cities.



All roads are drawn on the map, adding bridges as they cross rivers.



Secondly, how unrest works has completely changed from Rome1. Unrest no longer impacts a risk of a rebel unit spawning. In fact, there is no such thing as a rebel unit in Imperator. Unrest instead impacts the loyalty of the province, which in the end may cause a Civil War or an Independence War.



This will make large rebellions more interesting, and remove the disbalance where Rebel units always have larger numbers than real armies in our other games.

Thirdly, each nation will have a civilization level, which depends on their type of government and technology levels. Each city will slowly increase to that cap, or decay if above it. So civilizing barbarian frontiers is a long-term process.



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Interactions With Characters

Back in Characters we talked about Characters for the first time and talked about their attributes, traits and stats. If you haven't read it yet, I recommend going back to read it here: Characters.

We did not talk about health in that Topic, except mentioning the fact that one of the categories for traits were health-related. In the original Rome 1 & in the Crusader Kings series, health is a hidden value that the player never sees, which impacts hidden probabilities of when you die. In Imperator health is a value between 0 and 100, and when it reaches 0, that character dies. Health related traits affect this each month, but don't expect that a brain-damaged frail leper to have a long life-expectancy.

Holdings is another thing I promised to talk about. Each character can have holdings in one city. A governor picks a city in the province he is governing as where he'll have his holdings, while a General picks one from the cities he may have conquered. A character with a holding will get income from that city until death, or until otherwise forced to relinquish it.

Income ties into another concept I'd like to touch upon in today's diary, i.e. Wealth. Each character has a pool of money that they may use to their own benefit. Characters gain money, if they have an office that pays them, or if they are a governor that can use their corruption to enrich themselves, or if they have holdings.



So how do you interact with these characters then? Well, Imperator has lots of different ways, besides the normal event interactions like most of our games, we also have the direct character interactions.

Character Interactions usually have costs in power and or gold, and some have different chances of success as well, and in Republics, some of the character interactions require senate approval as well.

- **Appoint Dictator:** Can be done on your ruler in a republic when at war or civil war, and it will allow him to do any diplomacy or character interaction without Senate interfering until the end of the war.
- **Assassinate:** You can attempt to assassinate a foreign character.
- **Banish:** To force a character you have previously imprisoned to leave your country.
- **Bribe:** Increases the loyalty of that character.
- **Execute:** Permanently move a prisoner to another plane of existence.
- **Free Hands:** Increases Loyalty and Corruption if that character is one of your Governors.
- **Hold Games:** With a ruler in a republic, you can spend states money to increase the popularity of the current ruler.
- **Imprison:** Attempt to relocate someone to a more secure area for future processing.
- **Inspire Disloyalty:** Reduces loyalty and increases corruption of a foreign character.
- **Loan:** To get money from a wealthy character. They may want it back though.
- **Marry Ruler:** If different gender and both ruler and character is unmarried.
- **Recruit:** To get a character leave a foreign nation and work for you.
- **Recruit General:** Get a disloyal foreign general to leave his nation and join your nation, with his army.
- **Release Prisoner:** For bleeding-heart liberals.
- **Repay Loan:** Sadly, you can't imprison and execute people you owe money.
- **Sacrifice Prisoner:** Some religions allow you to sacrifice prisoners taken in war, making your tribesmen happy and productive, and making it easier to stay tribal.
- **Seek/Stop Treatment:** For characters with bad health that you need to live longer or shorter.
- **Seduce Governor:** Convincing a foreign governor that it's far better to officially say they are part of your nation, while they regretfully report that about 105% of all collected taxes were lost due to bad harvests and bandits to your government.
- **Smear Character:** To reduce the popularity of a character.

There may be more interactions added through development, and they are 100% created by script files, and here is an example of the simple *Hold Triumph interaction*.

Code:

```
hold_triumph = {

   on_other_nation = no
   on_own_nation = yes

   sound = "event:/SFX/UI/Character/sfx_ui_character_hold_triumph"

   potential_trigger = {
      hidden:scope:target = {
         is_alive = yes
      }
   }

   allowed_trigger = {
      hidden:scope:actor = {


         can_pay_price = hold_triumph

         custom_tooltip = {
            text = "TRIUMPH_RECENTLY_HELD"

            NOT = { has_variable = triumph_recently_held }
         }
      }
      scope:target = {
         is_adult = yes

         days_since_last_victory < 720
      }
   }

   effect = {
      scope:actor = {
         pay_price = hold_triumph

         set_variable = {
            name = triumph_recently_held
            value = 1
            days = 365
         }

      }

      scope:target = {
         add_loyalty = loyalty_huge
         add_popularity = popularity_huge
      }
   }

}
```



Italic Military Traditions

To recap from the Military Traditions, there are seven different military traditions in the world, tied to which culture-group you have, and due to the size of the traditions and how they are structured you will see rather different and unique nations.

Military Traditions unlocks unique abilities, new units and give special bonuses to units.

Each Military Tradition has one bonus they get from the start, and then three different paths they can go down through, where after you have picked the seventh tradition in that path, you'll get the a special benefit for that as well.

It is not very likely you will get to the end of all paths by the end of the game, so you really have to think about which path you want to progress down through first. One military tradition currently costs 800 military power, and each tradition taken increases the cost by 50%, and each military technology level reduces it by 25%.

This time it is the Italic traditions, which is available to all countries in the Latin culture-group.

They all start with the "*Walled City*" tradition, which gives +25% to Defensiveness, which basically makes sieges against your fortified cities take 25% longer

The first path of the Italic Traditions is the Tribal Path.

- **Artisanal Bronzework:** +15% Light Infantry Defence
- **The Equestrian Order:** +15% Light Cavalry Offensive
- **Deus Vult:** +15% Omen Power
- **The Acquisition of Wealth:** Enables 'Raid City'
- **The Aulos:** +15% Light Infantry Morale
- **Mare Nostrum:** -25% Trireme Maintenance Cost
- **Rousing Oratory:** +15% Manpower

End bonus for this path is 'Hill Dwellers', which gives to +15% Combat Ability to Light Infantry when fighting in Hill Terrain.

The second path of the Italic Traditions is the Support Path.

- **State Navy:** +15% Trireme Morale
- **The Fabri:** 25% Cheaper Military Buildings
- **Scale the Walls:** +15% Siege Ability
- **Castra:** Enables 'Border Forts'
- **Logistics of State:** 25% Cheaper Light Infantry, Heavy Infantry, Archers
- **Scutum:** +15% Heavy Infantry Defence
- **Foederati:** +15% Light Cavalry Discipline

End bonus for this path is 'Rome, Ascendant', which makes Holding a Triumph 50% cheaper.

The third path of the Italic Traditions is the Roman Path.

- **Principes:** +15% Heavy Infantry Discipline
- **March of the Eagles:** +5% Morale Recovery
- **Triarii:** +15% Heavy Infantry Offence
- **Roman Roads:** Allows 'Military Roadbuilding'
- **Professional Soldiers:** -0.05 Monthly Warexhaustion
- **Velites:** +15% Light Infantry Offence
- **The Honor of Service:** +15% Manpower Recovery

End bonus for this path is 'Triplex Acies', which allows a defensive stance for your armies, similar to the Greek Phalanx.



There are a few abilities mentioned above that needs some more information.

Raid City: This is possible to do when you have taken control over hostile territory, giving you money and manpower, while hurting that province in growth, output and commerce for 5 years.

Border Forts: This creates a colony in an unowned 'city' that is adjacent to one of your own cities, adding 1 freeman pop of your culture and a fort for military power.

Military Roadbuilding: The cheapest and fastest way to build roads in the game.



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Loyalty And Civil Wars

Unrest

So, let's recap on what we've mentioned briefly earlier about unrest in the 16th dev diary, and how unrest in cities affected the loyalty of provinces. Unrest also has two other direct impacts, the first is the reduction of commerce, tax, manpower and research from the city, while when it reaches the threshold of 10 unrest, you can no longer recruit regiments in the city, build buildings or interact with the population.

Unrest is generated through unhappy pops, low stability in your country, war-exhaustion, governors policies and corruption. It can also be reduced by various laws, positive stability and by assigning armies to the local governor.

The happiness of a pop depends on its culture and its religion compared to the country's religion and culture. Different pop-types also want different civilization levels to be happy, while a tribesman want it as low as possible, the citizen wants it rather high. Different laws make different types of pops more or less happy as well. Access to different goods in the city will also make pops happier.

If a pop has less than 50% happiness, they will contribute to the unrest of the province.

Now let's talk about loyalty. There are three types of loyalty we'll talk about today, as the loyalty of subjects is a subject for another diary. (And I just wanted to type that sentence..)

Province Loyalty

Each province has a loyalty value to the country. If it goes down to 0, then that province is basically 100% autonomous and provide nothing to you. They will cancel all trades to other parts of your country and every city will be acting as it had at least 10 unrest.

If enough provinces are disloyal, they will either start an independence war, if the dominant culture is not your primary culture-group, or a civil war if they are of your culture-group.

There are alerts if your provinces are disloyal, or if you risk a civil war or major revolt.



Cohorts Loyalty

Each cohort in an army can become loyal to a single person. This depends on the charisma of the commander during a battle or a siege.

When a cohort is loyal to a character the country pays less maintenance for it, as the commander of the unit it is loyal to, starts paying the unit him or herself.

There is a slight drawback or two to having cohorts loyal to a character instead of the country, like for example, a cohort that is personally loyal to a character will not allow it to be transferred away from the unit in any way. Also, a character with cohorts loyal to him tend to become more disloyal over time.

Character Loyalty

Characters loyalty to the Country is one of the more interesting aspects to manage, as disloyal characters is a huge risk, as disloyal characters will refuse to abandon their armies or provinces, and if enough are disloyal they will form a block together to form a civil war.

Some forms of government, a few inventions and some ideas increase loyalty of all characters. Giving people titles and offices will increase their loyalty but removing them decrease their loyalty. Characters of the same faction as the ruler tends to become more loyal over time, while friends and rivals of the ruler will see their loyalty go up and down as well.

When the loyalty of a character is below 33%, that character is considered disloyal.

Civil Wars!

While a major revolt is not different from having a large nation revolt against you in other games, civil wars are dramatically different.

The threat of a Civil Wars will start as soon as either 33% of the army is controlled by a character that is disloyal OR 33% of all provinces are disloyal to the country.

During the threat of a civil war, a small timer ticks up each month, where the civil war will break out after a year. During this time you have an alert so you can see that you have a risk of it. Of course, there are alerts as soon as a single province is disloyal or a general is.

When the Civil War starts, all disloyal characters and provinces will join them.. And possible friends and families as well.

A civil war is a war-to-the-death, where provinces automatically switch owners when you occupy them, and if you lose the civil war, it is basically game over.

And always remember.. Tyranny is not a help when it comes to get loyalty. Sic Semper Tyrannis!

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Governor Policies And Northern African Military Traditions

Governor Policies

Every governor will when he is assigned to a province, select a policy he wants to pursue for his reign. The policy picked depend on the personality of the governor, but also on the setup of the province. Not all policies are necessarily beneficial to you as a player, so you can always overrule what policy the governor should have, but that comes at a cost in loyalty of the governor.

You can of course change policy as many times as you want in a province, as long as the governor is loyal enough before changing it, but a disloyal governor will change it to benefit himself.

Here are the current policies we have in the game.

- **Acquisition of Wealth:** Reduces tax and commerce income by about 10% of the province, while enriching the governor.
- **Religious Conversion:** Adds some minor unrest, but the governor has a chance to convert the religion of a pop each month, depending on his zeal.
- **Cultural Assimilation:** Adds some minor unrest, but the governor has a chance to convert the culture of a pop each month, depending on his finesse.
- **Bleed Them Dry:** Increases unrest and reduces population growth dramatically, while increasing income from the province, and also give some to the governor.
- **Borderlands:** Increases Manpower and Defensiveness of the province.
- **Encourage Trade:** Allows another import route to the province and increases commerce income, for a small decrease in loyalty.
- **Social Mobility:** Reduces output of citizens by 20%, while there is a chance for the governor to change the type of a pop towards a balance of citizens, slaves & freemen, depending on the governors charisma.
- **Local Autonomy:** Increases Happiness of pops, while reducing their output.
- **Civilization Effort:** Increase civilization in the province.



Governor policies are designed to get indirect influence over provinces, while having a trade off, where constantly micro-managing it is not beneficial.
Of course, all are moddable, and you can make as many of these as you'd like.

North African Military Traditions

So, time to take a look at another military tradition tree, and this time the North African one, which is available to the north African & Numidian culture groups, and the Carthaginian culture.

They all start with the 'Seafaring People' tradition which gives 25% cheaper Triremes.

The first path is the ''Tribal Path".

- **Born in the Saddle:** +15% Light Cavalry Discipline
- **Man and Horse:** +15% Combat Bonus on Plains for Cavalry
- **Sure-footed, as Wild Horses:** 25% Cheaper Light Cavalry
- **Wild Charge:** Enables Cavalry Skirmish Stance
- **Local Knowledge:** 25% less attrition.
- **Call to Arms:** +15% Manpower
- **Ululating Cry:** +15% Light Cavalry Offensive

End bonus for this path is 'To Each, Their Own', which gives +10% output from tribesmen.

The second path is the "Naval Path".

- **Phoenician Heritage:** +15% Offensive for Triremes
- **Iberian Draft:** +15% Defensive for Light Infantry
- **Naval Dominance:** +15% Defensive for Triremes
- **A Life at Sea:** Allows Repair at Sea ability
- **Noble Warlords:** +2.5% Loyalty for Generals
- **Imposing Edifices:** +15% Defensiveness
- **Putting our People to Work:** -25% Trireme Maintenance

End bonus for this path is 'Maneuverability Above All', which gives +15% Discipline for Triremes.

The third path is the "Army Path".

- **Skilled Recruiters:** 15% cheaper mercenary maintenance
- **Professional Marines:** +15% Trireme Morale
- **The Sacred Band:** +15% Heavy Infantry Discipline
- **Uneasy Relations:** More Manpower from Subjects
- **The African Elephant:** +15% Warelephant Discipline
- **Numidian Cavalry:** 25% Cheaper Heavy Cavalry
- **Devastating Charge:** +15% Warelephant Morale

End bonus for this path is 'A Hard Bargain', which gives 25% cheaper mercenaries to recruit.


281
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1
0
60
1100
1100
1100
1 Jan, 450
Military
6.02
+9.00%
6.00
+0.00%
+15.00%
North African Traditions
Noble Warlords
Monthly General Loyalty: +0.02
The noble heritage of our people lives on in our practice of appointing the elite to lead our men. Those with so much invested into our nation are hard to sway with offers of gold or land.
AELIAE
THYNDRUS
BAGRUS
USULA
TAPAPURA
THENAE
CERCINA
GIGTHIS
MENINGE
ZITHA
581





Combat

Combat in Imperator occurs when two armies are in the same city. The army first in the city is considered the defender, unless the other side has control over fortifications in the province.

The battlefield has 60 different positions for each side, as well as a reserve where cohorts currently not fighting will be. Armies will be organised with infantry in the middle, cavalry on the flanks as well as ranged support.

Each day, each unit will fire on one target in front of them, or towards the side, if they have a high enough flanking ability.

Damage is determined by adding up the dice with the combat modifiers from terrain and leaders, where a total of 0 or below gives 2% damage, and the maximum of 15 from terrain and dice gives 30% of damage.

The impact of dice roll on a battle is far less in Imperator than games like V2, EU4 and CK2, as the range of dice is smaller with just a 1d6 being rolled, rather than the usual 1d10.

Crossing a river, or doing a naval landing, gives -1 to the attacker.

Mountains gives +2 to the defender, while Hills, March and Forests gives +1 to the defender.

Leaders impact combat as well, with the difference in martial giving a bonus to the one with the highest martial.

Then the damage value is modified by the following before being applied to the target. (Please note that all damage is done after the round of combat is calculated, so it's not beneficial to fire first.)

The attacking units discipline is a positive modifier for damage, and this discipline can be either the country, or individual modifiers of discipline down to cohort, and loyal regiments will do slightly more damage.

Each type of unit can also have bonuses for fighting better or worse when doing damage or receiving damage, and also for fighting in certain terrains. Of course, they could also have generic bonuses that makes them all around better or worse.

Some units perform better versus other types, where Chariots are good versus Light Infantry but bad versus Heavy Infantry.

And then the comparison of the combat tactics between the opposing forces.

The experience a unit has reduces how much damage that unit takes.

Then this damage is multiplied by a value to scale damage so combat lasts over a desired amount of ticks.

Combat Tactics

One of the more major difference-makers in combat is the tactics. For each army you can determine one offensive and defensive tactic, which each has 1 they are great versus, and 1 they are bad versus.

The offensive tactic is used if you are the ATTACKER in a battle, and the defensive tactic is used if you are not the attacker.



Offensive Tactics

All Out Assault
+30% versus Withdraw
+20% versus Probing Counter Attack
-20% versus Hard Defence
Both sides takes +10% casualties.

Frontal Assault
+20% versus Withdraw
+10% versus Probing Counter Attack
-10% versus Hard Defence

Outflanking Attack
+10% versus Strong Counter Attack
-10% versus Mobile Defence

Echelon Attack
+10% versus Mobile Defence
-10% versus Probing Counter Attack

Probing Attack
-10% versus Strong Counter Attack
+10% versus Hard Defence
Both sides takes 25% less casualties

Defensive Tactics

Strong Counter Attack
+10% versus Probing Attack
-10% versus Outflanking Attack

Probing Counter Attack
+10% versus Echelon Attack
-10% All Out Assault
-10% Frontal Assault

Hard Defence
+10% All Out Assault
+10% Frontal Assault
-10% Probing Attack

Mobile Defence
+10% Outflanking Attack
-10% Echelon Attack

Withdraw
Both sides takes -25% casualties.

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Map And Political Situation At The Start Of The Game – Italy

Previously we have talked about how we have approached researching the map. In this diary I will instead focus on what our map actually looks like, and the situation in Italy at our start date, 304 BC. This date was chosen after long consideration and we hope that it will provide an as interesting setting for a game that spans the main expansive phase of Rome's existence (as well as many other things, but we will get to those later, in other diaries).

Italy Ab Urbe Condita 450 - 304 BCE



Central Italy - The Rise of Rome:



At the start of Imperator, the city of Rome is already an impressive 450 years old. Rome has however not been a major force for nearly as long. In the last 40 years leading up to our start Rome has begun to grow quickly, first unifying the lands of the Latin League under its rule and then expanding at the expense of its former Samnite allies.

The recently concluded Great Samnite war has transformed Rome from a local power in Latium with designs on Campania to a large country stretching right across the central Apennines to the Adriatic coast.

The defeat of both Samnium and Etruria has both sent shockwaves through Italy and made a few select Romans very influential and very rich. This is an age where the Republic went through a period of dynamic development, with its institutions and its internal politics transforming from that of a small city to what would become the center of a growing empire.



Starting Countries:

- **Rome**: Independent Italic City State that has grown in the last 40 years to be the dominant power in Central Italy. Having just defeated both the Samnites and Etruscans, and acquired a number of new Feudatory subject states, Rome is starting to draw the attention of more faraway powers such as Carthage, Rhodes and Epirus. While the success of the Samnite wars have cemented Roman military superiority, they also highlight how even small conflicts can blow up into great multisided wars in this region.

- **Samnium**: League of Samnite states. Former ally but now immediate rival of Rome that has just been defeated in the Second Samnite war. Controls a number of fortifications that cut Central Italy from the south. The emergence of a strong Roman power has made them look abroad for supporters, to Etruria, Carthage and Syracuse.

- **Etruria**: Tribal Federation of Etruscan states. The Etruscans are the formerly dominant people in Central Italy and overlords of Rome and many other states in the region. Now, however, they are a country of much more limited power and influence. They retain control over the central Etrurian region as well as parts of the island of Corsica, which was conquered with Carthaginian help many years ago.

- **Sipontum**: Small Greek city state on the Adriatic coast. Sipontum belongs to a number of states that try to get by without being pulled into the designs of nearby powers such as the Samnites or Epirus on the other side of the Adriatic.

- **Frentani**: Sabellian Tribal Kingdom on the Adriatic coast. The Frentani control a vital communication route between the Roman colonies in the east and the route through the Apennines to Rome proper and are among the groups that turned to Rome to offer their allegiance at the end of the Great Samnite war.

- **Nuceria**: Sabellian Plutocratic Republic, that fought against Rome in the Great Samnite War. The small state was however spared any vengeance in return for their everlasting loyalty to Rome and starts as a Roman Feudatory.

- **Peligni**: Medium Sized Tribal Kingdom in the upper Apennines. Sued for peace with Rome in order to become a Roman Feudatory at the end of the Second Samnite War.

- **Marsia**: Tribal Kingdom by the shores of the new lost lake of Fucino. Formerly Samnite ally but now Roman Feudatory since the end of the second Samnite war.

- **Sabinia**: Small Tribal kingdom precariously situated on the border of Etruria and Rome. While relations have never been good with the Romans, their recent victories have made Roman settlers even more interested in Sabinian land.

- **Picentia**: Tribal kingdom on the Adriatic coast. Neighbors with Ancona and allies of Umbria.

- **Umbria**: Aristocratic Republic in the Umbrian Apennines. Traditional enemies of the Etruscans and friends of Samnium. Allied with Picentia.

- **Ancona**: Greek city state founded by Syracusan settlers. The local economy based on the export of dyes. With Syracusan presence in the adriatic waning Ancona is nowadays on its own and surrounded by much stronger tribal countries.

Sicily in the age of Agathocles



Sicily is one of the greatest and richest islands of the Mediterranean. Like southern Italy it is home to a sizable Greek population, but unlike southern Italy it also has both valuable mines and great farmlands.

In 304 BC the island is divided between the Great Power of **Carthage** and the Kingdom of **Syracuse**. The latter is ruled by the self-proclaimed Tyrant Agathocles. A man who rose from humble origins and a life as a soldier and an adventurer, to be the leader of the greatest city on the island.

Agathocles' installation in Syracuse can in many ways be attributed to Carthage, who assisted with their army, hoping to destabilize the Greek state with which they had competed for hegemony over both the island of Sicily itself as well as Corsica and Sardinia.

No sooner had Agathocles been installed and slaughtered his political opposition, than he turned on his former allies. The last 8 years have been a long and drawn out struggle between Syracuse and Carthage. One in which the seemingly much stronger North African republic would see its countryside in modern Tunisia burn, and its commanders decapitated.

Nonetheless the peace that was finally signed in 306 BC, just two years before our start date, has more or less been a return to status quo. Carthage and Syracuse still control about as much of the island as they did before, and a central part remains unaligned, unwilling to directly declare for either side.

This is an uneasy peace, more dictated by a will to gain respite than real will to seek reconciliation. In Carthage itself, an ambitious general takes this as an opportunity to proclaim himself Tyrant, much like Agathocles did years prior. But where Agathocles could massacre his opponents, Bomilcar is abandoned by all his friends and publicly crucified.

It is now 304 BC and in the east Alexander's former generals have begun declaring themselves kings in their own right. Despite the uneasy truce with Carthage, Agathocles has decided to do the same, and names himself King of Sicily. What his plans are for realizing these ambitions are, only time can tell.



Starting Countries:

- **Syracuse**: Sicilian Greek Kingdom that at times have controlled most of the island. Only a medium power in the grand scheme of things but an important strategic piece of the Mediterranean puzzle. Syracuse has previously been the overlord of much of Southern Italy and many expect that it has ambitions to that effect again.

- **Siculia**: The weakest country on Sicily, this small Tribal country represents the various cities that are not under **Syracusan** or Carthaginian control at our start. Their population are mostly Siculians and Greeks.

- **Carthage**: Carthage is not a Sicily based power, and we will speak more about them in a future diary. Nonetheless they are one of the most influential playable countries in this region. The population of Carthaginian Sicily is a mix of Carthaginians, native Siculians, and Greeks.

Southern Italy - Magna Graecia



At the time of our start date Southern Italy is a divided region. Also known as “Magna Graecia” It is home to a number of Greek city states, many who have ties to their former homeland, and to the great Hellenic power of Syracuse. The region is also home to a number of large tribal federations such as the **Bruttian** and **Lucanian** Leagues.

Many of the Greek cities once cooperated in the Italiote League, but many divisive conflicts have made that form of cooperation less relevant.

Historically **Syracuse** has been dominating force in the region, but now **Epirus**, **Rome**, the **Samnite** League and even **Sparta** are also meddling in local politics.

The end of the Second Samnite war in the north is about to send ripples through the political sphere, with some major powers reorienting themselves to be able to protect themselves from Rome, and others instead seeking Roman protection.



Starting Countries:

- **Tarentum**: Small but influential Greek City state, leader of the new defunct Italiote league. Tarentum has often been an ally of the Samnites and sometimes an enemy of Rome. Fearing growing Roman power, the Samnites have come to support Agathocles of Syracuse but Tarentum is equally concerned with Roman and Syracusan aggression and has instead sought other friends. It has found new allies in Sparta, Epirus and even the former enemy Messapia.

- **Lucania**: Tribal Kingdom and Regional Power representing the Lucanian League. Enemies of Tarentum and the Samnites, Lucania is in some ways a logical ally for Rome, at least for now. Should Roman expansion take them too far south this might easily change in the future.

- **Messapia**: Tribal Messapian Kingdom on the heel of the Italian Boot. Historically often at odds with Tarentum but for now instead allied with both them and the Apulians.

- **Apulia**: Tribal Messapian Kingdom, allied with Messapia.

- **Bruttia**: Tribal Kingdom in the far southern tip of Italy. Asserts influence over many of the nearby Greek cities and as such is the main safeguard against any Syracusan expansion in the region.

- **Croton**: Old Greek city state maintaining a precarious independence from the Bruttia. In a defensive league with Metapontum and Herakleia.

- **Metapontum**: Greek city state on the Tarentine Gulf. Metapontum is in a defensive league with Herakleia and Croton.

- **Hipponion**: Greek city state and tributary to Bruttia, traditional rival of Croton, historically often in the Syracusan sphere of influence.

- **Locri**: Greek Plutocratic Republic, feudatory of Syracuse.

- **Rhegium**: A formerly influential city in Magna Graecia, the Plutocratic Republic of Rhegium is a feudatory of Syracuse.
- **Thuria**: Small and weak Greek City state with a very diverse Greek population. Tributary to Bruttia.

- **Herakleia**: Small Greek City state surrounded by Tarentum and Lucania. Herakleia is currently in a defensive league with Metapontum and Croton but is likely to reorient itself towards one of its larger neighbors.

Northern Italy & Gallia Cisalpina



In 304 BC the northern Italian basin is dominated by Celtic, Lepontic, tribes. Many among these tribes migrated into the area at the beginning of the century; a moment in time quite entrenched in the Roman psyche, as the tribesmen reached as far south as the city of Rome itself, sacking it, in what would be remembered as the Gallic disaster.

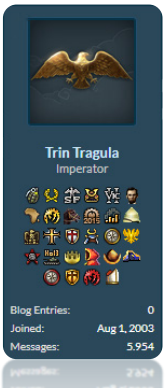
Apart from occasional raids and mercenary bands, however, this region is not as integrated with Central and Southern Italy. To most states in this region the growing Roman state is not yet seen as a threat.



Starting Countries:

- **Boii**: Tribal kingdom centered around the location of the modern city of Bologna. Like many other tribes they are said to have migrated into Italy across the alps, but their exact origin is unknown.
- **Veneti**: An Italic people with Celtic influences occupying roughly the same location as the modern Veneto region in north eastern Italy.
- **Lingones**: Small tribe from Gaul that has settled in the Po river delta.
- **Cenomanni**: Tribal Kingdom along the Ph River.
- **Insubria**: Celtic tribe in the region around the modern city of Milan. The largest of the Lepontic populations. Enemies of the Taurini.
- **Taurinia**: Celtic tribal state on the slopes of the western alps. Enemies of the Insubres.
- **Senonii**: Small Celtic tribe from Gaul. Responsible for raiding Latium and Etruria as well as the sacking of Rome, and the continued fear of Celtic raids among the Romans.
- **Friniati**: Mountainous tribal kingdom in the northern Apennines on the border between Etruria and the Boi.
- **Genuates**: Tribal kingdom on the inhospitable Ligurian coast. Guards one of the routes into Italy but considered by many to be harder to traverse than using the Alpine passes.

EDIT: To clarify a Starting country is one you can select at start. There are no countries on the map that are not playable.



The Wars of the Diadochi:



As we move on to the eastern part of the Mediterranean we approach what is perhaps the main conflict of the early part of **Imperator: Rome**, a conflict that does not involve the promising Republic in Italy at all.

In 334 BCE, a few years after the first Samnite War and some 30 years before the start of the game, Alexander of Macedon crossed the Hellespont and invaded the Persian Achaemenid Empire. Alexander would in short order conquer the empire in its entirety, and soon his rule extended from Greece and Egypt in the west, to the Indus river and Ferghana valley in the east.

However in 323, aged only 32, Alexander would die suddenly, in the city of Babylon.

After some consideration the generals present in Babylon itself proceeded to divide the empire between them in anticipation of one of Alexander's heirs coming of age.

Almost immediately hostilities would break out between these successor rulers, a series of conflicts that would last far longer than the original campaign to conquer the empire by Alexander himself. The story of this great conflict could fill many developer diaries, and involve everything from securing Alexander's widows, children, siblings and even his body itself, to treachery, assassination, and unlikely reversals of fortunes. This is a period of some of the most spectacular sieges, naval engagements and land battles of the ancient era. At our start in 304 BCE this conflict is still ongoing, the remaining factions are headed by Cassander in **Macedon**, Lysimachos in **Thrace**, Antigonus in **Phrygia**, Ptolemy in **Egypt** and Seleucus in **Persia**. There are no longer any remaining potential heirs by blood to the empire, and so these remaining generals have all begun proclaiming themselves kings in their own right. History knows them as the **Diadochi**, or successors.

Rather than retelling the wars of the Diadochi in their entirety we will get back to them when we focus on the various regions that the Successors rule at our start.
This diary is going to focus on the geographical region of Greece, in some ways at the periphery of the conflict, but in others at its very center.

Greek Military Traditions:



Greek Military traditions will be used by all countries with a Greek culture as their state culture. Including all of the mentioned **Diadochi** kingdoms. Like with all Military traditions there are three different paths, but you can choose to progress down either one at any time you unlock a new tradition.

Like with most things we show you numbers are still subject to change. The names for the paths are also not to be taken too literally. They are never shown in game and are just rough categories for us to work with internally.

The Greek can unlock 3 abilities. **Raid City**, and **Border Forts** are also present in the [Italic Traditions.]
In addition the Greek Military Traditions also unlock the **Cavalry Skirmish** ability. This is a togglable unit ability that increases damage dealt by **Light Cavalry** and **Camelry**, while also increasing the damage they take themselves.
Overall Greek Traditions provide a range of different bonuses to Infantry as well as a sprinkling of Cavalry and naval bonuses depending on what you prioritize.

Starting Tradition - Modernized Phalanx: Allows Phalanx

«Seleucid Path»

- **Agema**: Light Cavalry Discipline +15%
- **Arms For Hire**: Mercenary Recruit Cost Modifier -25%
- **Phoenician Sailors**: Ship Offense +15%
- **Companion Cavalry**: Allows Cavalry Skirmish
- **Kataphraktoi**: Heavy Cavalry Discipline +15%
- **Thyreophoroi**: Light Infantry Morale +15%
- **The Hipparchos:** Cavalry Morale +15%
- **Finisher Bonus - Deep Coffers**: Mercenary Maintenance -25%

«Greek Path»

- **The Sarissa**: Heavy Infantry Morale +15%
- **The Tarentine Advance**: Light Cavalry Defensive +15%
- **Siege Craft**: Siege Ability +15%
- **Military Colonies**: Allows Military Colonies
- **Mine's Bigger Than Yours**: Ship Defensive +15%
- **City State Fortifications**: Fort Defence +15%
- **Centuries of War**: Heavy Infantry Maintenance Cost -25%
- **Finisher Bonus:** The Silver Shields: Heavy Infantry Discipline +15%

«Antigonid Path»

- **Veterans of the Great Campaign**: Unit Starting Experience +15%
- **Proud Shipwrights**: Ship Construction Cost -25%
- **The Nobility Ride**: Light Cavalry Offense +15%
- **The Victor's Spoils**: Allows Raid City
- **Peltasts**: Light Infantry Offense +15%
- **Specialist Infantry**: Archer Discipline +15%
- **Mastery of the Mountains**: Light Infantry Mountain Bonus +25%
- **Finisher Bonus - Combined Arms**: Light Infantry Discipline +15%

Greece 450 AUC - 304 BCE



Macedonia, Epirus & Thrace



At the time of Alexander's death Macedonia and the cities of Greece were entrusted to Antipater, one of his oldest and most experienced officers. A few years later Antipater was even declared the regent of the (by then rather theoretical) empire and entrusted the care of the presumptive heirs to the empire, Alexander's son Alexander and his incapable brother Philip.

Quite an old man, Antipater eventually transferred command of Macedonia in 319 BCE to another general, Polyperchon. His eldest son Cassander, himself a veteran of Alexander's conquests, saw this as a threat to his own ambitions and allied with the enemies of his father. Eventually taking over Greece and Macedon by force. Well in control of Greece, Cassander would find that his father's enemies soon became his own.



Starting Countries:

- **Macedon**: The original kingdom of Alexander, now ruled by the Antipatrid dynasty under **Cassander**. While thoroughly militarized, Macedon itself was never the richest part of Alexander's empire. In recent years it has flourished under the rule of the Antipatrids, who have spent great resources on founding new cities, improving infrastructure and generally acting as is expected of Hellenistic Kings. In the years preceding our start date Cassander ordered the murder of the last heirs of Alexander, once entrusted to his father. This proved to be quite an unpopular move among the Greek cities but one that met almost no opposition from the other Diadochi.

- **Epirus**: More accurately the Epirote League. Led by the newly elected King **Pyrrhus** Accidae, a man who has been called the greatest military mind of his time. Pyrrhus is still young but would in time make a name for himself as a mercenary and adventurer. Pyrrhus feels he has a legitimate claim himself to the realm of Alexander and is sympathetic to the Antigonid cause. Epirus starts out unaligned and without alliances but many opportunities for expansion.

- **Thrace**: The realm of **Lysimachos**, a seasoned general of Alexander's wars but perhaps less influential than most of the others we have mentioned. Thrace is aligned with Macedon against the Antigonids in **Phrygia** but its meager military resources are mostly spent protecting itself from the many tribes to its north and in the Thracian inland. Thrace starts allied with **Macedon** and with **Odrysia** as a vassal.

- **Odrysia**: Thracian tribal kingdom just north of Lysimachos domain. While technically a subject of Lysimachos it was just as often a rebellious enemy. Odrysia starts as a vassal of **Thrace**.

- **Taulantia**: Kingdom north of Epirus ruled by the famous warrior king who have fought Alexander the great, Antipater and eventually Cassander. Offered refuge to **Pyrrhus** and his mother when Cassander wanted them dead years prior. Starts unaligned and without allies

- **Cavi**: Small tribal vassal of **Taulantia** in Illyria.

- **Paeonia**: Tribal Kingdom in Upper Macedonia founded by a cadet branch to the Argead house of Macedon. Starts as a vassal of **Macedon**.

Central Greece



Greece may be far from the center of Alexander's Empire but it is also extremely central to the wars of the successors. For a Hellenistic King the cities of Greece represent a political capital that few places in the world can match. They also possess considerable commercial wealth and could be a great source of manpower for the ever expanding armies of the Diadochi.

Cassander's strategy in Greece has been to garrison the cities and place his own men in charge of important ones, such as Athens, or the great fortress of Corinth. This strategy has been quite unpopular with the Greek cities themselves but it has allowed him firm control over the many disparate factions and leagues in the region.

At the start of our game, **Demetrius**, son of Antigonus and co-king of our Phrygia has just landed with a big army in the Macedonian stronghold **Chalcis**, in central Greece. Fresh from the siege of Rhodes and conquest of Cyprus, his reputation precedes him. This is also not the first time that he is campaigning in Greece. Thus, when Demetrius promises freedom to all Greek cities many immediately drop the allegiance to Macedon and join his cause.

As our game starts, Cassander and his armies have quickly fled north while Demetrius is now consolidating his hold over Athens and Boeotia. As winter approaches there is a cessation of active hostilities of sorts, but it is not one anyone expects to last.



Starting Countries:

- **Athens**: Perhaps the most prestigious of all cities in the Greek world. Home to the Akademia founded by Plato. Under Cassander Athens was ruled by the Tyrant Demetrius of Phalerum. At our start Athens has just been freed of its Tyrant and has welcomed the Antigonid prince Demetrius Poliorcetes with open arms as the liberator of all Greeks. In time this relation would grow a bit more sour but at our start Athens is closely aligned with the Antigonid cause in Greece. Athens start as a democratic Republic and a feudatory of **Phrygia**.

- **Thebes**: Once the leader of the Boeotian league and a power in their own right, Thebes was laid to waste by Alexander the great when he conquered Greece. As if to distance himself from Alexander Cassander has spent considerable funds on rebuilding Thebes to once again be a relevant power in the region, and a loyal ally to Macedon. Thebes begins as a feudatory of **Macedon**.
- **Boeotia**: Country representing the Boeotian League. As soon as Demetrius Poliorcetes landed in Chalcis, the Boeotian league switched its allegiance from Cassander of Macedon to the Antigonids in **Phrygia**. Starts as an ally of Phrygia.

- **Aetolia**: Small country representing the league of Aetolia. Often closely aligned with the Antigonids of Phrygia. At our start they have just entered into an alliance with Demetrius Poliorcetes.

- **Euboea**: Represents the Euboean league and controls the entire island of Euboea apart from the fortified city of Chalcis itself. Starts as a feudatory of **Phrygia**.

- **Akarnania**: Small country representing the league of Akarnania in western Greece. Positioned at the border of Macedon and Epirus the small league will have to rely on more powerful protectors in order to survive. At start Akarnania is a feudatory of **Macedon**.

- **Megara**: Small city state between Athens and Corinth. Home to the Megarian school of philosophy and logic. Declared for Phrygia when Demetrius freed Athens from its tyrant. Megara starts as a feudatory of **Phrygia**.

Peloponnesos:



The mountainous peninsula in southern Greece is home to a great number of small city states. Macedonian overlordship is in living memory but the region was almost entirely freed by the Antigonid alliance in previous wars. **Polyperchon**, the Antigonid General in charge of the region, recently defected to **Cassander** and left the region to bring Alexander's brother to Macedon.

The Peloponnesian cities largely remain independent and ungarrisoned ever since Polyperchon left. On the entrance to the peninsula from the north lies the city of **Corinth**, and its huge fortress, the Acrocorinth, which is still in **Cassander's** hands. A small number of city states, primarily around Argos, have also remained loyal to Macedon out of their own interests.



Starting Countries:

- **Sparta**: The largest, and most prestigious state in the Peloponnesos is Sparta. The kingdom is long past its heyday and has not played any major role in regional politics for quite some time. Nonetheless, the containment of Sparta has been a goal of foreign policy for Macedon both under Alexander and later Cassander in this region. Like Athens, Sparta is the founder of Greek cities around the mediterranean and continues to play a role by getting involved in conflicts around them. Not long from our start date Sparta would send the prince Cleonymus to Italy to help Tarentum. Sparta starts out independent and allied to Tarentum.

- **Argos**: Republic that has historically been a major player in the region, and opponent to Spartan hegemony. Argos has been supported by Macedon to act as a close ally and strong loyal force in the region, a counterweight to the rise of other regional powers. Argos starts as a Feudatory of **Macedon**.

- **Megalopolis**: Small city state just north of Sparta. Heavily fortified by the Thebans 60 years prior, Megalopolis is the main city of the Arcadian league in which many of the central cities of the Peloponnese are organized. At start Megalopolis is in a defensive league with **Azania**, **Mantinea** and **Stymphalia**.

- **Azania**: Democratic Republic representing various small cities in the Peloponnese upland, most significantly Kleitor. At start Azania is in a defensive league with **Megalopolis**, **Mantinea**and **Stymphalia**.

- **Stymphalia**: Small city state next to Corinth and a member of the Arcadian League. At start Stymphalia is in a defensive league with **Megalopolis**, **Mantinea** and **Azania**.

- **Mantinea**: Oligarchic Republic in the central Peloponnese. Mantinea's fortifications and strategic location has made it the scene of important historical battles more than once. At start Mantinea is in a defensive league with **Megalopolis**, **Stymphalia** and **Azania**.

- **Troizen**: Small city state on the tip of the Argolid Peninsula. Starts as a feudatory of **Macedon**.

- **Epidauros**: Small city state, and center of the Asklepios cult. Starts as a feudatory of **Macedon**.

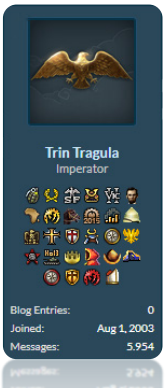
- **Aigion**: City state in the northern Peloponnese, formerly the main city of the old and defunct Achaean league. Starts independent and unaligned.
- **Patrai**: City state in the northern Peloponnese. Would in time come to be a founding member of the Achaean league that came to encompass much of the entire region sometime after our start date. Starts independent and unaligned.

- **Elis**: City state in the western Peloponnese, in its territory lies Olympia and Elis is therefore the host of the recurrent Olympic games. Elis starts as independent and unaligned.

- **Heraia**: Small city state in the upland beyond Olympia. Borders the Arcadian league but is itself unaligned at start.

- **Messenia**: Region formerly annexed and enslaved by Sparta. Messenia was made independent and fortified by the Thebans 60 years ago with the objective to keep Spartan power in check. At our start Messenia maintains a well fortified and firmly Anti-Spartan foreign policy. Starts independent and unaligned.

- **Lepreon**: Small city state in the fertile Triphylia region on the western coast of the Peloponnese. Starts independent and unaligned.



Religion & Map And Political Situation At The Start Of The Game – Anatolia And Aegean

Religion

In the ancient world religion was not quite as important as in the periods covered by some of our other games, like the age of reformation in **Europa Universalis** or the Crusades in **Crusader Kings**. That does not mean however that religion was inconsequential in the ancient world. While syncretism was common there was also great variety in the many pantheons of the era and things like the cult of Fortune and worship Serapis in some ways transcended the different religious spheres. In Imperator each **Country**, **Character** and **Pop** will belong to one of the 22 religions in the game. These will be the source of flavor but also of some direct gameplay effects:

- Perhaps most importantly pops that are of another religion to your country will not be as **happy** or **productive** under your rule.
- Characters of another religion to your country will have a **lower maximum loyalty** to the state.
- Pops ruled by a **governor** of their own religion will be **happier** and more productive, while the happiness of pops under a governor of a foreign religion will be **less happy** and more prone to unrest.
- Religion does not modify opinion between countries but in diplomacy a country of another religion will be somewhat **less likely to accept your proposals**.
- Characters of the wrong religion are also less likely to be elected for office in a Republic.



In addition, you can spend religious power to invoke **Omens**, to **Sacrifice to the Gods** and increase **stability** and on **Invoking Devotio** to reduce **War Exhaustion**.

Each country is able to invoke an Omen for a price of Religious Power (currently 200 as base). The power and the length of an Omen can be modified by things like ideas, government officials, events, laws and many other things. Unlike in Europa Universalis: Rome an Omen can never directly fail - giving you a negative effect.

The name and description of the Omens depends on your religion and culture. A Greek country following the Hellenic faith will for instance seek the Blessings of **Ares**, **Athena**, or **Tyche**. While a Roman one will instead turn to **Mars, Minerva** or **Fortuna**. This is also reflected in events and text that reference the gods (and of course in the variety of events available).



Pop religion can change either by direct intervention of the state, using religious power, or through the use of the religious conversion **governor policy**.
Characters will generally not change their religion but may do so on their own accord through events, especially if they are ambitious and wanting to pursue a career in the service of the state. You can also demand that your characters change their religion directly, though they may not necessarily appreciate that.

In India **Buddhism** is a still young and spreading religion which will be reflected in a tendency for characters and pops there to switch to it through events.

The religions currently in the game are:

- **Hellenic**: Having spread from the Greek heartland, the Olympian pantheon is venerated by many. The names, aspects and hierarchy of many of the gods can vary widely from region to region, however, Zeus, or Jupiter as he is known to the Romans, is regarded as the figurehead of the Olympian pantheon.

- **Kemetic**: The history of the indigenous Egyptian religion stretches back many thousands of years. Manifesting as a polytheistic faith, the worship of Ra, Atum, Sekhmet and others, displays a deep reverence for the fundamental aspects of the natural world.

- **Canaanite**: The Canaanite religion venerates a number of Gods and their aspects, in a polytheistic manner. Baal is regarded as the chief deity in a complex hierarchy of lesser gods, which were often worshipped at shrines found on mountains or hilltops. At the start of the game the Canaanite religion is primarily found in Phoenicia and Phoenician colonies, such as Carthage.
- **Zalmoxian**: Whether Zalmoxis was originally a prophet or a god, is unknown. The Dacians and Getae however, revere Zalmoxis as a divine being, ascribing many miraculous acts to him.

- **Druidic**: Druids acted for the Celts, as a distinct social class. Often acting as magistrates and lawmakers, they also dictated local religious customs and beliefs. Druidic faiths are primarily found in Iberia, Gaul and the British Isles at the start of the game.

- **Iberic**: Essentially a hybrid polytheistic religion, Iberian religious practices involve the veneration of animal spirits, as well as ancestor worship. Various Hellenic and Phoenician gods were worshipped by the Iberians, as well as local deities such as Betatun or Ataecina.

- **Jewish**: Unusually amongst contemporary faiths, Judaism is a monotheistic religion. Following a series of prophets and teachers, the Jewish holy book, the Torah, contains the details of a covenant created between God and the children of Israel.

- **Zoroastrian**: The prophet Zoroaster taught of a monotheistic faith in the Creator-God Ahuramazda. Evolving out of early Indo-Iranian polytheism, great reverence is shown for the 'eternal law', or, Daena, which espouses good and righteous conduct.

- **Matrist**: Little is known of the Baltic tribes and their religion. Nonetheless, records survive, telling of cults worshipping a mother goddess, along the baltic coast.

- **North African**: The ancient culture and religion was a melting pot of traditional egyptian beliefs, star-worship, and ancestor veneration. Many megaliths - stone constructs raised in honor of the gods - still exist, dotted about the African landscape.

- **Tuistic**: The ancient Germanic god for Tius, Teiws, or Tuisto, was worshipped by the early migratory tribes from modern-day Scandinavia. Many accounts suggest that the Germanic people practiced a largely animist religion, venerating the earth and sky, and the life force of all living things.

- **Arabic**: Religion in Arabia was a polytheistic mixture of deities, aspects and demons, practiced in localities and enclaves around the region. Allah, the Creator-God, may have been worshipped as the head of the pantheon during this period, in some locations.

- **Ritualist**: Representing a variety of localized faiths and folk religions, Ritualism espouses ancestor-worship, animism, and votive offerings

- **Buddhist**: A relatively young religion, Buddhism arose in Northern India, following the life of Siddhartha Gautama, or simply, Buddha. The Buddha was an ascetic teacher, who spoke of the Middle Way, throughout India.

- **Hindu**: Hinduism evolved out of the Vedic period, shepherded by the creation of the Upanishads, and was widely followed throughout India during early antiquity.

- **Bön**: Bön represents a collection of folk religions originally practiced on the Tibetan plateau. Aspects of ancestor worship and animism appear frequently, as well as nascent polytheism.

- **Heptadic**: Originating in Scythian lands, this pantheistic faith worshipped seven principal gods, often equated to those of the Greek pantheon. Elements of the earlier polytheistic folk religion of the scythians still remains, as does the practice of horse sacrifice and chariot burials, similar to those of the Celts.

- **Cybelene**: The Phrygian cult of Cybele is linked to prehistoric Mother-Goddess worship. Evolving over thousands of years, the cult of Cybele often claimed relationship to mythical figures and heroes and practiced their religion with the veneration of idols.
- **Khaldic**: The Khaldic pantheon represents a religion which grew out of the Urartian culture, many centuries before. A principally polytheistic faith, the chief god was known as Khaldi, and was worshipped as a warrior god.

- **Armazic**: Possibly connected to the nearby Anatolian religions, the pantheon of the Caucasian-Iberia region was ruled over by the god Armaz.

- **Chaldean**: The history of the Chaldean pantheon stretches back many thousands of years. Worshipping gods such as Anu, Enki and Nanna, the devotees of the Chaldean religion construct imposing temples in honor of their chosen God.

Anatolia in 450 AUC / 304 BCE



The Aegean and the Ionian Coast



In 304 BC the well populated parts of Anatolia are almost entirely dominated by the empire of Antigonus, former Satrap of Phrygia. Settled by Greeks centuries ago the Anatolian coastline has a number of rich cities that are in most ways an integral part of the Greek world. Antigonus policy towards the Greek cities has been of relative benevolence and autonomy. The cities have not generally been garrisoned, instead they have been organized in Koines or city leagues, hearkening back to the old leagues that existed in the region before its conquest by Persia and later Alexander the Great.

Local adversaries of the Antigonids in the near time has been both Cassander and Ptolemy. The later a long-term ally of many of the island countries of the Aegean. The recent Battle of Salamis has however has seen the Ptolemaic fleet crushed and resulted in almost total Antigonid hegemony among the islands, with the notable exceptions of Rhodes and Kos.

Anatolia is also the starting point of the old Persian Royal Road, which still connects the region with the Syria, Mesopotamia and beyond.

Starting Countries:



- **Aeolia**: Republic representing the cities of the Aeolian League, or League of Ilion. While a league of Aeolian cities has existed on and off for hundreds of years, this particular one has been re-enacted as part of Antigonus policy to safeguard the rights of the free Greek cities. Starts as a feudatory of Phrygia.

- **Ionia**: Republic presenting the cities of the Ionian League. Like Aeolia this league has been recreated when the cities came under Antigonid control. It is led by the Antigonid lieutenant Hipparchos of Cyrene. Starts as a Feudatory of Phrygia.

- **Miletos**: Republic on the Anatolian coast. Once a powerful city and the point of origin for many of the Greek colonists who have settled along the Black Sea Coast. Miletos was freed by Antigonus early in the wars of the successors and at start enjoys its freedom relatively undisturbed. Miletos starts as an independent city.

- **Kos**: Small island Republic that was perhaps most known for being one of the few places to produce mediterranean silk, and for its medical school, said to have been founded by Hippokrates. Kos is a long-term ally of the Ptolemies in Egypt but with the withdrawal of all Ptolemaic forces after the battle of Salamis they now stand alone. In 304 BCE Kos was, and would continue to be, a major center of culture. This is the home of a number of interesting characters, both in medicine, such as Proxagoras, as well as poets and scholars as Berosus, Philitas, Herodas, many of whom would eventually find their way to Ptolemaic Alexandria. Kos starts as a Feudatory of Egypt.
- **Nesiotic League**: The nesiotic league, or league of the islanders, has been created by the Antigonids to organize the many islands of the Aegean. While they may seem peripheral these islands are the source of many goods that are highly sought after in the greater mediterranean world. Glass, silk, marble, precious and base metals can all be extracted from these islands. It's capital is the sacred city of Delos.

- **Halikarnassos**: An old colony of Troizen in the agean the port of Halikarnassos remains an independent city. In his recent excursion into the region Ptolemy attempted to seize it by force but was repelled by Demetrius Poliorcetes. **Halikarnassos** starts as a feudatory of Phrygia.

- **Andros**: Small island nation between Euboea and the Nesiotic league, aligned with the Ptolemids in Egypt. Andros starts as a feudatory of Egypt.

- **Knidos**: Small city state in coastal Caria. Would become known for its medical school, though it was not as famous or influential as that of nearby Kos. Knidos starts as a Feudatory of Phrygia.

- **Rhodes**: Island Republic known for its highly praised workshops, shipyards and for some of the toughest fortifications in the Mediterranean. Like Kos the Rhodian state is a friend of the Ptolemids, but after the battle of Salamis these are not a present factor in the Aegean. Rhodes itself has recently withstood a spectacular year long siege by Antigonus son, Demetrius. Despite employing considerable resources and technical innovations the Demetrius failed to take the city, earning himself the nickname Poliorcetes, “the besieger” in the process. Rhodes would in time rise to become a considerable center of production and a respectable naval power, as well a close ally of the Ptolemies. Famously the Rhodians would use the many siege machines left behind by Demetrius to create a monument over their victory in the form of a giant Colossus, later named as one of the wonders of the ancient world. Rhodos starts independent and has a decision available to it to construct the colossus to commemorate its recent siege.



Western Anatolia: The Hellespont, Phrygia & Paphlagonia



While central Anatolia has been involved in a number of campaigns of the successors and is now firmly under the control of the Antigonids, the north western coast is home to a number of small states of increasing autonomy. As elsewhere the Antigonid policy has been to maintain the freedom of Greek cities, with cities such as Astakos, Kios and Calchedon and Byzantium enjoying the protection of the larger Phrygian realm. This has so far thwarted the attempts of local dynasts such as Zipoetes in Bithynia, Dionysius in Heraclea Pontica or even the massive Thracian realm of Lysimachos.

Should the Antigonid realm, Phrygia in our game, fail the days of these small cities may well be numbered however.

Starting Countries:



- **Phrygia**: The realm of Antigonus “the one-eyed” Monophthalmus and Demetrius “the besieger” Poliorketes. Phrygia is in many ways the most successful of the Successor kingdoms at this date. Even if Antigonus himself is a very old man by now he has consistently beaten the armies of the other successors and come closer than anyone else to reforming Alexander’s empire. In 304 BCE the Antigonid realm has enemies in all the great powers of the Hellenistic world, but still enjoys a very favorable reputation among the many Greek cities of the Mediterranean. Unlike his opposition Antigonus is known for protecting their freedom and not leaving his own garrisons to guard them. A policy that has proven fruitful for Antigonid armies in Greece, where Demetrius is currently removing garrison after garrison of Macedonian troops. At our start Phrygia has a large number of subject states all over Anatolia and to some extent in Greece. It is also hated by all the other big successor empires such as Macedon, Thrace, Egypt and the Seleucid Empire.

- **Bithynia**: Small kingdom by the Black Sea and the Bosporus ruled by the local dynast Zipoetes. Independent since the death of Alexander the great, Bithynia has had to successfully defend itself from both Lysimachos in Thrace and Antigonus in Phrygia. In 304 BC Bithynia has attempted multiple times to annex the nearby city states of Calchedon and Astakos, due to the intervention of their more powerful neighbors. Should these big states be distracted, Zipoetes is likely to try again.

- **Heraclea Pontica**: Small kingdom by the Black Sea ruled by Amastris, widow of the Tyrant Dionysios, former wife of the Diadochi Craterus and niece of the Persian Emperor Darius III. Heraclea is a small kingdom with many enemies and needs to pursue very active foreign and domestic policies. Like many of the Diadochi, Amastris has founded a new capital in her own name, Amastris, moving the population of other nearby cities into one place. Heraclea Pontica starts the game as an unaligned kingdom without allies.

- **Paphlagonia**: Tribal Kingdom in north western anatolia representing the general lack of authority in the area after the spotlight of the Diadochi wars had moved on. Starts the game unaligned and without allies.

- **Kios**: Small kingdom near the Bosporus, tributary of Phrygia. Most all known for its ruler, Mithridates, who is the descendant of the Persian Satraps of Pontus. Kios is nominally subject to the Antigonids and while Mithridates and Antigonus do not trust each other their sons have grown to be friends. Historically Antigonus would invade and execute Mithridates, while his son, also named Mithridates, would escape and eventually found a new kingdom in Pontus. Kios starts as a Tributary of Phrygia.

- **Kyzikos**: Small plutocratic republic midway between the openings in to the sea of Marmara. Kyzikos starts as a feudatory of Phrygia.

- **Byzantion**: Small city state on the western side of the Bosporus. Its position allows it to control the shipping in and out of the Black Sea. Byzantion is constantly under threat from the much stronger nearby kingdom of Thrace, under the Diadochos Lysimachos, but has so far been able to assert its independence, rebuffing any threats for tribute.

- **Chalcedon**: Very old and influential republic on the eastern side of the Bosporus. Supposedly called “the city of the blind” due to its founders ignoring the site of the future Byzantion. Another nearby city state, and frequent ally. Calchedon is constantly threatened by the nearby kingdom of Bithynia, and its ambitious king Zipoetes, but have on several occasions been saved by the armies of the Antigonids. At start Calchedon is independent and unaligned.

Cappadocia, Pontus & the Black Sea Coast



The Anatolian region has been one of many theaters in the ongoing wars of the Diadochi and has seen the rise and fall of many of Alexander’s generals. These decades of warfare have left the more peripheral places like Pontus and Armenia almost entirely out of reach from the greek successors. Cappadocia, historically often autonomous, has been central to some of the recent wars and is currently under the control of the Antigonid Satrap Amyntas.

Starting Countries:



- **Pontus**: Tribal kingdom representing the local dynasts in northern Pontus. Like Paphlagonia Pontus has not been the primary scene for any of the fighting in the wars of the Diadochi for quite a while. Historically the former Persian Satraps of Pontus, now kings of Kios, would return to find the Mithridatic kingdom of Pontus not many years after our start in 304 BC.

- **Cappadocia**: Feudatory kingdom under Satrap Amyntas, in central Anatolia. While the rulers are Macedonian, Cappadocia remains a firmly Anatolian region with little in the way of Greek population. The former Persian Satraps of the region remain in the court of the nearby kingdom of Armenia and would want nothing more than to return to depose Amyntas. In 304 BC Cappadocia is a Satrapy under Phrygia.

- **Trapezous**: Independent Oligarchic Republic on the coast of the Black Sea. Surrounded by the tribal southern areas of Colchis in the east and the Greek coastal parts of Pontus in the west. A major entrepot for Greek traders all over the Pontic coast, eastern Anatolia and the Caucasus.

- **Sinope**: Independent Graeco-Pontic city state ruled by the Paphlagonian Tyrant Scydrothemis on the border of Paphlagonia and Pontus. Founded by Greek settlers hundreds of years ago, Sinope lives on its overseas trade and good relations with the city state of Byzantion on the Bosporus. As one of the oldest Graeco-Pontic cities, Sinope has been the point of origin for many of the colonists who founded other Greek cities along the Pontic coast. Sinope starts as an independent Despotic Kingdom.

- **Amisos**: Independent Greek plutocratic republic on the Pontic coast. While Amisos is not as rich and influential of Sinope it is a strong little merchant state. Amisos is independent and unaligned at the start of the game.

- **Kerausous**: Small City state on the Pontic coast. Founded as a colony of Sinope. Kerasous starts as a Feudatory of Sinope.

- **Kotyora**: Small City state on the Pontic coast. Founded as a colony of Sinope. Kotyora starts as a Feudatory of Sinope.

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National Ideas & Map And Political Situation At The Start Of The Game – Southwest Mediterranean

National Ideas



Much like in its predecessor, Europa Universalis:Rome, in **Imperator** you can tailor your country to your goals by picking national ideas. How many you can have active is dependent on your government type.

There are **36** different **National Ideas** that you can choose from (and they will be listed in this diary). Each idea has its own bonus and each belongs to one of four categories corresponding to the power types in the game. Selecting a new National Idea costs **50 Civic Power**. Some are available to you at the start, others have to be unlocked by **Advances** during the course of the game.

As a rule, **Tribal** governments can have two national ideas, while the more advanced government forms, like **Republics** and **Monarchies**, can have three (but there are exceptions to this rule).

Each government in the game comes with a base bonus specific to that government. There is also a secondary bonus for each government, that you will get if your country has ideas picked that correspond what is expected by the government form.

As you can see in the screenshot, **Carthage** is an Oligarchic Republic. This means that they can pick two **Civic Ideas** and one **Oratory Idea**, if they want their additional bonus.
For **Rome**, which starts as an Aristocratic Republic, this means it needs two **Military Ideas** and one **Civic Idea** to get the additional bonus.

National Idea Bonuses are of course still subject to change. Currently the National Ideas in the game are:

Military Ideas:



Martial Ethos
Morale of Armies: +10%
Ensuring that our soldiers and veterans hold a prestigious place in the social hierarchy, is key to their contentment and loyalty.



Thalassocracy (requires Martial Advances 6)
Morale of Navies: +20%
The sea affects the very rise of and fall of empires. Dominance in this theater is vital to our interests.



Elite Soldiery (requires Martial Advances 12)
Discipline: +5%
Over-reliance on a reactionary militia leaves a nation at great risk of invasion, coup or collapse. A well trained standing army, is sure to protect against these threats.



Permanent Shipyards
Trireme Cost: -50%
Establishment of permanent shipyards capable of constructing vessels of war, will ensure that skilled shipwrights are always at our beck and call.



Conscription (requires Martial Advances 6)
National Manpower: +25%
Mandated military service for all those considered mature, is not only a duty - it is a privilege.



Militarized Society (requires Martial Advances 12)
Army Maintenance: -33%
Navy Maintenance: -33%
A society which honors its warriors, is one in which the young will grow up proud and eager to serve.



Ordered Retreat

Unit Reorganization Cost: -50%

Retreat can be far from dishonorable. Ensuring that all our warriors have a plan of action in the event of having to fall back, will result in a much quicker recovery when they do.



Siege Training (requires Martial Advances 6)

Assault Ability: +15%

From oppida to forts, to walled cities, the world is full of fortified settlements. Adequately training our warriors to penetrate enemy walls will doubtlessly pay dividends.



Support of the People (requires Martial Advances 12)

Hold Triumph Cost: -50%

Convincing our citizens of our national prowess is just as important as a victory itself.

Civic Ideas:



Standardized Construction
Build Cost: -30%
Build Time: -30%
As our nation begins to require more and more civic buildings, it has become apparent that a standardized method of planning and construction would greatly reduce the cost and time invested.



City Planning (requires Civic Advances 6)
Build Slots: +1
Fitting buildings within a walled city becomes much more of an issue as population sizes grow. Adopting a grid-based approach to city planning will allow us to better account for available building space.



Central Urban Spaces (requires Civic Advances 12)
Province Loyalty: +0.03
Enlargement and renovation of the central forum within our capital will provide for additional civic building opportunities. It is of paramount importance that our subjects are proud of their capital.



Complex Tariffs
Commerce Income: +33%
Whilst a simple tax on goods passing through our territory may be popular; a complex system will allow us to maximize revenue.



Patronized Trading Posts (requires Civic Advances 6)
Capital Import Routes: +3
Keeping a firm financial interest in the various trading outposts within our nation will allow us to exercise greater control over the flow of certain goods we deem valuable.



Institute Tariff Exceptions (requires Civic Advances 12)
Province Import Routes: +1
Giving our cities greater leniency in tariff control will enable them to attract better investments.



Tax Farming
Global Slave Output: +20%
By shifting responsibility for tax collection to third parties, we can make far greater budget calculations, as well as avoid certain unfortunate responsibilities.



Land Appropriation Reform (requires Civic Advances 6)
Move Freemen Cost: -50%
Move Slaves Cost: -50%
Private ownership of land is a necessity. However, it is clear that where the state requires the use of certain territories, it must have the power to relocate those inhabiting them.



Grain Stockpile (requires Civic Tech 12)
Population Growth: +0.10%
Nobody can predict a bad harvest. We could, however, prepare for it. By always saving a surplus of grain, we would avoid starvation during particularly unfortunate seasons.

Oratory Ideas:



Sanctioned Privileges
Monthly Corruption: -0.1
By agreeing to look the other way from time to time, we can lessen our reliance on using currency as a tool for bribery.



Strategic Propaganda (requires Oratory Advances 6)
Wrong Culture Happiness Penalty reduced by 15%
By coordinating lines of communication with key members of the political, religious and civic spheres, we have the perfect tool to manipulate popular opinion.



Legislative Reform (requires Oratory Advances 12)
Wrong Culture Group Happiness Penalty reduced by 15%
The institution of a standardized code of practice, while not necessarily changing the way our government operates, will surely calm the dissenters in our nation.



Military Administration
Military Tradition Cost: -33%
By merging a clear, ordered bureaucratic framework into our military hierarchy, it becomes far easier to coordinate large military reforms.



Patronized Scholars (requires Oratory Advances 6)
Invention Cost: -20%
Embracing a reputation as a nation where scholars are to be lauded as well as patronized, is sure to yield rewards in the future.



Functional Bureaucracy (requires Oratory Advances 12)
Enact Law Cost: -33%
We cannot expect our citizens to simply become aware of changes in the way we run our nation - instituting a framework of bureaucrats, representatives and messengers is vital to spread word of our decisions.



Permanent Ambassadors
Diplomatic Relations: +1
In certain diplomatic circumstances, it may benefit us to have a member of government installed as a permanent representative in the courts of our peers.



Casus Belli (requires Oratory Advances 6)
Aggressive Expansion Impact: -33%
Whatever our true intent, foreign tolerance for our wars is always greater if we have a legitimate reason for conquest. Being seen as protectors of liberty is often reason enough.



Hospitium (requires Oratory Advances 12)
Improve Opinion Maximum: +33%
The duty of the host should be extended to all those who visit our nation. Especially those whom we wish to persuade...

Religious Ideas:



State Religion
Call Omen Cost: -25%
Incorporating our faith as a state entity will have significant political advantages.



Religious Calendar (requires Religious Advances 6)
Omen Duration: +100%
Feast days, festivals and holidays can be used to reinforce the importance of certain annual events. Setting these dates strategically, will have a positive effect on our nation.



Mandated Observance (requires Religious Advances 12)
Omen Power: +50%
Making religious observance a compulsory activity, will instill a healthy respect for the divine in our populace, from a young age.



Haruspicy
Sacrifice to the Gods Cost -33%
Reading the signs in the entrails of animals has a long history. With a willing haruspex, we could hold festival days at opportune moments, and further manipulate popular opinion at will.



Tolerance of Pagans (requires Religious Advances 6)
National Unrest: -2
The number of pagan, hybrid, or purely foreign religions making their way into our territory is vast. Allowing individuals the right to privately practice their own religion is sure to result in a more tolerant society.



Institutional Proselytism (requires Religious Advances 12)
Convert Pop Cost -33%
By amending our religious canon to mandate active proselytism, we should find that much of the work in converting pagans is done for us.



Origin Myth
Ruler Popularity Gain: +50%
It would give our leadership much greater authority, if we were to suddenly discover that the origins of our nation can be traced back to the heroes of old...



Divine Mandate (requires Religious Advances 6)
Monthly Tyranny: -20%
Convincing our religious leaders to make a proclamation in support of our nation's divine mandate, will allow us to get away with making some of the more... controversial decisions, more easily.



Loyalty to the State (requires Religious Advances 12)
Monthly Loyalty: +0.05
Loyalty to our leader should imply loyalty to the state. Loyalty to the state, by extension, implies loyalty to the Divine.

Northwest Africa:

As in previous diaries we will also take a closer look at one of the geographical regions covered by the game today. This time we will leave the ongoing struggles of the Diadochi to instead inspect the starting situation of what would become Rome's most famous rival, the Republic of Carthage.



In 304 BCE the Western Mediterranean has for centuries been subject to excursions by Greek and Phoenician traders and colonists. In time many of the cities founded by the latter have grown to form a strong and powerful league, led by the Great city of Carthage.

We have previously discussed the influence of Carthage in the developer diary on Italy. On the African continent this influence is even greater. It is the uncontested ruler of the seas, while relying on its many subject cities and the inland Numidian kingdoms to provide for its armies.

The Sicilian invasion led by Agathocles have, however, made two things apparent.

First: Some of the Carthaginian allies would happily support an invader.

Second: The Carthaginian empire is so thinly spread that it can be hard to respond quickly and adequately to an invasion.

Africa:



Modern Tunisia, Africa to the Romans, was in some ways a very different place in 304 BCE. This lush agricultural landscape is a great exporter of Grain and agricultural goods, as well as base metals, spices and the famous Tyrian Purple dye that the Phoenicians have become so known for. The inland is in the hands of Carthaginian governors while the coastlines are controlled by the many cities that make up the Carthaginian sphere of influence.



Starting Countries:

- **Carthage**: Carthage is not the oldest Phoenician settlement in the region, but over time it has become the richest and most influential. It is the undisputed leader of the Punic world and all other Phoenician self-ruling cities are expected to obey and contribute to the common armies and navies. Much like the Roman Republic many of its constituent cities still retain a significant amount of autonomy. As mentioned in a previous diary, in the wake of Agathocles invasion the Carthaginian general Bomilcar tried to proclaim himself Tyrant over the city. With his execution Carthage has formally done away with the monarchy and is now only ruled by the council of elders and its Suffetes. When needed, Carthage has had no problem mustering great armies. Mostly it has been doing so by relying on the many armies of its subject states and by using its strong financial clout to enlist mercenaries from the entire Mediterranean world. A practice that is very different from its future rival in **Rome**.

- **Utica**: Plutocratic Republic just north of Carthage itself. One of the oldest and richest Punic cities, Utica is perhaps more prestigious than Carthage itself in some ways. Over the years it has however been eclipsed by the rise of the great city to its south, relegated to pay the part of a supporting ally. Utica starts as a Feudatory of **Carthage**.

- **Kerkouane**: Ancient Plutocratic Republic just east of Carthage, controls the closest mainland ports to Sicily and Cossyra. Kerkouane is perhaps best known for having been totally destroyed by Rome during the Punic wars. Kerkouane starts as a Feudatory of **Carthage**.

- **Hadrumetum**: Rich trading city, one of the main ports of the **Byssatis** region, would become the capital of the area after Roman conquest. Hadrumetum and the other cities of Byssatis all joined Agathocles in the recent invasion of Africa. At our start Hadrumetum is a Feudatory of **Carthage**.

- **Leptis**: Later known as Leptis Minor or Leptis Parva. Oligarchic Republic south of Hadrumetum in the **Byssatis** region. Leptis starts as a Feudatory of **Carthage**.

- **Thapsus**: Another city of **Byssatis**, built by a natural source of Salt Thapsus is another Phoenician trading colony that has become part of the expansive Carthaginian state. Thapsus starts as a Feudatory of **Carthage**.

- **Achola**: Phoenician Oligarchic Republic in southern Byssatis. Unlike the other cities of **Byssatis**, Achola did not join Agathocles in the recent Sicilian war in Africa. Achola starts as a Feudatory of **Carthage**.

Emporia & Tripolitania:



South of the main cities of Carthage lie the regions of Emporia and Tripolitania. Both are groups of cities that send their tribute to Carthage together. While the region isn't as lush and rich as the Carthiginian heartland these states are still relevant as exporters of Fish Sauce, purple dye and salt. Closer to the Sahara and its oases they are also more subjected to raids from the peoples within it.



Starting Countries:

- **Tripolitania:** Named for three cities (tri-poleis) of **Sabratha**, **Oea** and **Leptis Magna**, Tripolitania is an Oligarchic Republic with considerable autonomy and surprising economic muscle for its location. Far from the Carthaginian homeland it has had to care for its own protection against Greeks and Numidians alike. Tripolitania starts as a Feudatory of **Carthage**.

- **Emporia:** Named for what it is, Emporia is a region of cities that provide the Carthaginian lands with goods from the desert peoples as well as from coastal manufacturing centers. Like Tripolitania, and unlike many of the other Punic cities, it has often found the need to defend itself against desert raiders using its own resources. Emporia starts as a Feudatory of **Carthage**.
- **Musulami:** The first of the Numidian Tribal Kingdoms we will mention today. Musalami is the smallest of the tribal states in the Carthaginian sphere. In exchange for protection and trade the Musulami provide Carthage with soldiers and manpower for their wars. Musulami starts as a Tribal Vassal of **Carthage**.

Numidia:



While the power of Carthage can be felt even here, as the city controls a fair number of the trade ports of the region, Numidia is largely a region controlled by big tribal federations. The Massylians have often entered into arrangements with Carthage, selling their manpower and their cavalry for the right of trade and protection, but their main rival and diplomatic focus is the great Massaesylian tribal constellation further west.

At the northern end of the Sahara this region is also at times subjected to raids from desert peoples.

Should the conflicts between the Numidian kingdoms come to an end, and the region be unified, it may pose a credible threat to other states in the area. Especially Carthage, with its nearby capital and its control of almost all the ports of the Numidian region.



Starting Countries:

- **Massylia**: Tribal kingdom in modern Algeria and Tunisia. The Massylians have for a long time provided the Carthaginians with troops and military resources for their wars. In the recent invasion by Agathocles they switched sides however and joined with the Greek invaders. Only when they realized how small the invading army actually was did the Massylians again switch sides, back to their Carthaginian overlords, an incident that Carthage would do much to forget. Massylia starts as a Tribal Vassal of **Carthage**.

- **Massaesylia**: Tribal Kingdom in modern Algeria. Historically a rival of the other Numidian kingdom Massylia, but unlike them the Massaesylians are not aligned with Carthage. Making its capital in a former Carthaginian trade post in Siga the Massaesylians themselves often trade directly with the nearby Iberians and Mauritanians. Massaesylia starts independent and unaligned.

- **Iol**: Small Plutocratic Republic in the ancient city of Iol, just west of the northern Carthaginian litoral. Maintaining close ties with the local peoples Iol is the westernmost city of significance at our start date. Iol starts as a Feudatory of **Carthage**.

Metagonia & Mauretania



The deep forests of the Riff are home to many North African Elephants. A species now extinct but which was famously used as a Carthaginian beast of war. Mauretania and Metagonia are in many ways wild and untamed regions to the Greeks, Romans and Carthaginians.

While Carthaginian trade posts dot the coastlines even here, the main powers are the kings of Mauritania and the Massaesylian federation.

While Carthaginian trade posts dot the coastlines even here, the main powers are the kings of Mauritania and the Massaesylian federation.



Starting Country:

- **Mauretania**: Not much is known about this tribal kingdom until much later in our era when it interacts with the newly unified Numidian state. At the start Mauretania occupies the northern parts of what is today Morocco. Expansion without coming into conflict with Carthage will be hard, as they control all ports in this region. Population allowing, there is however a region that is still not settled by any state (even if populated by Mauretanian tribesmen).

Economic Policy & Power Conversion



The main way you have to control your finances in Imperator will be through your **Economic Policies**.

As described in an earlier developer diary the main source of income over time in **Imperator** will be **Taxes** (which are generated by Slaves) and **Commerce** (which is generated by Trade, and enhanced by Citizens). To modify these, you have **Economic Policies**. Three of these are for your main sources of income and four of them are for your main running expenses. Each category in turn has three different settings and they can all be changed at any time. Generally, all settings apart from the default ones come with a drawback as well as a bonus.

The expenses of a country will be mostly familiar from our other games. You pay for the **maintenance** of your **armies**, **navies** and your **fortifications**. In addition, Imperator has another type of expense, **Wages**.

Wages:

Every office or job in your country has a defined **wage**. A wage is always a certain percentage of your income, how high dependent on the office it is for (a ruler gets to lift an amazing 5%!). Character Corruption further modifies the wage of office holders.

Policies:

Economic Policies for Income

Taxes:
Modifies income from taxes.

- **Lax Taxation**: -25% National Tax Modifier & -1 National Unrest.
- **Default Taxation**: No Modifiers.
- **Harsh Taxation**: +25 National Slave Output & -20% Research Production.

Commerce:
Modifies income from Commerce.

- **Transaction Taxation**: +30% Commerce Income Modifier & +4 Slaves Needed for Surplus Trade Good Production
- **Trading Permits**: No Modifiers.
- **Free Trade**: -20% Commerce Income & +1 Trade Route Per Province

Tributes:
Modifies how much you expect your subject states to pay to you.

- **Lax Tribute**: -33% Tribute Income from Subjects. Subject Opinion +50.
- **Default**: No Modifiers.
- **Extortive Tributes**: +25% Tribute Income from Subjects. Subject Opinion -100

Economic Policies for Expenses:

Army Maintenance
The Monthly cost for all troops in your country.

- **Decreased Pay**: -50% Morale & -50% Army Maintenance Cost
- **Normal Pay**: No Modifiers.
- **Increased Pay**: +10% Morale & +50% Army Maintenance Cost

Fleet Maintenance
The Monthly cost for all the ships of your country.

- **Decreased Pay**: -50% Naval Maintenance & -50% Naval Morale
- **Normal Pay**: No Modifiers.
- **Increased Pay**: +50% Naval Maintenance & +10% Naval Morale

Fort Maintenance
The cost to maintain all forts of your country.

- **Ignored Garrisons**: -50% Fort Maintenance & -95% Garrison Size, -90% Fort Defense
- **Paid Garrisons**: No Modifiers.
- **Improved Fortifications**: +50% Fort Maintenance & +25% Garrison Size and Fort Defense

Wages
How much the wage of offices and jobs is increased or decreased.

- **Reduced Wages**: -25% Monthly Wages for all Characters & -0.5 Monthly Loyalty
- **Normal Wages**: No Modifiers.
- **Increased Wages**: +50% Monthly Wages for all Characters & +0.1 Monthly Loyalty

Deficit:

Should your country at any time find itself running a deficit this will result in a number of bad things. These can be seen at the bottom of the screen under the balance itself. Some of these events may well help you turn your economy around, but none of them come without a high price to be paid in some form.

Power Conversion:

Money is not the only currency you make use of to play Imperator. Many things instead come with a cost of **Military**, **Civic**, **Oratory** or **Religious** Power. At times you may find yourself lacking the type of money you want, or with enough power but no gold. For that matter sometimes you are in an emergency situation and need gold at all cost.

In **Imperator** you can always, for a harsh exchange rate, spend money to buy a type of power that you lack, or turn surplus power into money.



Egypt:



Egypt is a very large region, and one integral to the period we cover. Due to the peculiarities of Egyptian Geography, where population is mostly concentrated to a thin strip along the Nile, I will today be using two terrain map mode screenshots for each section.

Lower Egypt & Cyrenaica:



Few countries have an as extreme social geography as Egypt. The Delta is one of the most fertile places on the planet and has often been referred to as the “Granary of the Mediterranean”, but this lush agricultural landscape transforms into desert in an instant as soon as the Nile is no longer near. While Egypt is among the most populous regions in game it is also one where almost all wealth and people is concentrated to a rather small area. Easy to control, but also potentially easy to invade. Something that has been tried more than once during the many wars of the successors already.

Egypt is also home to a cultural and religious world that is far older than those currently fighting over its soil. In 304 BCE this is a culture that still lives and thrives. While the country has been under Greek rule ever since its conquest by Alexander the Great it is by no means simply a Greek country. Increasing number of Greek settlers are worshipping not only their old gods but also the old (and in some cases new) gods of the Egyptian people.

Starting Countries:



- **Egypt**: The partition of Babylon awarded Egypt to Ptolemy, one of Alexander's most trusted men and oldest friends. As this was one of the wealthiest regions in the Mediterranean, perhaps the entire world, this made Ptolemy the richest of the successors by far. But compared to many of the other successors, the Ptolemaic strategy has been cool and calculated rather than bold, or even rash. With some few exceptions (like his seizure of the Cataphalc that held Alexander's body, on its way home to Macedonia), Ptolemy has played a more conservative game. The great wealth of the Nile has been spent building new armies, forging alliances in Greece and the Aegean world, as well as inviting prominent scholars, philosophers, colonists and warriors from the wider Greek world to settle in the young kingdom. From a very early time the Ptolemies also started adapting to the local Egyptian forms of kingship. Using the title Pharao, and actively funding and encouraging the growing syncretism of Greek and Egyptian religion such as the Cult of Isis and Serapis.

- In many ways this strategy has been a fruitful one. Given that most of their subjects are non-greeks the Ptolemaic kingdom is reasonably stable. Foreign invasions have also been repelled more than once. However, when Ptolemy himself finally embarked on his great powerplay to invade Greece, with an enormous fleet and great army, he found the Greek cities disinclined to welcome him. A short time after the Ptolemaic fleet was destroyed at the battle of Salamis by **Phrygian** forces under **Demetrius**. Despite this shattering defeat, a strong friendship with the Seleucid empire, and an unthreatened homeland, means that it is likely only a matter of time before Egypt can act again.

- As the game starts Egypt is allied to the **Seleucid Empire** and it still has no navy. As Egypt you will be able to spend your wealth financing great projects such as the construction of its famous **Lighthouse**, as well as the fabled **Museion of Alexandria** (how ambitious you aim to make it is of course up to you).

- **Cyrenaica**: Small state on the coastline west of Egypt. Cyrenaica is home to a number of reasonably afluent Greek cities and in its time it was a also a center of learning and culture. On the other hand it has historically also often been subservient to Egypt. Cyrenaica was one of the first places attacked by Ptolemy to consolidate his rule over Egypt and placed under the rule of the Macedonian commander Ophellas. Four years before our start date however, Cyrenaica entangled in the designs of Agathocles of Syracuse, who implored them for help in his African campaign against Carthage. Ophellas was swayed and sent an army to aid Agathocles, only to be killed by him when he arrived. The cities of Cyrenaica have used this opportunity to seize their freedom once more. The Ptolemies in Egypt, entangled in their own conflict in Greece and Syria have not yet sent an expedition to reclaim the region. In 304 BCE Cyrenaica is independent and unaligned.

Upper Egypt and Nubia



As we progress up the Nile the river itself remains the main center for cultivation, habitation and transportation. A number of oases, mining colonies and caravan routes exist, and are vital for anyone wishing to benefit from this region, which is rich in Gold, Gems, and Marble. But politically the way to control it is the river.

Upper Egypt is also a region where we increasingly run into the Nubian people that in centuries past have adopted many aspects of Egyptian culture and for a period even ruled the entire region.

Starting Countries:



- **Kush**: Large Nubian kingdom south of Egypt, ruled from the ancient city of Meroe. Kush is far from the Nile delta and the core of the Ptolemaic Egyptian state, but it is still the most credible threat to control of Upper Egypt. Kushite invasions have been a constant factor in Egyptian politics ever since they were ousted from control of the Lower Nile centuries ago.

- **Blemmya**: Tribal Nubian kingdom east of Kush. Blemmya starts independent and unaligned.

- **Dodekaschoinos**: Traditionally the region on the border of Kush has been given as donations to the temples of Syene, Philae and Elephantine. The Dodekaschoinos acted as a military border zone with great autonomy under the leadership of the priestly egyptian families for centuries, both under Ptolemaic rule and before, and when Ptolemy II expanded Egyptian control further south it was also entrusted to this state. At the start in 304 Dodekaschoinos is an Egyptian Client State.

Crete



Crete is not the primary concern for any of the great powers in conflict around the Mediterranean. Too large to conquer easily and yet too unimportant for a major campaign they instead focus their naval attention on Cyprus, Rhodes and the many small islands of the Aegean.

The island is divided between a number of smaller states, each with their own allies and ambitions. The ancient power center at Knossos remain the most influential power of the island but is being increasingly challenged by other states such as Gortyna. In many ways it is its own microcosm, locked in its own frequent minor conflicts and rivalries. With outside powers frequently stepping in for a short time to aid one side or another. The island also grew to be a bit of a pirate haven during this general time of conflict in the Mediterranean.

Unlike in other parts of the Greek world the island would remain divided for a long time, without forming any of the otherwise so characteristic city leagues that other Greek states used for protection.

It would remain this way until the entire island exploded in conflict late in the 2nd Century BCE, in the Lyttian war, which drew in outside powers like Macedon, Rhodes and many of the Greek City states of the mainland.

Starting Countries:



- **Knossos**: Autocratic Monarchy in central Crete. The oldest and traditionally the strongest state on the island. In the past Crete has often been under Egyptian influence and it is to the Ptolemids in Egypt that the rulers of Knossos look for help. At our start Knossos is independent and allied to Praesos.

- **Gortyna**: Democratic Republic on the southern Central part of the island. Rival of Knossos (but also in the past an ally) with its own ambitions.

- **Eleutherna**: Small city states just west of Knossos. Historically the Lyttian war would erupt due to this city accusing Knossos of murdering their ruler. Eleutherna starts as a feudatory of Knossos.

- **Kydonia**: Small Plutocratic Republic in western Crete. At start Kydonia is independent and unaligned.

- **Polyrrenia**: Small Aristocratic republic on the far western tip of the island. Starts unaligned and independent.

- **Tarrha**: Republic between Polyrrenia and Gortyna and an ancient religious center of the island. Starts as a feudatory of Gortyna.
- **Ierapetra**: Small Cretan city states in south eastern Crete. Frequently accused of harboring pirates. Ierapetra starts independent and allied to **Lyttus.**

- **Praesos**: Plutocratic Republic on the eastern tip of the island. At start Praesos is allied to Knossos.

- **Lyttos**: Very old and influential Oligarchic Republic on the north eastern side of the island, neighboring Knossos. Lyttos has often been a rival of Knossos. At start Lyttos is allied to **Ierapetra**.

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Population Movement And Colonization & Map And Political Situation At The Start Of The Game – Levant & Levantine And Arabian Military Traditions

As you may recall from previous diaries [Pops] in **Imperator** are the base units we use to represent population. Each pop will have its own type, its own culture and its own religion. How they feel about the country that rules them will largely depend on both local conditions and on how closely their **culture** and **religion** aligns with your country.

As an example of the former is that certain pop types will be happier if they have access to certain **trade goods** in their province.

An example of a more national level factor that impacts population happiness is their culture and religion. Pops that share your own religion and culture will generally be easier to manage than those of others. Though this may of course be modified by many things such as **ideas** and **laws**.



Pops exist throughout the cities of all countries on the map and in some regions there might be quite mixed population. Carthaginian Sicily for instance has a large Carthaginian upper class, while the Freemen, Slaves and Tribesmen are generally more mixed with local Siculian and Siceliote (Greek) culture.

Pop Movement:

Pops can move between cities as a result of scripted content such as **events** (examples can be natural disasters, tribal groups feuding and migrations) as well as when a city falls and some of its population is **enslaved**.

But the era of **Imperator** is one where the government intervened quite a bit in population movement. With Hellenistic kings founding great cities in their own name such as Seleucia Magna, Antiochea, Lysimachea, or Ptolemais. The standard way to operate in many of these cases was to force the local population of nearby cities to move into one designated newly prepared location. Some would also be brought in from further afar, not in the least the Romans themselves, founding colonies, first in Italy and later all over their growing empire.

Much like the kings of the era, most of the time if you want a certain pop to be transferred to a specific place within your empire you will need to move it yourself.

A pop can be moved from one city to either an adjacent city, one adjacent across a seazone, or any other owned city in the same province for a power cost of **20 Civic Power.**
Slaves are cheaper than other pops to move, and only cost **5 Civic Power** to transfer. Since the number of slaves in a city also decides if it can produce more than one surplus of its Trade Good this means that you can more easily set up production centers for certain goods, whereas you will have to pay more power if you want to build a Metropolis in a way away

Civilization Value

As mentioned in an earlier development diary Civilization Value is a rating that exists in all locations on the map, and it represents the level of infrastructure and urbanisation in that location. As mentioned briefly in an earlier development diary this is a big factor for pop happiness. Tribesmen will be happier in cities with low Civilization value whereas more stratified pop types such as Freemen and especially Citizens prefer locations with high Civilization value.

Your country also has a national Civilization Value of its own (mainly increased by government type and technology) - all owned cities will slowly gravitate towards this value if they are below it, and slightly more quickly towards it if they are above it. Positive civilization growth can also never push the local value above that of your nation.

Colonization of Uncolonized Land



(population map mode)

From the interior of Sardinia to central Germany and Ireland, there is a lot of land that is **uncolonized** and seemingly empty on the political view.

As long as you have an adjacent city of at least 10 pops you can send one of these pops into an uncolonized location and this pop will claim it for their home country at the same cost as the one you pay for moving pops inside your own lands.

This will turn the uncolonized location to a city under your control, but it will not change the culture, religion or type of any of the pre-existing pops.



If you are a country with a high civilization level the local Civilization rating will now start to climb towards your country value. Making it more suitable for your freemen and citizens, but most likely making the original population of tribesmen quite unhappy (potential ways to counter this is to spend power to convert them to another type or adopt the governor policy for Civilization Effort which changes the type of your tribesmen over time).

There are also other ways to resettle people, or to colonize new land. For instance, using your army to create military colonies or tribal migrations. But that is something we will get into in greater detail in later Development Diaries.

Northern Syria



In 304 BCE Syria, much like Anatolia, was in the hands of Antigonus, represented by Phrygia in Imperator. Syria was a quite fertile and well populated region, one of the central Hellenistic regions Syri has a considerable Greek minority population after the campaigns and projects of Alexander the Great as well as the Successors that came after him.

At our start date Antigonus himself would have been in his namesake capital, the growing city of Antigonea, preparing for new Pan-Hellenic games, that he hoped would help to impress on the world the importance of his new dynasty and capital.

After the fall of Mesopotamia and Persia to Seleucus this capital is now much closer to the border with the Seleucid Empire than perhaps had originally been envisioned (and indeed in real life the city would eventually fall to the Seleucids and fall from glory, though the later Seleucid metropolis Antiochia would be founded close by).

Less concerned with the freedom of Non-Greek cities this region is not home to any subject city leagues like Anatolia and Greece. But a number of old states that once capitulated to Alexander remain and retain some level of autonomy in Phoenicia and northern Syria.

Starting Countries:



- **Commagene**: Small local tributary of Phrygia in the upper Mesopotamian region. Conquered long ago by Alexander Commagene is not central enough to warrant direct control by the its bigger overlord. In time this would be the site of the later kingdom of Commagene

- **Bambyce**: Small state based around the cult of the Canaanite deity Atargatis. The state predates Macedonian conquest but has sworn fealty first to Alexander and then to his successors. The Theocratic Monarchy is ruled by the hereditary High Priests of Bambyce.

Phoenicia & Upper Syria



While Phoenician merchants are still a significant force in the Mediterranean, especially in and around Carthage, Phoenicia itself has been under foreign rule for a long time in 304 BCE. The great forests of Lebanon remain a prime source of wood for ships however and has been the goal for Egyptian expansion plans more than once for the largely wood-deprived kingdom.

A number of small Phoenician city kingdoms remain here since days past, having sworn fealty first to the Achaemenids and later to Alexander and then Antigonus.

The fortified city of Tyre itself, associated with the production of the fabled Tyrian Purple, remains under the direct administration of Phrygian army, and has been the site of many famous sieges in the years past.

This is also the region in which the huge Antigonid fleet of Demetrius was built before it set out to invade Greece and destroy the Ptolemaic navy off the coast of Cyprus.

Starting Countries:



- **Arados**: Small Phoenician city kingdom under Antigonid protection. At the start of the game Arados is a tributary of Phrygia.

- **Byblos**: Ancient Phoenician city kingdom on the coast below the Lebanese Mountains. Byblos has been populated for thousands of years but is by now, like the other kingdoms but a satelite of the greater Antigonid realm. At the start of the game Byblos is a tributary of Phrygia.

- **Sidon**: Historically one of the most important Phoenician city states, Sidon is now just one of a few remaining kingdoms on the Lebanese coastline. Awarded great autonomy Sidon would come to embrace Hellenistic culture. At the start of the game Sidon is a tributary of Phrygia.

Judea & Nabatea

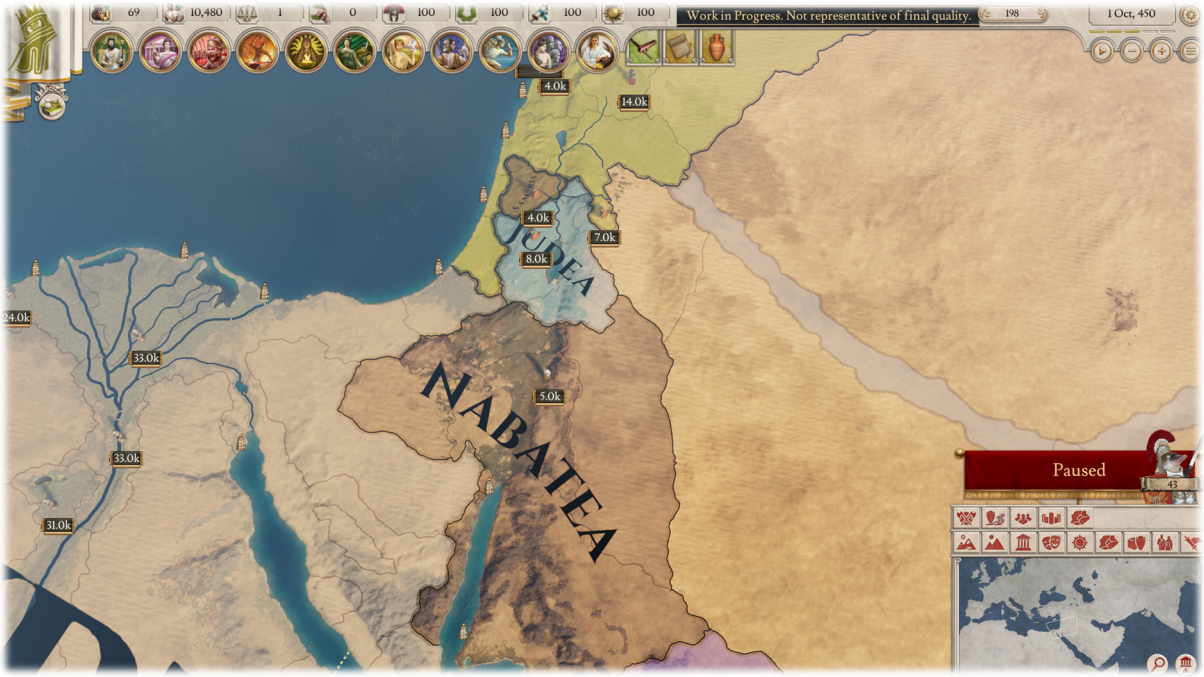


The Southern Levant is on the doorstep of Egypt and has come to be the site of repeated conflict between the Ptolemids there and the other successors, but it has not generally been the price fought over. The current Antigonid control of the region has left much of the inland in the hands of the High Priests of Judea and Samaria, contenting itself with the control of major ports and fortifications along the coastline.

Before earning the nickname the besieger Demetrius fought his first battle in this region, just outside the Hellenistic trade port of Gaza. A scathing defeat that did not speak well of his future prospects as one among the other Diadochi.

While left alone politically the Jewish states were not unaffected by the influence of the Hellenistic states. Even here Hellenistic influence has penetrated the cultural and religious world of Judea and Samaria, something that would in time lead to theological as well as political conflict.

Starting countries:



- **Samaria**: Small hebrew Theocratic Kingdom. Ruled by the hereditary high priests of Shekhem and paying tribute to the Antigonid Empire. Samaria also has a growing minority of Greek origin but as of yet is mostly left to their own devices. This may well change if the borders of the great successor empires should stabilize in the future however. At start Samaria is a Tributary of Phrygia.

- **Judea**: Judea is ruled by hereditary high priests; at the start of the game this is Simon the first. By some identified as the legendary Simon the Just. Much like Samaria to its north the only direct influence of the successor kingdoms on Judea at the start of the game is cultural rather than political. The Antigonids are happy to leave the local High Priests in charge in exchange for regular tribute. At the start of the game Judea is a Tributary of Phrygia.

- **Nabatea**: Small Arabic Trading kingdom, controls most of the lands between Judea and the Red Sea, and lives to a large degree on the Frankincense trade between Arabia and the Mediterranean. At the start of the game Nabatea is independent and unaligned.

All of the above states (along with any other Arabic, Native Egyptian and Levantine powers) will have access to the Levantine & Arabic Military Traditions:

Levantine and Arabian Traditions



The Levantine and Arabian Traditions will allow the countries that have them to excel at desert warfare but also gives a few significant bonuses to Phoenician and Arabian navies in tribute to Phoenician and Arabian sailors.
Since this is a region with significant Hellenistic influence you can also to some extent embrace the martial ideals of the Hellenic Kingdoms.

Starting Tradition - Pathfinders: Land Unit Attrition -15%

«Arabian Path»

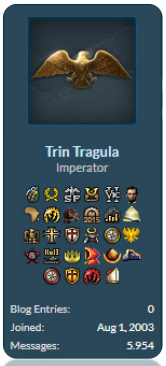
- **Desert Sands**: Hostile Attrition +0.50
- **Merchant Coast**: Trireme Cost -50%
- **Beasts of Burden**: Camel Offense +15%
- **Ships of the Desert**: Camel, Light Cavalry and Heavy Cavalry Desert Combat Bonus +15%
- **Sturdy Design**: Trireme Defensive +15%
- **Legacy of the Builders**: Training Camp Cost -25%
- **Oasis Trade:** Camel, Heavy Cavalry and Light Cavalry Cost -25%
- **Finisher Bonus - Trained Camelry**: Camel Discipline +15%

«Egyptian Path»

- **The Spear of the Kingdom**: Light Infantry Defense +15%
- **Arms Race**: Trireme Discipline +15%
- **Stonemovers**: Fort Defense +15%
- **Colonial Integration**: Allows Military Colonies
- **The Blood of Egypt**: Trireme Morale +15%
- **Thick Hide**: Camel Defense +15%
- **Cradle of Civilization**: National Manpower +15%
- **Finisher Bonus - Rank Upon Rank:** Light Infantry Discipline +15%

«Graeco-Levantine Path»

- **Surfeit of War**: Heavy Infantry Cost -25%
- **Thorakitai**: Light Infantry Offense +15%
- **Machimoi Epilektoi**: Heavy Infantry Offense +15%
- **Greek Warfare**: Allows Phalanx
- **Good Reputation**: Mercenary Maintenance -15%
- **Ramming Speed**: Trireme Offense +15%
- **Unending Riches**: Monthly General Loyalty +0.02
- **Finisher Bonus - Learning from the Best**: Heavy Infantry Discipline +15%



Battles & Deployment

In the period covered by **Imperator**, battles were in many ways quite different from periods we cover in our other games. The battle system of its predecessor, **Europa Universalis: Rome**, did have a unique touch to it with its unit types and their various strengths and weaknesses, but was otherwise more similar to the battle system of the Europa Universalis Games.

In Imperator we have revamped combat in a number of ways to behave more like you would expect from the era, while also giving you greater control over how battles are fought.

First I'd like to refresh some things we have already gone through. Like in EU: Rome battles are fought in phases were a unit will attempt to damage the unit in front of it. If there is no unit immediately facing your unit it can try to damage a unit diagonally adjacent to it.
The **maneuver** rating of each unit type determines how far away it can target a unit on the opposite side (for an overview of unit types see this former diary).

How much damage each unit can deal is dependent on its strength towards the unit it faces. As an example a unit of heavy infantry will deal more damage to light infantry.

Modifiers from **Military Traditions** and **Unit Abilities** can further strengthen certain units overall, or in certain terrains, as can well-chosen **Battle Tactics.**

Now for the new stuff



Unlike in its predecessor, there is no second row from which units can deal damage in Imperator: Rome. Instead there is a **Primary Frontline** and a **Secondary Frontline**.

The **First Frontline** will enter battle first, damaging the opposing side until its morale breaks or it suffers enough damage to be eliminated.

The **Secondary Frontline** will then begin to move forward to become the new front.

On the sides the units designated as **Flank** units will be deployed, these will first fight and kill the opposing flank, and then start targeting the center if they can (decided by their maneuver value as described above).



In the army interface you will be able to select which unit type you want to be prioritized for **First Frontline**, **Second Frontline** and **Flank**. The preselected choices will depend on your **Military Traditions** but they can be changed freely by the player or the AI for each army.
The **size of the flank** can also be set, either 2 cohorts, 5 cohorts or 10 cohorts.
Additionally some unit types are now scripted to be able to deal or take more morale damage or more physical damage, making them more or less suited for each role.



In most cases this means that you might see a first skirmish phase where your **Primary Frontline** of **Archers** or **Light Infantry** try to do as much damage as possible to the other side before their morale breaks and they retreat.

They are then followed by the units of the **Second Frontline**, potentially composed of heavier units such as **Heavy Infantry** or/and **Elephants**.

In an ideal world you might want to deploy something like **Horse Archers** on the **Flanks**, with a high **maneuver** value that would allow them to deal damage far into the center once they have defeated the opposing flank, but you might also go for something specifically to prioritize countering the opposing flank.

Since the choice is free you can to put any type of unit in each of these roles. If you are playing a country with specific bonuses to certain unit types from military traditions, that might change which unit you want to be in which position. If you just want to try something unexpected that is also possible.

When you do not have enough of your preferred unit type for a role the game will fill out with units in order of how high their build cost are.



Apart from being strong against other unit types some units also have modifiers to how much morale damage they take, or deal. Archers take 25% more morale damage for instance, and Heavy Infantry deals more damage to unit strength of the opposing unit.

Battle Indicator



Like in Europa Universalis or Crusader Kings, Imperator will show an **indicator** on the map when a battle is expected to occur in a location where two armies are headed.

In Imperator we have added information to this indicator to give a quick view of some of the more relevant combat data of this expected battle. The indicator will change appearance depending on how likely a victory is, and its tooltip will summarize why it predicts a certain result.

Now there are many factors that influence the outcome of a battle, and together with the random elements that can skew a battle result this means that the indication might not always be entirely correct. But it will allow you to quickly gauge your chances of success, and show some of the factors that you would otherwise have to look around in the interface for.

Attrition:



A constant factor in warfare in this era and up until this day is the non-combat related losses in a conflict. Armies moving through hostile territory, or just areas unable to support them in general, will often suffer as many, often more, than ones directly involved in combat.

As in other Grand Strategy Games such as Crusader Kings and Europa Universalis locations in Imperator will have a supply limit (shown as a value next to the **cauldron** in the screenshot above), which is the size of army that the land can support without suffering attrition.

Weather and hostile terrain can also directly increase attrition of present armies. An army in a desert city will always suffer 1% attrition from it, as will armies in locations with harsh winter. Base Attrition is shown by the **Skull** in the province interface above.

Together with the mountain passes, roads and other features of the map this means that you will have to pay closer attention to the map when on campaign. Minimum attrition means that an unsafe route might be more punishing than what you are used to. The automatic path-finding will prefer shorter movement times and low attrition when possible, but at times you might want to cross that desert to reach the battlefield you want.

Trade, Diplomatic Range And Exports & Map And Political Situation At The Start Of The Game – British Isles

Trade

Trade is a subject that is integral to this era in many ways. Flow of goods and people over the Mediterranean is the primary reason it was natural for an empire to form around it. This is how this sea could ever conceivably become Mare Nostrum, or "our sea", to the Romans.

In **Imperator** Trade is not limited to something you conduct to make money, it also ties into the other systems in the game.

So before I move on to the things we have adjusted with this system I will reiterate what we have touched upon in previous diaries about Trade in Imperator. I will also be using **Grain** as an example:



- Each city produces one type of Trade Good for your province. *-For instance **Grain**.*
- Having a Trade Good **present** in a province gives a modifier in that entire province. *-**Grain** gives +0.10% Population Growth.*
- Each of your provinces has a certain number of **routes** it can use to **import goods**, and each route can be used to bring in one **Trade Good.**
- Having a surplus of a **Trade Good** in a province gives a small modifier, but one that stacks for each extra unit of surplus. *-For each surplus of **Grain** the Province gets +0.05% Population Growth.*
- **Trade Routes** can be used to import Trade Goods either making them present in provinces where they are not produced, or to increase the surplus of them, adding to the stacking modifier in the province. *-The more **Grain** you bring in the more Population growth your Province will get.*
- **Exporting** a Trade Good from a province also requires a **surplus** in that province.

- Generating a **surplus** without importing requires can be done either if your province has more than once city producing the same Trade Good, or if it has 15 slaves in one of its cities. Each group of **15 Slaves** will increase the **Output** of a Trade Good by 1.
- **Surplus** of a Trade Good in your capital province gives a national bonus. Capitals have more **import routes** than other provinces, most notably they gain more from the rank of your country. -***Grain*** *gives +10% National Manpower when in surplus in capital.*

Trade Good bonuses are dependent on the type of Good and they come in a wide variety. This allows you to tailor your provinces, and even more so your country, to your needs and desires by controlling what you produce and where you ship it.

Last but not least each active Trade Route creates [Commerce Income] in your province, which may add up to quite a bit of money if you have many active routes.



We have divided our Trade Goods into functional categories to reflect their effects:

1. **Strategic Goods** such as Wood, Iron or Elephants, are required to be present in a province in order to recruit certain types of units there.

2. **Military Goods** are those that impact the performance of your Armies.

3. **Growth Goods**, such as Grain, are Trade Goods that increase Population Growth (and since population size reduces population growth these goods may also be required to maintain population without starvation in very populous regions).

4. **Population Goods** are Trade Goods that will increase the happiness of your pops, making them more productive and less likely to revolt.

5. **Economy & Technology**, the last category, provides a variety of bonuses to technology, buildings, tax, commerce, loyalty or civilization level.

By mixing and matching which Trade Goods you import, you can decide what kind of country you want to build.
By importing Strategic and Military goods you could build stronger and cheaper armies.
A mix of Growth and Population Goods would allow you to build a stronger internal economy, with more productive and prosperous population.
Technology boosting goods for greater scientific leaps.

And of course any mix of the above. Some things might not be as obvious, a country that conducts a lot of expansion may well see the need to focus on the Population Goods such as Wine, Olives and Precious Metals, to keep the recently conquered foreign populations happy.

Diplomatic Range



The Mediterranean world was in some ways very interconnected, but travel time, reputation and maintaining diplomats for long distance diplomacy for a small country would not have been easy.

In order to conduct most Diplomatic Interactions except for declaring war, military access, and suing for peace, will be limited by your Diplomatic Range.

In order to determine if you are within diplomatic range of another country, your maximum diplomatic range will be compared to the distance between your capital and theirs.

The Maximum Range is modified primarily by how high your Rank is, but it is also modified by inventions. An overlord and a subject will always be considered to be within Diplomatic Range of each other.

Powerful and advanced countries will thus be able to perform far reaching diplomacy, while smaller states will be more limited to their immediate area.

Exports:

We only touched briefly on export in the previous diary on trade, and what we did mention has changed. There are no longer any general Trade Access treaties. Rather than making you sign one deal to get access to all the Trade Goods of a country you will now be able to ask any country within diplomatic range to be allowed to import something they have a surplus of.

Likewise other countries will be approaching you for the right to import your Trade Goods.

So why would you agree to export something when there are so many nice benefits from stacking things inside your own country?



To start with there is an economic incentive. The amount of Commerce from international trade is much higher than that from internal trade routes. Meaning that exporting can net you much higher income, especially if you do it from somewhere with good modifiers to commerce (such as a province with many high happiness Citizens and Markets).

Secondly there is a fourth modifier to be had for exporting a Trade Good. For Grain, our old example above, this would be +5% National Manpower.

Taken together this means that export is sometimes quite a bit more lucrative than using your own import routes to move Trade Goods around within your own country, though there will of course still be situations where you may prefer not to export a Trade Good that would benefit a neighbor more than you are comfortable with.

The British Isles



Southern Britannia



As we move on into territory that is further from the Mediterranean we are now approaching lands of which we know far less. The British Isles were by no means unknown to the ancient world, most recently the islands were supposedly visited by Pytheas of Massilia.

Of Pythias works however very little remains, and we only know them from what others have written about them. So, for most cases we have had to extrapolate what information we do have backwards.

What we do now, from written sources as well as archaeology, is that the British Isles were undergoing a period of growth and wealth. Rich in iron, base metals and even gold, these islands were also good agricultural land and are described as exporting grain and cattle.

Southern Britain would also have been in somewhat close contact with Gaul to the south, commercially as well as politically, and would in time come to receive increasing numbers of Gallic and Belgic tribesmen.

Starting Countries:



- **Icenia**: Middle size Tribal Kingdom in what would much later be known as Norfolk. Would historically ally with the Romans in their invasion after our timeline. Icenia starts independent and unaligned.

- **Trinovantia**: Another middle-sized Tribal Kingdom, between Icenia and the Thames. Their prosperous capital **Camulodunum** has been suggested as a possible site for the legendary Camelot, at our start it was still an insignificant village. Trinovantia starts the game independent and unaligned.

- **Cantiacia**: Tribal Kingdom stretching from the Thames to the English Channel. Described by Caesar as a maritime oriented kingdom, with close ties to the Gallic states to the south. Cantiacia starts independent and unaligned.

- **Durotriga**: Small Tribal Kingdom of settled agriculturalists on the southern coast of the island. Durotriga starts independent and unaligned.

- **Dumnonia**: Tribal kingdom in modern Devon and Cornwall, with an economy based on fishing and tin mining. Tin was so bountiful that it found its way from this region far south, helped by Phoenician merchants from Gadez in southern hispania. Dumnonia starts independent and unaligned.

- **Ordovicia**: Tribal Kingdom in the fortified hills of northern Wales. Ordovicia starts independent and unaligned.
- **Demetia**: Small Tribal Kingdom in western Wales, etymologically close to the later name Dyfed. Demetia starts independent and unaligned.

- **Deceanglia**: Small Tribal Kingdom in northern Wales, a region that would become known for its precious metal mines during Roman Rule. Deceanglia starts independent and unaligned.

- **Siluria**: Warlike tribal kingdom in southern Wales. Known later for their resistance to Roman occupation. Siluria starts independent and unaligned.

- **Dubonnia**: Large Tribal Kingdom in modern Western England. The Dubonni economy and society is based on agriculture and like many other societies in the British Isles and elsewhere guarded their people with hill forts. **Dubonnia** starts independent and unaligned.

- **Cornovia**: Tribal kingdom in the northern midlands, north of Dubonnia. Starts independent and unaligned.

Northern Britannia, Caledonia and Hibernia



As in Southern Britannia there are scant sources for this region. The north was only partially subdued by Rome and so we have even less to go on here in some ways.

The southern part of this region is home to the strongest of the Pretani states, while the far north of Caledonia has a number of resilient Pictish kingdoms, in between some unowned (but populated) stretches of land.

As in the south the region had seen the rise of societies around strong hill forts, and is home to a number of growing cities in the Lowlands and Northern England.

Starting Countries:



- **Brigantia**: Largest Tribal Kingdom in Britain, and at the start also the strongest. Controls all land between the Irish and North Seas. Would remain a substantial power long after Roman conquest. At start Brigantia is independent and unaligned.

- **Parisia**: Small tribal kingdom in modern east Yorkshire, part of the Arras culture. Would in time come under considerable influence from Belgic tribesmen who migrated into this region. Parisia starts independent and unaligned.

- **Carvetia**: Tribal kingdom to the north of Brigantia, and likely closely related to them. Starts independent and unaligned.

- **Votadinia**: Pictish Tribal kingdom in what would become the northern end of Roman Britain, today Southern Scotland and Northern England. Votadinia starts independent and unaligned.

- **Damnonia**: Pictish Tribal Kingdom in in the western lowlands. Very little is known of this tribe, which is only attested in Ptolemy's Geography. Damnonia starts independent and unaligned.

- **Taexalia**: Pictish Tribal Kingdom in the highlands. Starts independent and unaligned.

- **Caledonia**: Pictish Tribal Kingdom representing the tribes of the northern highlands. Starts isolated, independent and unaligned, at the northern tip of the island.

- **Ulatia**: Hibernian Tribal kingdom in Northern Ireland, representing the tribes around the royal center at Navan Fort. Starts independent and unaligned.

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Hispania:

As we move on to Hispania we are approaching another region for which there is less information available in the kind of detail that we have gotten used to in the wider Hellenistic world. While there is indeed a lot of information about tribes in Hispania at our start date, it is not nearly as detailed as that of the wider Greek and Roman spheres. Because of this some of the countries described below will be dealt with in groups.

In 450 AUC, or if you like 304 BCE, Hispania is a land populated by a disparate constellation of Tribal Kingdoms. Many consider themselves part of a larger tribal identity, such as the Caelici or the Lusitani, but they are not by any means a united people, or even a federation. To properly show this we have chosen to include many of the small tribal kingdoms that made up these larger groups, rather than have them anachronistically united. Should any one of the tribes rise to unite its kin it can form a larger tribal federation country. So, a successful Arevacia for instance would form the Celtiberian confederation.

To the Romans and Carthaginians, Hispania was a very rich region. It produces large quantities of valuable trade goods such as metals and olives, wine and grain. As they grew Carthage and Rome would soon both desire the peninsula and make it one of the richest parts of their respective empires.



In Imperator, Hispania is divided into five regions for administrative purposes: Baetica, Contestania, Tarraconensis, Gallaecia and Lusitania. These are based on historical divisions of the peninsula but also serve the gameplay purpose of governorships. As far as possible I will make use of these to structure the go through of the map, only breaking that format to keep together tribal federations.

Baetica:



The southernmost part of Hispania is Baetica. This region is a great source of mineral wealth (with everything from Iron and Base Metals to the bountiful precious metal mines of the Sierra Nevada mountains) but it is also a rich agricultural region. It would grow to be one of the greatest sources of Olive Oil, wine and fish (especially the fish sauce Garum, which was a staple of the Mediterranean diet) in this part of the world.

In 450 AUC Baetica is culturally Iberian and home to some of the stronger and more united tribes in Hispania. The Turdetani in particular is one of the stronger powers in Hispania at this point in time, often acting to attempt to block the influence of the Phoenician and Greek colonies on the coastline.

As the leader of the Phoenician trading cities in the Western Mediterranean Carthage also has a considerable presence in this region, in particular in the form of the two cities of Malaca and Carteia and their respective hinterlands. It was in Baetica, and later on the eastern Spanish coast, that Carthage would expand the most up until its final showdown with Rome in the Punic wars.

Starting Countries:



- **Turdetania**: Strong tribal kingdom in the central part of southern Hispania. As the major power in the region they are frequently at odds with their Greek and Phoenician neighbors as well as other tribes such as the Turduli. Turdetania starts independent and unaligned.

- **Tartessia**: Tribal offshoot of Turdetania occupying the region that was once part of the ancient kingdom of Tartessos. While Tartessos is long gone it has left its mark in the form of a distinctly different cultural influence in this area. Tartessia starts independent and unaligned.

- **Menesthei**: Greek city state just south of Lacus Ligustinus at the estuary of the Guadalquivir river. Menesthei was home to a local oracle of some renown and apart from Greeks it is also home to a significant Phoenician community. Menesthei starts in a defensive league with Gadir.

- **Gadir**: Ancient Phoenician trade city in Southern Spain. Many hundreds of years older than Carthage itself Gadir remains its own actor and is not directly tied to the great African city. Gadir starts in a defensive league with Menesthei.

- **Turdulia**: Turdulian Tribal kingdom north of Turdetania and at the southern border of the celtiberian tribal region, based around the city of Iporca. The tribe is separated from other Turduli tribes in Lusitania by the Celtici to its west. Turdulia starts independent and unaligned.

- **Cynetia**: Iberian Tribal kingdom on the southwestern tip of Hispania. Small and under pressure from the expanding Celt-Iberian tribes to the north, Cynetia often sought outside protection from powers like Carthage and Rome. Cynetia starts independent and unaligned.

- **Eburania**: Small tribal kingdom north of the Carthaginian controlled coastline. Eburania starts independent and unaligned.

- **Oretania**: Strong Iberian tribal kingdom in the Sierra Morena mountains with ample access to Precious Metals and Base Metals. While weaker than the Turdetani, Oretania would remain independent up until Roman conquest and exerts authority over some nearby tribes. The Oretani starts independent and unaligned.

- **Garmania**: Small tribal kingdom north of Oretania in a mixed region of Iberians and Celtiberians (Romans would later speculate that they were also related to Germanians far from Iberia). Garmania starts as a Tributary of Oretania.

- **Mentasania**: Small tribal kingdom north of Oretania with many characteristics similar to Garmania. Mentasania starts as a tributary of Oretania.

Contestania



North of Baetica lies a region that would historically soon come to be called Carthaginian Hispania. With New Carthage/Carthago Nova as its main city, as well as the economic and political center. In 304 BCE however there is little direct Carthaginian influence over this region and the future site of the great Carthaginian city is controlled by Iberian tribes.

Split between Iberian and Celtiberian tribal kingdoms this is a region with considerable economic wealth, if it can be properly consolidated and developed. Together with Tarraconensis this region is home to two of the more important tribal groups in the peninsula, the Celtiberi and the Carpetani, and for simplicity's sake we will describe both groups in their entirety here rather than split them between sections.

Starting Countries:



- **Bastetania**: Ancient Iberian Tribal Kingdom that has been much diminished by the expansion of the Phoenician colony around Malaca. Bastetania starts the game independent and unaligned.

- **Mastia**: Iberian city state near modern Cartagena, formerly in league with Tartessos. While the region under Mastian control is small it includes some of the richest and most accessible Gold Fields in Hispania. In time this area would come under Carthaginian influence and be the site of the flourishing city of New Carthage, the main port of Hispania. Mastia starts independent and unaligned.

- **Contestania**: Perhaps the strongest tribal kingdom in a very divided region, Contestania is a medium sized Iberian state with some influence beyond its borders. At starts it is independent and unaligned.

- **Deitania**: Tribal offshoot of Contestani. Deitania starts as a tributary of Contestania.

- **Hemeroskopeion**: Greek city state on the eastern coastline founded by Massalian settlers. Hemeroskopeion starts in a defensive league with Massilia and Emporion to its north.

- **Edetania**: Iberian Tribe in the eastern Hispanian inland. Edetania starts independent and unaligned.

- **Saguntum**: Iberian tribal city state with its hinterland. Would in time grow to a thriving trade power in the region and attract attention from Rome and Carthage. Eventually the allegiance of Saguntum would become the trigger for the second Punic war. At our start Saguntum is independent and unaligned.

- **Lobetania**: Small tribal kingdom pressed south by the Celtic Bellia tribe. Lobetania starts independent and unaligned.

Carpetani Tribes:

In 304 BCE the Carpetani is a tribal identity but not a united federation. There are a number of tribal Carpetani kingdom that could come to form a united Carpetanian Tribal Federation if they can unite their home area by either conquest or voluntary submission. Not a lot is known of each tribal kingdom, but they would in time come into conflict with Carthage (and also supplied Carthage with mercenaries). The main city of the region, Toletum, would grow to be a major urban settlement under Roman rule.

The following **Carpetanian** Tribal kingdoms all start independent and unaligned:

- **Solicia**
- **Duitiquia**
- **Tirtaliquia**
- **Aelariquia**
- **Moeniccia**
- **Duniquia**

Celtiberi States:

Not strictly limited to in game Contestania the **Celtiberi** tribes can be found in the eastern inland plain of Hispania, and they are in many ways one of the more dominant groups in 304 BCE Hispania. Later Roman and Carthaginian expansion would in time marginalize the Celtiberi but not before they united in a Celtiberian confederation (and like the Carpetani the Celtiberian states will also be able to do this).

- **Arevacia**: Strongest and reputedly most warlike of the Celtiberian Tribal Kingdoms. Would in time come to unite the area and form the Celtiberian federation. Starts independent and unaligned.

- **Olcadia**: Middle sized tribal kingdom between Arevacia and Boletia. Controls the mines of Segobriga, which in time would become the main source of Lapis Specularis in the mediterranean. A transparent stone wanted for, among other things, windowmaking. Olcadia starts independent and unaligned.

- **Boletia**: Middle sized tribal kingdom bordering the Iberian states on the coastline. Would often get provoke conflict with their neighbors and at times allied Carthage. Participated on the Carthaginian side in the second Punic War. Boletia starts independent and unaligned.

- **Bellia**, **Lusonia**, and **Tithia**: Small tribal kingdoms in Celtiberia of which we know very little. They all start independent and unaligned.

Tarraconensis



Named after Tarraco on the northeastern coastline of the peninsula Hispania Tarraconensis is the entire north eastern part of Iberia in Imperator, encompassing the Ebro river valley, the Pyrenees and their surroundings. Right at the border of Gaul and Iberia this is a varied region with Iberian, Celtiberian and Greek settlements in the east and south, as well as Celtic Aquitanian states in the west.

Starting Countries:



- **Emporion**: Largest and most influential Greek settlement in Spain. Emporion is a Plutocratic Republic that has acted as the main entrepot for Trade between southern Spain, Massilia in Gaul, Greek Italy and Greece. While its power is small compared to the military might of its nearby competitor, Carthage, it has maintained its independence in cooperation with nearby Iberian tribes. Emporion starts in a defensive league with Massilia and Hemeroskopeion as well as an alliance with Indiketia.

- **Indiketia**: Iberian Tribal Kingdom and patron of the nearby Greek state of Emporion. At start Indiketia is allied with Emporion.

- **Cessetania**: Iberian tribal kingdom just south of Emporion and Indiketia. The main city of the Cessetani, Tarracona, would under Roman rule grow to be the most important city in the region.

- **Ilercavonia**: Iberian tribe on the western coastline of Hispania by the Ebro estuary. Ilercavonia starts independent and unaligned.

- **Sedetania**: Iberian inland Tribal kingdom west of Ilercavonia. Sedetania starts independent and unaligned.

- **Ausetania**: Small tribal kingdom between the Pyrenees and Cessetania. Would swap allegiance between Rome and Carthage during the punic wars.

- **Ilergetia**: Relatively strong and economically prosperous Iberian Tribal Kingdom between the central Pyrenees and the Ebro river. Ilergetia starts independent and unaligned.

- **Vasconia**: Tribal Kingdom in the plain south of the western Pyrenees. Neighboring Ilergetia and Vardulia. The Vascones are often thought to be the ancestors of the modern Basque. Vasconia starts independent and unaligned.

- **Vardulia**: Tribal Kingdom on the western tip of the Pyrenees, west of the Vasconians, in what is today the Basque country. Vardulia starts independent and unaligned.

- **Caristia**: Small Aquitanian Tribal kingdom west of Vardulia. Starts independent and unaligned.

- **Autrigonia**: Celtic tribe that arrived in this region in the last century. Originally settled to the south of where they now are they have been driven from their old capital in Autraca by the Turmodigia.

Gallaecia:



In the far north, towards the Atlantic coastline, lies the region of Gallaecia. A hilly and somewhat isolated, yet heavily fortified, region. Gallaecia is home to a great number of tribal kingdoms, from Cantabrians in the east to the Callaecians in the west and would be one of the last parts of the peninsula to be conquered by Roman troops. Precious Metal and Iron can both be found here in great quantities.

Starting Countries:

Vaccaeia: Mid-sized Tribal kingdom in Central Hispania, bordering Arevacia. Having arrived at the same time as many of the Celtiberi tribes the Vaccaei were often actively involved in Celtiberian politics. Vaccaeia starts independent and unaligned.
Turmodigia: Small tribal kingdom between Vaccaeia and Autrigonia. The former has recently helped them gain independence from the latter, securing more Autrigonian territory in the process. Land that the Autrigones likely want back. Turmodigia starts independent and unaligned.

Callaecian Tribes:

Occupying the entire north western portion of the Peninsula the Callaecian or Gallaecian landscape is dotted with small hillforts belonging to many small independent tribal kingdoms. With no written sources from the region at the time of the start of our period, it is nonetheless likely that these operated almost as small city states. Should one tribe manage to subdue or conquer the entire region they will be able to form a very powerful Callaecian federation, consisting of all of the below states.

At the start of the game all of the following Callaecian Tribal Kingdoms start independent and unaligned:

- **Coporia**
- **Gravia**
- **Interamicia**
- **Leunia**
- **Neria**
- **Seurria**
- **Silenia**
- **Tamagania**
- **Varrinia**
- **Orgenomescia**
- **Caladunia**
- **Bracaria**
- **Baniensia**
- **Baedia**
- **Arronia**
- **Albionia**
- **Aebocosia**

Asturian Tribes:

Like with many of the other tribes of northern Hispania we know most about the Astures from their reputation as mercenaries. Their homeland is not the richest part of the peninsula, but it did prove quite hard to conquer for the Romans when they eventually tried to pacify the region. In 304 BCE the Astures are split among a great number of tribal kingdoms, who will all be able to unite into a Tribal Asturian federation through subjugating or conquering their kin. At the start of the game all the following Asturian Tribal Kingdoms are independent and unaligned:

- **Amacia**
- **Beduniensia**
- **Gigurria**
- **Lanciensia**
- **Lugonia**
- **Paesicia**
- **Selinia**
- **Superatia**
- **Tiburia**
- **Zoelia**

Cantabrian Tribes:
Just east of the Asturians, the Cantabrian tribes occupy the mountainous region towards the Atlantic coastline. Their region is rich in iron, base metals and silver. The Cantabri themselves were renowned for their military prowess and expertise and would often serve as mercenaries in distant wars. When Rome was to eventually conquer the region, just around the end of the period covered by this game, it was only able to do so at considerable cost. In 304 BCE however the Cantabri tribes are quarreling and disunited. At start, all of the following Cantabrian Tribal Kingdoms are relatively small, independent and unaligned:

- **Avariginia**
- **Coniscia**
- **Concania**
- **Blendia**
- **Morecania**
- **Tamaricia**
- **Vadinia**

Lusitania:



Divided between Turduli, Celtici and Lusitanian tribes the region of Lusitania is as of yet free from direct foreign influence from Carthaginians, or Greeks. The region is perhaps not as endowed with agricultural and mining resources (though there are precious metal mines here as well) as Baetica to the south but still represents considerable wealth and power to anyone who can unify it.

Starting Countries:



- **Oppidania**: Offshot from the Turduli people also found in Baetica. The Oppidani occupy much of the coastline of modern Portugal, but they have few friends in a region almost entirely dominated by Lusitanian tribes. Oppidania starts independent and unaligned.

- **Celticia**: Celtiberian tribe north of Turdulia, most likely related to the celtiberi to the north. Would historically come to submit to the Carthaginians when they began to expand their influence over southern Hispania. Celticia starts independent and unaligned.

- **Sefia**: Celtician Tribal Kingdom south of Oppidania and north of Cynetia. Starts independent and unaligned.

- **Cempsia**: Another Celtician Tribal Kingdom, closely related to Sefia. Starts independent and unaligned.

- **Bardulia**: Triba Turdulil kingdom surrounding by bigger neighbors. With Tartessia to the south, Turdulia to the east and Celticia to the north the Barduli are going to need to find friends quickly. Barduli starts independent and unaligned.

Lusitanian Tribes:

Tribal continuum between the Douro and Tagus rivers. While the Lusitanian tribes were far from united in 304 BCE they historically managed to band together to go on the offensive against Carthage and later Rome. Like other tribes described any of the Lusitani countries can form a greater Lusitanian federation if it subdues or conquers all the other tribes. The following countries are all independent Tribal Kingdoms, and unaligned:

- **Paesuria**
- **Elbocoria**
- **Tapolia**
- **Igaedetania**
- **Lancientia**
- **Aravia**
- **Taluria**

Vettonian Tribes:

In the center of the Iberian plain the Vettonian tribes have settled in the past century (their origin is not entirely clear). In their near area the Vettones were often allies of the Lusitani against greater common threats such as the Carthaginians. If any Vettonian tribe unites the region by force or diplomacy they can form the larger Vettonian Federation. The following Vettonian countries are all unaligned, independent tribal kingdoms at the start of the game:

- **Bletonisia**
- **Caluria**
- **Coerensia**
- **Calontiensia**



Regional Governors

With the evolvement of the game design, the fact of having one governor per province turned to be less fun than expected. The management and interaction with a large amount of governors in a medium-sized empire forced them to become too irrelevant.

Now the map is divided into regions, where each region have 7-8 different provinces in them, and each province have 10-12 cities in them.

Each region, unless it's your home capital region will have a governor assigned to them, while each province have its own possible governor policy.

Changing policies no longer impact the loyalty of the governor, as it turned it into a non-choice in most cases, but instead have a oratory power cost that is the same whether it's a governor or your rulers directly controlled provinces.

Units can now be assigned to cover an entire region by giving control over to the local governor, reducing unrest in the cities, and helping the loyalty of the governor.



Not Just a Name

A lot of the times, you get messages about characters in our games, you go, who was that Naughtius Maximus anyway? So, we've decided to rework how we refer to characters in messages and in the UI, by referring to them by their titles, relationships to titleholders, or other statuses. So now, you'll be able to see that the character attempting to befriend your ruler is the brother of the commander of the 24th Legion, and you can more easily ignore him.

Importance of Families

Another thing that became more obvious during playtesting was that just having characters, really did not give them the life they needed to create a living country. We had the concept of characters belonging to families in the game already, but it was merely a name and a prestige value, and nobody paid any attention to which family a character belonged to, so we made the following changes and additions.

Each country have a list of official families that characters belong to. The amount of official families in a country depends on the size of the country. Not every character in an official family has a direct close blood relation, but they are all considered to belong to the same family. All members of the same family contribute to the family prestige, and reap the benefits and drawback of the reputation of that prestige.

Characters may be in your country, but belong to a foreign family, and those characters will not marry on their own, or be entirely trusted.

There is also a new Family View tab in the characters view, where you can view all families in your country, and their members.

Finally, when conquering and annexing another nation, you now have choices of how to handle the families of that country, even allowing them to become families of your nation on a family by family basis if you so choose.



Diplomatic Action Pending

One of the main problems we've had in our games is the constant need to check the tooltip of greyed out diplomatic actions, so you can see when you can send a diplomat again.

In Imperator, we now tell you the date, above the list of actions, if there is a diplomat enroute. Also, primarily for multiplayer, you will see which diplomatic offer you have sent, if it has not been replied to yet.



Instant AI Diplomacy

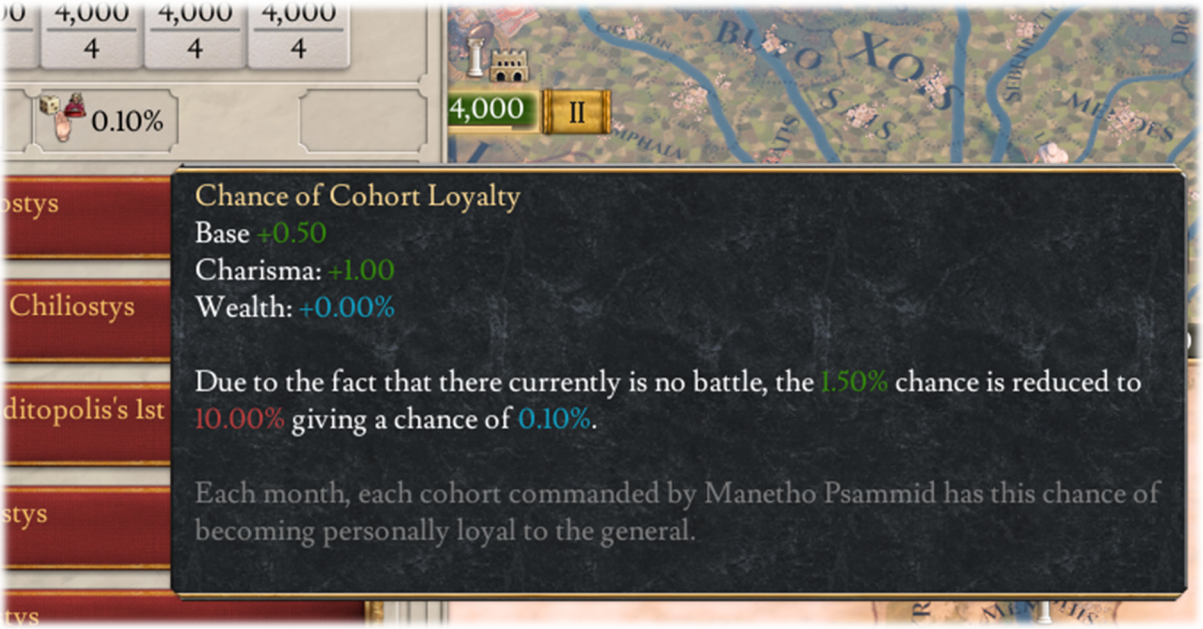
Another thing that we discovered during playtesting was how awkward it was with setting up trade-routes with foreign countries compared to internal trade, when you had to wait a day for the AI to reply, while trade internally was instant.

So we changed how AI responds to all diplomatic deals, by no longer having them reply the next day, but instead checking it immediately, so you get instant feedback. This had the side-effect of estimated AI replies being more accurate since the state of the world have not changed between pressing the button and them replying.

Loyalty Gain on Troops

One of the main problems with the original EU: Rome was that a lot of the mechanics were hidden, and you did not really see what was happening. Now we have made it so you can see how likely a general is to gain the loyalty of a cohort each month.

This is primarily based on the characters Charisma, but traits and laws are also important.



Attrition for Units

One interesting aspect of our units was the problem that when you had enough money and access to certain goods, some types of units where always superior. One of the primary reasons for that was there was no difference between units when it came to how much attrition they would take in an area. So marching 20,000 men with War-Elephants through a low supply area meant they lost the same manpower as 20,000 Light Infantry.

This have now been changed, so that Light Infantry costs 50% of a normal unit supply, Heavy Infantry & Heavy Cavalry cost about 50% more supply, while War-Elephants costs 500% of normal supply.

The impact of this is that 10,000 Light Infantry will require a Supply Limit of 5 to not take attrition in a non-desert province, while 10,000 War Elephants require a Supply Limit of 50 to not take attrition, and 10,000 Heavy Infantry would require a Supply Limit of 15.

This means that different terrain and areas have needs of different types of armies for efficient warfare.



Trade

Most of the times when you have a nice capital surplus bonus of a specific Trade Goods you do not want to lose that bonus. That is why we have added a checkbox at the Trade View, where you can set it to auto-decline all trade proposals where you would lose your capital surplus bonus.

The National Overview

The main information page in Imperator, is what we call the country overview screen. That one has been evolving constantly during development and will continue to evolve as we work on the game. Since the last time we showed this screen in the middle of November, we've now added some nice pie-charts so you can depict the distribution of your population when it comes to type, religion and culture.

You can now also directly set the governor policies of every province from this sortable list of provinces.

Since the popularity and corruption of your current ruler is important for your country, it is also displayed prominently at the national overview.

Your Ruler Popularity reduces your tyranny, and in a republic, increases the senate influence of the rulers party. Monarchies and Tribes get other benefits of a ruler's popularity, or lack thereof while corruption of a ruler has a few different drawbacks.

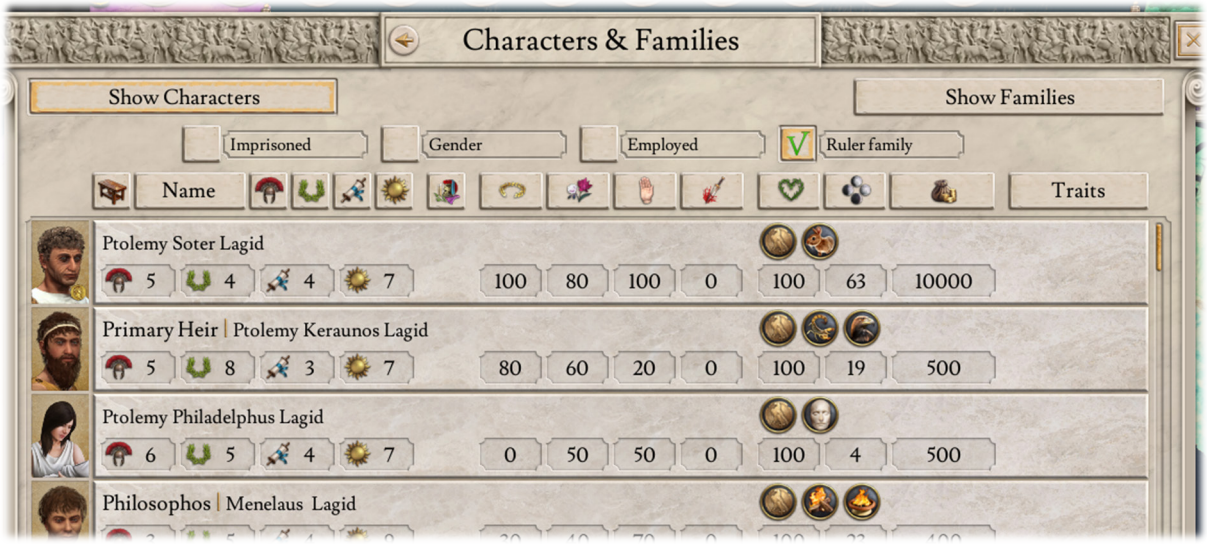


Improvements to the User Interface

First of all, most screens, including the character view have a “back” button, so you can easily get back to the previous one.

Secondly, we’ve added automatic “shortcut-icons” to tooltips to tell you which button can be used from the keyboard for that action.

Finally, we’ve added filter and sorting buttons to most screens with long lists of characters, countries or provinces.



Mercenaries

(Changes have been made to the Mercenaries System. Click here to directly jump to the chapter where the Devs mention what changes have been made)

Armies came in many shapes, forms, and levels of professionalism, in the era that Imperator: Rome covers, something we to some degree try to cover in the Military Traditions that we have spoken about in previous developer diaries (and which we will return to).

One big difference however is that not all troops fought for the country in which they were born. Then as well as later in history mercenary groups played a big part, such as Cretan Archers, the famous Mamertines and others.

At times Mercenary groups played a decisive part in conflicts, as did their tendency to abandon an employer that could not pay them.

In Imperator Mercenary armies are always present, spread out over the map, using their own banner and the unit graphics of the local culture. As long as a mercenary army is not hired by anyone it will also not count towards the supply limit in the city they are located. Mercenary armies all have their own General, to whom all the troops are loyal.



Mercenary Overview Screen. Here you can at all times see what Mercenaries exist (sorted by Proximity) and who has hired them. It also displays the monthly cost of employing each Mercenary group. You can also see Papirius' unemployed Mercenaries on the map between Rome and Etruria.

Hiring a Mercenary regiment comes at a onetime cost of **50 Military Power**, but also obliges you to pay their upkeep for the duration of their employment (at a rate **400% more expensive** than what one of your own armies would cost).

Hiring the army immediately brings it under your control but does not move it to your territory. Instead, hired mercenary armies hired outside of your territory will begin in a state of exile, so they can be brought to your territory to then be used in whatever conflict you intend.

Any Mercenary company in **diplomatic range** can be hired, but their high upkeep means that hiring an army far from your conflict could get expensive as you would be paying their upkeep from the day they are hired.

Once no longer exiled, the mercenary army will act as any other army under your control, except for the fact that you cannot remove its leader, or remove any units. They will use your military bonuses; you can alter their deployment and their military tactics.

As with any army you can also disband a mercenary army at any time it is not in battle. Their increased upkeep cost will however also mean that disbanding them can be quite costly.

Once disbanded the mercenary army will again be considered available for hire, and it will begin its journey back to its home location.



Desertion & Mercenary Princes:

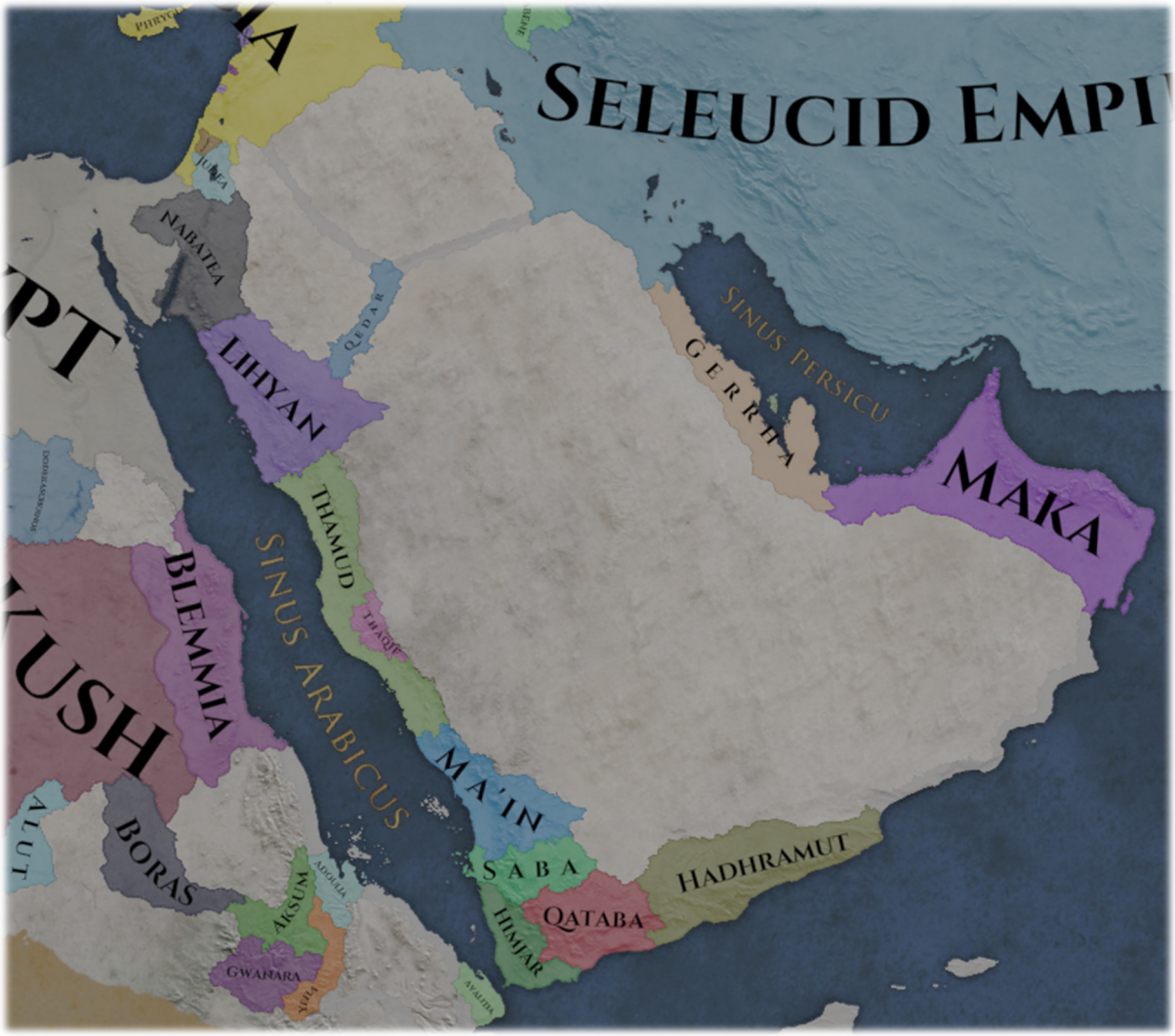
Mercenaries are not only known for how useful they were to their employers. Men like Pyrrhus and, in his youth, Agathocles, also made names for themselves as Mercenary captains when their prospects at home looked bleak.

Succession and Monarchies is something we will talk more about later but it is possible for the Mercenary company list to be supplemented by characters from the wider game world, such as disenfranchised heirs.



Last of all, should you not be able to pay your mercenaries you may find that this makes them quite unhappy. Among the various possible events that can happen as a result from a negative treasury (as mentioned in the diary on Economy) is that mercenaries might offer to join the opposing side in an ongoing war.

Arabia



For the map part of today's diary we are going to be looking to the south of regions we have previously visited. In 450 AUC or 304 BCE, the Arabian peninsula is at the same time isolated and integrated in the Mediterranean world.

The region is closely tied to the trade network of the Indian Ocean, which while not nearly as developed as it would become later, was still ancient by this time.

It is this trade in spices, cloth and incense that brought Greek traders and explorers, to the region and eventually led to Roman trading posts on the Indian subcontinent, and it is this trade that is the lifeblood of the more advanced of the Arabian kingdoms.

Arabia Felix / Felicitous Arabia:



Throughout history southern Arabia has been the more densely populated and more developed part of the peninsula. The temperate highlands provide basis for agriculture and larger cities while the coastline is strategically situated to benefit from the trade flowing between Africa, India and the Mediterranean. This is how the region came to be described as Felicitous Arabia in Greek and Latin, or Al Yaman in Arabic.

In 304 BCE this region is home to a number of ancient kingdoms, with their own writing, bureaucracy and mode of government. Up until recently this area was dominated by the Sabean kingdom, but it is now divided between a number of smaller kingdoms.

Apart from the Arabian majority this region is by our start date also home to sizable Jewish communities, though these are at the time of our start not in control of any of its states.



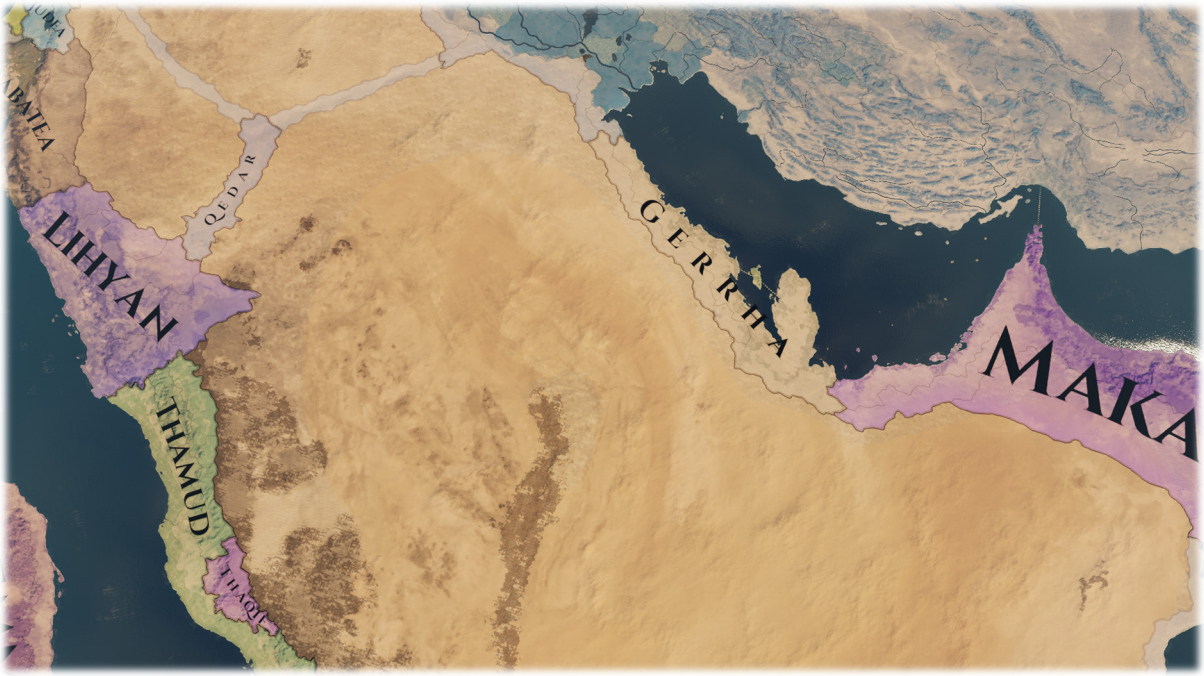
- **Saba**: Ancient Autocratic Kingdom and center of Semitic civilization in Yemen. In many ways in decline at our start date and challenged by smaller nearby Arabian kingdoms.
- **Himjar**: Kingdom of the Himyarites who eventually would come to dominate the region. Rival to the other south arabian kingdoms and already in control of the important coastal strip along the Bab el Mandeb strait between Arabia and Africa. Himjar starts independent and unaligned.
- **Qataban**: Small kingdom in southern Yemen. Starts in control of the southern part of the Yemeni highland as well as some of the Incense ports of the south.
- **Hadhramut**: Ancient South Arabian kingdom that was eventually conquered by Himjar. Controls some of the most valuable incense producing regions but is generally not nearly as rich and fertile as western Yemen.
- **Ma'in**: Kingdom of the Mineans, who predate the kingdom of Saba but only recently rose to relevance in the region.

Northern & Greater Arabia:





Northern Arabia is not nearly as fertile or settled as the south, it is dominated by the huge Syrian and Arabian deserts, which most peoples have a hard time crossing. The Arab peoples have however made the trade through and around their peninsula their main source of income and their kingdoms can be found all around the deserts.
While never the dominant force that they would become later in history, some Arab kingdoms such as **Nabatea**, **Himjar**, and later **Hatra** and **Palmyra**, would prosper in a region that was constantly at the edge of the conflicts of greater empires.
Arabian pops are also present far beyond the region where Arabian states exist at our start, opening for the possible formation of more such states in the future in Syria and Mesopotamia.



- **Lihyan**: Up until recently a small city state kingdom based around the Dedan oasis, south of Nabatea. Have recently grown to control a wider region, wresting control of the Tayma or Tiamat oasis from the Qadarites.
- **Thamud**: Independent Tribal state along the red sea coast attested for hundreds of years before the start of the game.
- **Thaqif**: Independent Tribe controlling the area around the Ta'if oasis.
- **Qedar**: Old tribal federation formerly in control of the region conquered by Lihyan. Traditionally allies of the Nabateans but at the start of the game unaligned.
- **Gerrha**: Independent Tribal kingdom in control of the eastern Arabian coastline (Barayn).
- **Maka**: Tribal Kingdom in modern Oman. Was previously under Achaemenid rule but has since slid into obscurity and been left to its own devices.
- **Tylos**: Small trade kingdom on the island today known as Bahrain. The economy of Tylos is based on pearl fishing and it is home to a sizable Greek minority.

Monarchy

In a monarchy authority lies with the ruler, or **Monarch**. The monarch has as close to absolute authority as any ruler can get in **Imperator: Rome**. Unlike in a Republic the ruler sits for life, and in a Monarchy you are able to change laws, interact with foreign countries and use whatever character interactions you wish without approval of a senate.



Legitimacy

While a Monarch has the authority to act without asking for approval their subject characters will still react to their actions if they do not approve of them. Legitimacy is a value between -100 and +100 and models the perceived right for the Monarch to rule their country.

For the monarchies that exist in Imperator: Rome at the start of the game this was highly relevant as they were almost all established in this generation. None of them have a firm number of supporters, and many of them (like Egypt or the Seleucid Empire) have a population that consider them to be foreigners.

Legitimacy directly impacts the loyalty of all characters in the country as well as the happiness of all Freemen.

At 0 Legitimacy all characters in a Monarchy are capped at 50 loyalty (out of the normal 100), and at negative Legitimacy they will suffer a ticking loyalty reduction. Legitimacy also directly impacts the cost of enacting laws.

Legitimacy is gained from acting as a good monarch, most importantly:

- Ruler Popularity
- High Stability
- The Skill of your currently employed Court Philosopher

Legitimacy is reduced by anything that threatens popular support for the monarchy, most importantly:

- Low Ruler Popularity
- War Exhaustion
- Ruler Corruption
- The number of employed characters that prefer another successor than the current heir to succeed (we will talk more about this below).

To help increase Legitimacy you can also at any time use a government action to Strengthen Legitimacy by 10 for a cost of **25 Civic Power** and **5 Tyranny**. There are also various indirect ways, like **Holding Games**, that increase popularity and therefore indirectly Legitimacy.



Succession Laws

In a monarchy a new ruler is not elected but will instead inherit power upon the death of the old monarch. The method for this inheritance depends on which of these succession law the country follows. The family of the current ruler is always preferred over non-family members.

- **Agnatic:** Inheritance is in age order, with preference to male children of ruler.
- **Agnatic-Cognatic:** Inheritance in age order, children of ruler are preferred without preference in regard to gender.
- **Agnatic Seniority:** The male siblings of the Monarch will inherit before any children.
- **Egyptian Succession:** Children of ruler are preferred in order of age regardless of gender. Members of the royal family will marry their own family members (including sibling to sibling).



Successors:

Successions are not always as easy as the described laws would imply. There are many examples of conflicts over who would inherit, sometimes tearing even great and otherwise stable kingdoms apart.

In the government view the 4 most likely characters in the country to inherit will be displayed at all times (including the current heir) together with their loyalty and the strength of their claim (according to the succession law).



Every character in a Monarchy also has a Preferred Heir out of these four. Most of the time this will be the current heir, but depending on things like friendships, skills or lack of loyalty, they can prefer one of the other heirs.

Any possible successor apart from the current heir will have a ticking negative modifier to their loyalty and will normally do what they can to assemble money and supporters for the day the current monarch dies.

Apart from increasing loyalty and attacking the causes for someone preferring another heir you can ask them to support your preferred heir. As long as their loyalty is at least 50 this drastically increases their support for your current heir for a cost of 25 Oratory Power.

Upon succession the current heir will become the new Monarch with a starting Legitimacy of 60 plus 20 times the religious Unity in the country. It is further **reduced** by 2 points for each **employed character** that supported another heir.

As you can see the expected future Legitimacy of an heir as king will always be shown in the Government View.

Succession Crisis



At the time of succession, if any of the possible successors that did not gain the throne are at less than 33% loyalty, they will make their displeasure known by assembling an army of as many loyal troops as they can afford.
As this is a loyal army, and they are disloyal, you will be unable to give orders to this army and unable to detach the pretenders from it. The presence of these armies is likely to drive the country towards a civil war, either immediately or in the long run.
To the end of disarming this threat you have special character interactions no pretenders:

- Encourage Deserters: Allows you to reduce the pretender army size.
- Make Mercenary: For a very large sum of gold you can send a pretender off to be a Mercenary, along with their loyal troops. This will eliminate the threat to your internal stability, for now.

Meanwhile foreign countries will also have a new character interaction available, to spend money and military power on increasing the size of the Pretender army.

Persia



Today we will talk about one of the greatest kingdoms of Imperator: Rome in terms of size and population.

Before Alexander began his campaign Persia was the center of the Achaemenid Empire, which stretched from Greece to India. The larger region had by then been the center of more than one high culture and its influence on surrounding regions is hard to overstate. With its fall to Greek conquerors however the entire region has seen the beginnings of Hellenization. Perhaps more than anywhere else Alexander the great founded Greek settlements, appointed a mix of Greek and local officials and encouraged intermarriage.

After the death of the great conqueror Persia and Mesopotamia has changed hands between different successors multiple times, with its current master, Seleucus, taking over Babylon from Antigonus with just a few trusted men not long ago.

With a background that would not make him a likely candidate for such greatness Seleucus has spent the last years cleaning out the Satraps left in charge of greater Persia by Antigonus, before running right into another rising dynasty in India, Chandragupta Maurya.

As the game starts Chandragupta, who had previously overrun most of northern India, ending the Nanda empire, has taken control over the Indian satrapies that was once part of Alexander's Empire.

The Mauryas now threaten to invade Persia, potentially distracting the Seleucids from the greater conflict with Antigonus in the west.

Mesopotamia & Assyria



The Euphrates and Tigris have been the core of many civilizations and empires, most recently the Persian, Neo-Assyrian and Neo-Babylonian ones, and in many ways this region remains the economic and political core of the Seleucid Empire. Babylon is where Alexander died, and it is not far from Babylon that Seleucus have begun to build his great new capital Seleucia Magna.

Starting Countries:



- **Seleucid Empire:** Great Macedonian Kingdom with the recently crowned Seleucus as king. While Seleucus and his son Antiochus has campaigned extensively among the Persian satrapies, replacing any disloyal governors with trusted men, the kingdom is a cosmopolitan mix of cultures and religions. Macedonian cities founded by Alexander remain interspersed with Chaldean, Persian and Bactrian subjects, most of whom know very little of politics in Seleucia Magna. The first decision that the Seleucid Empire will have to make is how to deal with the brewing conflict in the east. Historically Seleucus would sign away most of the eastern satrapies on the Mauryan border in exchange for a lasting peace and a high number of Indian War Elephants. Animals that played a decisive part when eventually defeating Antigonus troops in Phrygia. At the start of the game the Seleucid Empire will be faced with a similar choice, they can choose to sign away a large portion of land, for a long truce, or resume war with the huge Mauryan Empire in India.

- **Adiabene**: Small Assyrian kingdom in Upper Mesopotamia/Assyria. As a former Persian vassal Adiabene has seen many overlords come and go in the last decades. With Seleucus occupied with the grand politics of the successors as well as the hostilities at the Mauryan border Adiabene has mostly been left to their own devices. At start Adiabene is a tributary of the Selucid Empire

Media & Persis



The Iranian plateau, and the regions of Media and Persis was the core of the old Persian empire. A large number of famous Achaemenid cities such as Ecbatana and Persepolis remain centers of commerce and power here and a large number of Persian soldiers, artisans and nobles remain the dominant group in a region that they have populated for hundreds of years.

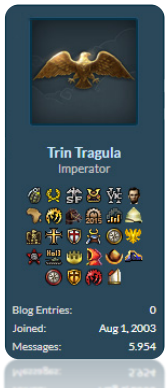
The Zagros mountains that separate Mesopotamia from this region is also a great barrier and with a few exceptions it has been left to fend for itself as the Macedonian grandees struggle for control over the Argead Empire.

In the period preceding the start of our game Seleucus and his son Antiochus has subdued the governors, satraps and cities of this region, bringing them under closer control and installing their own loyal men, but Media and Persis will remain a region that central power will have to keep a close eye on to keep in line.

Starting Country:



- **Media Atropatene**: Middle size Iranian kingdom in northern Media that predates the Greek successor kingdoms by a fair bit and while he was considered one of the vassals of Alexander the Great his kingdom has since broken off as an independent entity. Media Atropatene is relatively rich for its size and its ruler, Atropates, is an influential man in the region as well as one of few remaining Iranian rulers at the start of the game.



Navies

In **Imperator: Rome** there is only one type of naval unit, the Trireme (representing all forms of War Galleys). Ships can only be built in ports, and **ports only exist** in predefined locations around the map. Building ships also requires access to Wood in the Province that the City belongs to.



In our period, and perhaps in most of history, the Mediterranean has been a highway for transportation rather than an obstacle to be traversed. The main purpose of a fleet in **Imperator: Rome** is to ferry troops from one destination to another, and to stop others from doing the same in your territorial waters.

Fleets can also blockade ports in wartime, decreasing commerce and potentially contributing to the war score for their side of the conflict.

The strengths and weaknesses of these ships can then be modified by things like Trade Goods, Military Traditions, Admirals, Inventions, and more.

Just like there are army unit abilities on land there are also unit abilities at sea:

- **Ramming Tactics**: Navy Offensive Damage +10% Navy Defense Damage -10%
- **Boarding Tactics:** Navy Offense Damage -10% Navy Defense Damage +10%
- **Raid Port:** Steals a number of pops from an adjacent port and turns them into Slaves in your capital (at a cost of 1 Aggressive Expansion).



Naval battles will be somewhat familiar to those who have played our earlier games.

When a battle is started every ship will attempt to target an enemy ship to deal damage to. What determines their success is their positioning value, which is derived from their leading admiral with a random element. Positioning is re-rolled every day of battle.

In an ongoing battle bad positioning will result in picking a new target, which if you are unlucky could mean finding no target, or even targeting one of your own ships. If a friendly ship is targeted the ship will always try to pick a new target next day.

Damage is dealt in a similar way to in land battles. Offensive modifiers and dice roll is reduced by the enemy defensive modifiers and dice roll (this is then further increased or decreased by the specific damage modifiers on either side for Strength Damage or Morale Damage).

Ships that have no morale left will retreat from battle, ships that have no strength left will be sunk.



Pirates

Whenever money is being made there will be those who desire to have that money for themselves. Any port that attracts enough trade will also risk attracting pirates.

Pirates can appear outside of ports and the chance that they do so is based on how many Trade Routes the Province that the Port belongs to has.

This chance can be reduced through laws and inventions.

A pirate fleet can be at most 10 ships in size and will attempt to blockade the port it spawns next to. It is also hostile to all non-pirate navies. Should the pirate fleet be defeated, but not destroyed, it will attempt to find another weakly guarded port to blockade.

War Diplomacy

And with that we turn once again to Diplomacy, and more specifically unto how Claims, Truces, War Declarations and Peace will Work in Imperator: Rome.

Casus Belli

Like in many Paradox games before the difference between a justified war and one with no justification matters in Imperator: Rome.

Casus Bellis come in a variety of forms and shape such as:

- **Claim:** A country is considered to always have a Casus Belli against a country if it has a claim on a city that the other country owns.
- **Supporting Rebels**: A country is always considered to have a Casus Belli against someone who supports rebels inside it.
- **Insult**: A country will receive a time limited Casus Belli against a country that has sent an insult to it.
- **Guarantee**: A country will receive a time limited Casus Belli against a country that attacks someone Guaranteed by them.
- **Broken Subject Status:** A country will receive a time limited Casus Belli against a country that breaks a subject relationship with them.
- **Broken Alliance:** A country will receive a time limited Casus Belli against a country that dishonors its alliance towards them.

Declaring war without a Casus Belli will cost the attacker **2 Stability** and give additional **Aggressive Expansion.**

War Goals:

When a war is declared the aggressor will have chosen a specific war goal. Fulfilling this war goal will result in a gradual increase of scope up to an additional 25% War Score. Unlike in other games, such as Europa Universalis IV however, the war goal and the Casus Belli need not be directly linked. A claim gives a Casus Belli, and unlocks the conquest war goal, but you can choose to declare a superiority war all the same. The Casus Belli will still remove the stability penalty you would normally have gotten on the start of the war.



There are three different War Goals in the game:

- **Conquest**: If you have a Claim on a Province held by another country you can declare conquest war over that Province. In that case holding the entire enemy province selected will be the war goal. A conquest war will automatically end if the entire war goal is held by either party for 1 year + 180 days per Rank.

- **Show Superiority**: The War goal is to show superiority in battle. Once over 10 war score from battles is achieved the extra ticking war score starts applying.

- **Show Naval Superiority:** The War goal is to show superiority in naval battles. Once over 10 war score from battles is achieved the extra ticking war score starts applying. Having more blockades than your enemy will also contribute.

Truces:

After a peace has been signed a truce will be in power for between 5 and 15 years. The length of the Truce will be dependent on the severity of the peace agreement. During this time, it will cost 5 Stability to declare war again against the same enemy.

War Leaders, Changes to Call to Arms & Separate Peace:



War Leadership, Call to Arms and Separate Peace, are all concepts that will be familiar to anyone who has played our games before.

While wars can have many participants the country declaring the war and the country being declared upon will initially be considered the War Leaders.

War Leaders will negotiate on behalf of the entire side (including all allies and subject countries) to which they belong and a war will not end until the two War Leaders agree to a peace.

War Leadership in **Imperator: Rome** can also change. If a country with higher Max Manpower and more provinces than the existing leader joins, then this country will be considered the new War Leader and can call its own allies. When this is the case the War Declaration interface will warn that a country may take over the leadership of the war, and War Leadership can only be transferred once.

To further press home the need to choose your allies carefully we have made some changes to how alliances function. In Imperator: Rome you will not be able to refuse a call to arms from an attacked ally. If you want to have the aid of another power you need to be ready to come to their aid.

It is also not possible to separate peace as a junior participant of a war until 36 months have passed, as a junior participant is expected to be involved in order to help the war leader bring the war to completion, rather than using someone else's conflict to expand themselves.

Bactria and Parthia

Bactria



Parthia



Dahae Region



Today we look to the north east from the region that was under focus in the last development diary. To the successors, and to some extent to Achaemenid Persia before them Parthia and Bactria are on the periphery. At the same time these are not regions of economical inconsequence. There are ancient cities here, trade ties with the far east, and India and a culture that has been under influence of first Persian and then Greek overlordship.

At the start of our game almost all of this region is controlled by Greek Satrapies, and while Seleucus and his son Antiochus has recently made sure to root out any local power holders that may not be loyal to the state, they now expect to be left alone.

Historically both satrapies would eventually break free, Bactria would go on to found a Graeco-Bactrian kingdom that came to rule large parts of northern India, creating a Greek-Indian fusion, a state ruled by a Greek Buddhist dynasty.

Parthia on the other hand would be overrun by the Daehae tribes to the north and become the core of the Arsacid Empire, a state that would conquer most of Persia and eventually become a rival of the expanding Republic of Rome.

Starting Countries:



- **Parthia**: Seleucid Satrapy on the border between Persia proper and the open tribal region to the north. While Parthia is perhaps not the richest Satrapy it enjoys a great deal of autonomy and as the core for future expansion it has great potential. Parthia starts as a Satrapy subject of the Seleucids.

- **Bactria**: The other great eastern Satrapy under the Seleucids is Bactria. A much richer region than Parthia, in the fertile valley between Hindukush in modern Afghanistan and the Pamir mountains. It has a larger population and the region is already something of a cultural melting pot of Greek veterans, settlers, Persian bureaucrats, and local Indo-Iranian farmers and city-dwellers. Bactria has been described by some as a 'Wild West' of its day. Starts as a Satrapy Subject state of the Seleucids.

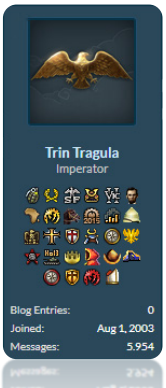
- **Parnia**: One of a number of Dahae tribal kingdoms in the region between the Caspian Sea and Bactria. Would eventually conquer Parthia and found the Parthian Empire, ruled by the Arsacid dynasty. Like all of the Dahae Tribes, if Parnia exapnds it can form a Dahae federation, greatly strengthening its ranks and potentially reading itself for an invasion of Iran. Starts independent and unaligned.

- **Scythia**: Tribal kingdom on the northern edge of the Caspian. An open steppe separates it from European Scythia in one direction and Sogdia in the other. Starts independent and unaligned.

- **Zanthia**: Small tribal kingdom of the Dahae people. Like Parnia it can potentially form the core of something greater. Starts independent and unaligned.

- **Pissuria**: Small tribal kingdom on the edge of the Dahae region and Parthia. Starts independent and unaligned.

- **Kharesmia**: Tribal kingdom in the Amu Darya river delta, right between the Dahae tribes and Bactria. Starts independent and unaligned.



Tribal Chiefdoms & Map And Political Situation At The Start Of The Game - Gaul

Today we will be talking about the third form of government, after Republics and Monarchies. Even though this is the last of the three types it is far from the least common. **Tribal Chiefdoms**, **Kingdoms** and **Federations** make up the grand majority of the countries in Imperator and Tribal countries exist in all locations from western Europe, to Arabia and the Caucasus to the interior of India all the way to the Burmese border.
We will also show you the region of Gaul and tell you a bit about the state of it at our start in the game.

Clan Leaders & their Retinues

(Changes have been made to Tribes and Tribal retinues. Click here to directly jump to the chapter where the Devs mention what changes have been made)



The base premise for the **tribal** government is that authority is **shared**. When a ruler dies the new ruler will be **elected** from among a number of **Clan Leaders**, all whom command their own **Retinues** of loyal troops. Changing any **Laws** at all in a tribe requires that your Clan Leaders are **loyal** and doing so will reduce the loyalty of all Clan leaders but the king.

Clan Retinues are recruited and reinforced by the Clan Leaders themselves, without using the manpower pool of the country and are also cheaper to upkeep. Since retinue troops are always loyal to their Clan Leader, these armies will also make it harder to rely on the loyalty of your Clan Leaders the bigger they are. Their presence also means that there are always armies ready to provoke a civil war, should you not be able to maintain the loyalty of your Clan Leaders.
Every Tribal country will have at least 3 Clan Leaders, with more added for each country rank the country attains.



Centralization



The first thing that will come to mind when looking at a government type that affects this many countries, in as many regions is always going to be how similar they really are to each other. Clearly a Tribal Kingdom can mean one thing in southern Hispania and something very different in Scandinavia or even on the faraway border between Burma and India.
Indeed, just "how tribal" a country is, and in what way can vary wildly. Often it might even do so within the same region. It is also not necessarily static over time. Many things will pull a state towards being more or less settled and more or less centralized towards the authority of its capital settlement.
For this reason all Tribes make use of a **Centralization** scale that goes from -100 to +100. Centralization will change from your actions such as laws you enact, or your reactions to what clan leaders do.
There is however no direct way to change the Centralization value, using power or money for instance, it is only adjusted as a result of your actions and over time.



At **Negative Centralization** your Tribe is less centralized, it will have more influential clan chiefs, **bigger retinues**, **higher Tribesman output** and will make it possible to morph into a Tribal Chiefdom, able to perform **Tribal Migration** (we will talk more about Migration and how it works in a later developer diary).

Positive Centralization gives discount to **Converting Tribesmen** to Freemen, **decreases the size of Clan Retinues**, and most importantly increases the **Country Civilization value**, the cap that all cities under your control will gravitate towards. A higher civilization value in your capital, together with the appropriate laws, will eventually make it possible to reform out of being a tribe, morphing into a **Republic** or **Monarchy**.

As mentioned before, apart from its impact on research, a higher **Civilization** value in your cities will make more tribesmen unhappy to live in them (while Citizens and Freemen will feel more and more at home) meaning that the tribesmen will start being less productive and be more prone to generate **unrest**.

At the start of the game the Centralization levels of Tribal countries all around the map will differ, they start well into the negatives for the Germanic tribes for instance, while others like Turdetania in Hispania, starts with significant positive Centralization.



In other words: as a tribe you can attempt to move your country towards being a Republic and a Monarchy, and making use of the more stratified pop types such as Freemen or Citizens while alienating your Tribesmen who will produce less and potentially even generate unrest.

You can also decrease Centralization, share power with the other Clan Leaders and build a country where Tribesmen pops are happier and more productive while Freemen and Citizens will contribute less and likely generate unrest.

To make matters a bit more complicated most regions, even at start, will have a mix of pop types. There are few regions where you would only have tribesmen at the start of the game, even as a tribe.

As the only pop type unaffected by civilization levels **Slaves** from warfare can always help augment your economy, though other things, not least their **foreign culture** or **culture group** might still make them somewhat unruly in some circumstances.

Gaul


DUMNONIA
DUROTRIGA
TRINOVANTIA
CANTIACIA
MENAPIA
EBURONIA
ADUATUCIA
MORINIA
NERVIA
CALETIA
REMIA
TREVERIA
VENELLIA
ESUVIA
LEXOVIA
BELLOVACIA
SUESSIONIA
NEMETIA
OSISMIA
CURIOSOLITA
REDONIA
EBUROVICIA
PARISIA
CATALAUNIA
LEUCIA
VENETIA
DIABLINTIA
AULERCIA
CARNUTIA
SENONIA
TRICASSIA
TRIBOCCIA
NAMNETIA
MANDUBIA
LINGONIA
DUROMIA
BITURIGIA
AEDUIA
SEQUANIA
PICTONIA
TOUGENIA
VERBIGENIA
LEMOVICIA
ARVERNIA
SANTONIA
SEGESTAVIA
ALLOBROGIA
SALASSIA
VIVISCIA
PETROCORIA
RUTENIA
NITIOBROGIA
VOCONTIA
TAURINIA
VOCATIA
HELVII
ILVATIA
TARUSATIA
AUSCIA
ALBICIA
SIBUZATIA
SALLUVIA
TECTOSAGI
ARDUIA
CARISTIA



In between three of the regions we have covered in earlier developer diaries, Britannia, Hispania and Italy, lies the region of Gaul. In 450 AUC / 304 BCE the Gallic people are present in many theaters far beyond Gaul itself, there are Gallic tribes in modern Germany, in the Balkans and Gallic mercenaries served on many sides in the Successor wars from Egypt and Syria to Thrace. Not long after our start date such Gallic tribes would also descend on Greece and Anatolia on their own behalf, creating the new region of Galatia in the process (but more on that in a later diary).

Gaul itself is at our start divided into a number of regions and tribes. Our data on this place and time is not perhaps as greatly detailed as what we know of the Greek and Roman world but Gaul as hinted at earlier neither was Gaul isolated from the wider Mediterranean world.

The vast majority of countries are Tribal kingdoms at start, and some are part of larger tribal identities that, like previously described in Spain, can form into bigger Tribal Federations. On the Centralization scale these Gallic tribal kingdoms are all on the positive side of the middle.



Transalpine Gaul, eventually Gallia Narbonensis under the Romans, is close to Italy and the Mediterranean. For centuries Etrurian, Phoenician and Greek merchants have been trading with these states and by 304 BCE there are a number of Greek trading settlements along the coast, centrally led by the city of Massalia which traditionally had close ties with Syracuse.

In time Transalpine Gaul would become the first part of the greater Gallic region on this side of the alps to be integrated into the Roman Republic, and where Gallo-Roman culture really began to grow.

Starting Countries:



- **Massalia**: Oldest and most influential of the Greek settlements in Gaul. Massalia is not just one city but also controls the coastal cities of Antipolis, Tauroention and Agathi. It is also in a defensive league with Emporion and Hemereskopeion in Hispania. Nonetheless Massalia is far from strong. It depends on maintaining good relations with the surrounding Gallic states or being able to afford mercenaries to fight for its cause. Preferably both. Merchants from Massalia are said to have traveled far and wide throughout Gaul, and Massalian coins have been found throughout the region.

- **Salluvia**: Gallic and Ligurian tribal kingdom surrounding Massalia. One of the first peoples subdued by Rome when it expanded into the region.

- **Deciatia**: Small Ligurian tribe just east of Massalia, controlling the thin strip of land between the Salluvi and the Oxybi.

- **Oxybia**: Another small tribal kingdom of Ligurians, on the coast between Antipolis and Deciatia.

- **Vocontia**: Gallic Tribal kingdom of medium strength, east of the river Rhone. Stronger than many of the southern tribes and would retain some autonomy under Roman rule as a Roman ally.

- **Albicia**: Small Gallic tribe in the hills between Vocontia and the coastal Tribes.

- **Tectosagia**: Volcae tribal kingdom on the border of Aquitania centered on the city of Tolosa (modern Toulouse). Supposedly took part in the raids into Anatolia, with some of the raiders settling in Galatia. Regardless this is one of the stronger Gallic states in the region.

- **Sorbonia**: Another Volcae tribal kingdom west of Tectosagia, has a coastal port and also borders Massalias exclave Agatha.

- **Arecomicia**: Medium sized Volcae Tribal kingdom west of the Rhone.

- **Rutenia**: Tribal kingdom just south of the Massif Central mountains with ample access to base metals and stone. Despite their closeness to the Arverni they do not seem to have been subservient to them at any point.

- **Arvernia**: In many ways the most powerful tribal kingdom in southern Gaul. Would in time grow to be a regional hegemonic power before Roman conquest. Controls important sources if Iron and Precious Metals and stands ready to expand its influence at our start.

- **Helvia**: Small Celtic kingdom in the highlands west of the Rhone. Rich in both Precious and Base Metals.

- **Allobrogia**: Larger Tribal kingdom between the Rhone and Lake Geneva. Would oppose the Romans together with the Salluvians and the Arverni, part of the tribe also allegedly helped Hannibal cross the alps during his march to Italy.

- **Segusiavia**: "The victorious", small but strong tribal kingdom around modern Lyon. Rich in metals and with a strong economy. Segusiavia conducted trade even before Roman conquest with the Phoenicians and Greeks and, like the Arvernians, coined their own money.

- **Caturigia**: Small Alpine Tribal kingdom guarding a number of the important passes between Italian Gaul and Transalpine Gaul. After centuries of mixing the population is both Celt and Ligurian.

- **Ceutronia**: Another Celtic Alpine kingdom, north of the Caturigi. The Ceutroni were willing to defend their mountain passes. Both Caesar and Hannibal did in their times pass through these lands.



South eastern Gaul is closely associated with the Vasconian tribes in northern Hispania. Like them it is supposed that the Aquitanians may be related to the later day Basque population and they are described as Romans as more similar to the people on the other side of the Pyrenees in their customs and laws. This region is rich in both Gold and Silver and is often described as rich and prosperous. At our start it is also, like the rest of Gaul and Hispania, divided into a number of tribal states of equal strength.

Starting Countries:



- **Santonia**: Medium sized Tribal kingdom with an economy built on the export of salt and wine.
- **Pictonia**: Strong Tribal kingdom north of the Santones. Skilled shipbuilders and exporters of both Timber and boats. Assisted Caesar during his wars in Gaul and Pictones fought both for and against Vercingetorix.
- **Lemovicia**: Tribal kingdom in the highlands of central Gaul. Rich in precious metals and allies of the Arverni.
- **Andecamulensia**: Small tribal kingdom in modern Limousin, closely related to the Lemovici.
- **Petrocoria**: Small tribal kingdom in modern Dordogne. Exports Iron.
- **Nitiobrogia**: Small tribal kingdom north of the Aquitanian states.

- **Aquitanian Tribes**:
    - Like in Hispania there are a number of existing tribal kingdoms at our start that consider themselves to be part of a greater Aquitanian tribal identity. Should any of these rise to prominence well enough the Aquitanian tribes may form a more powerful Tribal federation, incorporating the other states.
- Tarbellia
- Sibuzatia
- Bigerrionia
- Tarusatia
- Vocatia
- Cocosatia
- Viviscia
- Auscia
- Consorannia

Celtica



Historically often an even greater region Gallia Celtica encompasses most of Central Gaul east of the Seine. This is in some ways the core of the Gallic cultural region and was where the not too distant raid on Rome itself originated. This is also the place where the combined armies of the Gallic states would be defeated at Alesia, marking the end of an independent Gaul.

Starting Countries:



- **Parisia**: Small tribal kingdom by the Seine, centered round the region where Lutetia would later be founded, the precursor of the modern city of Paris. Subjects to the Senoni.

- **Senonia**: Larger tribal kingdom along the Seine. Overlords of the Parisi. Known to the Romans perhaps most of all because they are the tribe which Brennus led to sack Rome just 80 years prior to the start of our game.

- **Mandubia**: Small tribal kingdom centered on the fortified city of Alesia, which would later be the site of the last stand of the Gallic coalition against the Romans. In 304 BCE the Mandubii are not an important tribe however, reliant on the good will of their neighbors for their continued existence.

- **Tricassia**: Another small tribal kingdom on the Seine, centered around what would later become Troyes.

- **Lingonia**: Relatively strong tribal kingdom on a commercial and cultural crossroads in eastern Gaul, closely related to the Lingones is Italy. The Lingones of Gaul are known for their skills in ironworking and agriculture.

- **Sequania**: Strong Tribal kingdom on the upper Saone river. Rivals of the Aedui. Also took part in the gallic disaster in Rome 80 years prior to our start, would eventually play a key part in the Roman conquest of Gaul.

- **Aeduia**: Tribal kingdom to the west of their hereditary enemies, the Sequani.

- **Biturigia**: Tribal kingdom north of Arvernia. Like many other tribal kingdoms mentioned here the Bituriges are known for their skills at iron and stoneworking.

Armorica



North eastern Gaul, including the regions that make up modern Brittany, was known as Armoria. This region is perhaps most known for its close ties to the British Isles both commercially and culturally. The Armorican tribes also speak a language that is more closely related to that of Britannia. Like most of Gaul Armorica is divided among a number of tribal states in 304 BCE, some of which have the Armorican culture and language in common and might form into a larger united entity.

Starting Countries:



- **Armorican Tribes**:
    - There are a number of tribal states in Armorica that consider themselves part of a bigger Armorican tribal identity and which may come to incorporate the others if they grow to be powerful and influential enough to unite the region. The economy and culture of these tribes are all closely tied to that of Britannia. The Armorican Tribes Include:
    - Redonia
    - Venellia
    - Osismia
    - Venetia
    - Curiosolita
    - Diablintia
    - Lexovia
    - Eburovicia

- **Namnetia**: Small Tribal kingdom centered around their capital on the Loire, eventually this city would be called Namnetum, the fore-runner of modern-day Nantes. The kingdom is rich in all kind of metals and, like the Armorican states such as Osimisia to the north it was part of the trade zone around the British channel.

- **Aulercia**: Small tribal kingdom to the east of Namnetia.

- **Carnutia**: Medium sized powerful and fortified Tribal Kingdom just at the border of the Gallia Celtica region. Would in time become subjected by the nearby Belgae Remi.

- **Esuvia**: Obscure tribal kingdom in modern Normandy.



In his famous division of the Gallic lands in three Julius Caesar describes Belgica as the northernmost part of Gaul, a region covering modern north eastern France as well as the Low countries. Gallia Belgica encompasses the lower Rhine as well as a large part of the coast towards Britannia and would come to have exchange customs, people and goods with both the Germanic and Pretani regions.

Caesar also claims that the Belgae people are the bravest and most dangerous of the Gauls. Gallia Belgica is also closer to the Germanic tribal states, most likely influencing both customs, and trade as well as resulting in occasional warfare and raiding. Like Gauls elsewhere the Belgae also spread to other regions, settling in Britannia during the period covered by the game.

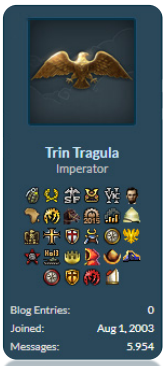
Starting Countries:



- **Treveria**: On the border of the Celtic and Belgic parts of Gaul Treveria is a strong Tribal Kingdom in the far eastern part of Gaul. During the Gallic wars they would make a name for themselves for their strong military ability, especially for their cavalry.

- **Remia**: Strong Tribal kingdom north of Treveria, centered on the large city of Durocortum. Would come to expand their influence over a wider region, acquiring subject tribes further into Celtic Gaul.

- **Belgae Tribes**:
    - There are a number of tribes in Gallia Belgica that consider themselves part of a larger tribal identity. If any of the Belgae tribes should grow powerful and influential enough they may unify the Belgae tribes into a tribal federation. Enjoying more efficient government as well as the voluntary submission of a number of the other Belgae Tribes.
    - Menapia
    - Eburonia
    - Morinia
    - Viromanduia
    - Nervia
    - Aduatucia
    - Cugernia
    - Suessionia
    - Bellovacia
    - Ambiania
    - Caletia



Ambitions

In order to run a country in Imperator: Rome you have to entrust various tasks to characters. Your characters are your monarchs, your ministers, your governors, they are the ones who will lead your armies and navies. Characters are however not just tools that you can make use of, they also have intentions of their own, ambitions that they will try to fulfill and the success of which will decide how they develop.



The most basic of ambitions is one that all characters will adopt after birth, that to grow up. This one is hard for them to fail but will as they grow shift into what type of person they want to grow up to be. Some might want to be a great warrior, others have other desires. These ambitions will shape their development, but unlike the ambitions for adults there is not a lot you can do about them. Nonetheless they give you some idea of where children are going.



Other categories of ambitions come with adulthood. This is when some will start to aspire to certain positions. Some characters might expect a specific one of your governorships, others might aspire to be a specific type of minister. Failing to fulfill some ambitions will slowly make their loyalty and faith in the state deteriorate, while others will have less hard felt effects.



What ambitions a certain character will adopt is dependent on traits. A hungry general might get an ambition to conquer a specific area, someone with a friend in prison might get an ambition to have them set free (and prisoners themselves will get ambitions to get out of prison). Others yet may have ambitions to see their rivals suffer.



As soon as an ambition is completed the character will receive a reward, often in the form of Loyalty and Prominence, and after that there is a chance they will become “Content in Life”, which means this character is, for now, happy with how things are and will not aspire to change anything about their situation.

Contentedness will automatically disappear from a character if they lose their current employment or is imprisoned.

Some of the ambitions are things that you can, and may want to, act upon. While others are things that drives the character forward without much interaction from you as a player (for instance, when it comes to dealing with rival’s characters may well take matters in their own hands).

Persian Military Traditions



The Persian Military Traditions will be used by any country in the Persian, Bactrian, Scythian and Aramaic culture groups, but is not used by any of the major empires at start. It focuses on utilizing Horse Archers as well as Heavy Cavalry, and Infantry. It also allows the use of the Levy unit ability, to portray the efficiency with which Parthians and later Sassanian could mobilize large forces.

The **Levy** unit ability costs 50 Military Power and raises 1 cohort of Light Infantry or Light Cavalry per owned and controlled city in the Province your army is currently stationed in. Each levied city will also get a 5-year unrest modifier and will not be able to create a levied unit again until that goes away.

Starting Tradition - **Scythian Horse Archers:** Horse Archer Cost -15%

«Parthian Path»

- **The Parthian Shot**: Horse Archer Offensive +15%
- **Nomadic Lifestyle**: Cohort Recruit Speed +25%
- **Hit and Run**: Horse Archer Morale +10%
- **Cavalry Skirmish**: Allows Cavalry Skirmish
- **Cataphracts**: Heavy Cavalry Cost -25%
- **Steppe Mastery**: Land Attrition -15%
- **Footsloggers**: Light Infantry Defense +15%
- **Finisher Bonus - Born to Ride**: All Cavalry Discipline +10%

«Resurgent Achaemenid Path»

- **Legacy of Cyrus**: National Manpower +15%
- **The Immortals**: Heavy Infantry Defensive +15%
- **Reform the Navy**: Ship Morale +10%
- **Reactive Recruitment**: Allows Raising Levies
- **Royal Line**: Land Morale Recover +3%
- **To Blot Out The Sun**: Archer Offensive +15%
- **Kardakes**: Heavy Infantry Cost -15%
- **Finisher Bonus - Massed Assault**: Siege Ability +10%

- **Bactrian Horsemen**: Light Cavalry Discipline +10%
- **Graeco Bactrian Architecture**: Fort Defense +15%
- **Perfect Storm**: Heavy Infantry Offense +15%
- **Kleruchoi**: Allows Military Colonies
- **Titans of Battle**: War Elephant Discipline +10%
- **Hippotoxotoi**: Horse Archer Discipline +15%
- **Heartland**: Land Unit Attrition -15%
- **Finisher Bonus - Disillusioned Masses**: Mercenary Maintenance Cost -15%

Armenia



In previous diaries we have described Anatolia, Mesopotamia and Persia, all regions that have been the direct focus of the successor wars. Armenia however has mostly been left to its own devices. The Orontid dynasty that rules this kingdom in 304 BCE is the same line of kings that was in power as Satraps under the Achaemenids and later under Alexander.

Armenia itself is a region of high mountains and fertile valleys, the latter also made for good pastureland and are part of the reason that such a mountainous country could still be known for its cavalry. Its location, at the crossroads between east and west also means that this would come to be a region of great strategic importance when it was later at the frontier between the Roman and Parthian empires.



Starting Country:

Armenia: In 304 BCE the kingdom of Armenia is in a good position to choose its own destiny. The Titanic Greek empires to the east and south have no time to pay attention to what goes on beyond the passes to the mountain kingdom, nor would they be able to project power there without opening themselves up to defeat. The Armenian kingdom also has ample opportunity for expansion. In the court of the Orontids the former Satrap of Cappadocia is growing restless, eager to retake the kingdom he believes to be his by right. To the south east lies Atropatene, another former Achaemenid possession, now without protector. The Caucasian kingdoms to the north are likewise open to expansion. Should the conflict of the Successor kingdoms come to be resolved however, the opportunities for expansion will rapidly close, as it is unlikely that any winner would be able to resist the temptation to take back control over the Armenian highlands.

The Northern Black Sea Region



The Scythian Kingdom has for a long time been the primary force in the region where the Pontic Steppe meets the Black Sea. Here a number of Greek trading colonies have sprung up over the centuries, bringing wealth to Scythia in exchange for exports such as Wheat and Slaves.

On the Taurica peninsula (today Crimea) the Bosporan kingdom has adopted a distinctly Hellenistic identity with a Greek speaking, but culturally mixed population, a state heavily oriented towards the export of Grain to Athens.



Starting Countries:

- **Scythia**: Situated between the open Steppes and the Black Sea the Scythian kingdom has no theoretical limit to its expansion. On the other hand, the open steppe is by no means as immediately lucrative as maintaining trade with the Greeks to the south. While Scythia is firmly entrenched as the tribal overlord of this region since centuries their supremacy is soon to be challenged by the expanding Sarmatians from the east.

- **Olbia**: Greek Trading colony and city state on the western black sea coast. Olbia was established hundreds of years ago and by our start date they have a firm trading relationship with Scythia to the north.

- **Tyras**: Small Greek trading colony west of the more influential Olbia.

- **Bosporan Kingdom**: A recent civil war between princes of the Kingdom's Spartocid dynasty had just passed when the its king died suddenly while on the way home from a diplomatic journey. The newly crowned Spartocus has been quick to name himself Basileus, just as the great successor kings to the south, but any ties to the greater Hellenistic conflict ends there. The Bosporan kingdom is quickly emerging as a local power of note in this part of the world and would not dream of risking that for any southern adventures.

- **Chersonesus**: League of cities based around the Greek colony of Chersonesus in the western part of the Crimean Peninsula. Has recently gone from a small city state to a slightly more influential entity, expanding north along the Crimean coast.

- **Maeotia**: Tribal Federation on the eastern coast of the Sea of Azov (Lake Maeotis), frequently subjected to the Bosporan Kingdom.

- **Sarmatia**: Tribal Chiefdom east of the Tanais river. Sarmatia starts with many tribesmen and a low Centralization level and is eager to replace the old Scythian overlordship over this region.

- **Zygia**: Sindican tribal kingdom on the coastline east of the Bosporan Kingdom. Heavily influenced by both Scythian and Hellenistic customs this is also a traditionally a pirate haven.

- **Heniochia**: Tribal Kingdom between the western Caucasus range and the sea. A tribal vassal of the Bosporan kingdom and, like Zygia to the west, historically a haven for Black Sea pirates.

Caucasia



As a region of great mineral wealth, the Caucasus is perhaps as important as any of the regions we have mentioned today, but it is also more remote. As in Armenia the landscape of the western Caucasus is one of valleys and mountains, with a number of well-guarded passes steering all traffic in, and out of, the region and its valuable sources of Iron and Gold.



Starting Countries:

- **Colchis**: Ancient native kingdom in modern western Georgia. Once part of the Achaemenid Empire Colchis has now been independent for a number of decades.

- **Phasis**: Small Greek trading league based around the city of Phasis on the Black Sea coastline. While reasonably rich Phasis depends on the good will of Colchis for its survival.

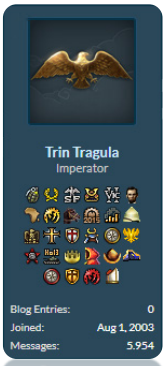
- **Iberia**: Autocratic Monarchy ruled by the mysterious Azo of Iberia. Formerly subjected to both the Achaemenid and later Alexander's empire, Iberia has now established itself as an independent kingdom, albeit not a very stable one. Like the other Caucasian kingdoms Iberia enjoys a defensible position, with a few passes controlling all access to the west, south and north, but also a longer and more troublesome border with the tribal region of Albania to the east.

- **Albania**: In 304 BCE Caucasian Albania is not a united country but rather a tribal region that, while known for its horsemen and warriors, still has a long way to go to be a proper country. Luckily there are plenty of opportunities to grow, in this region.

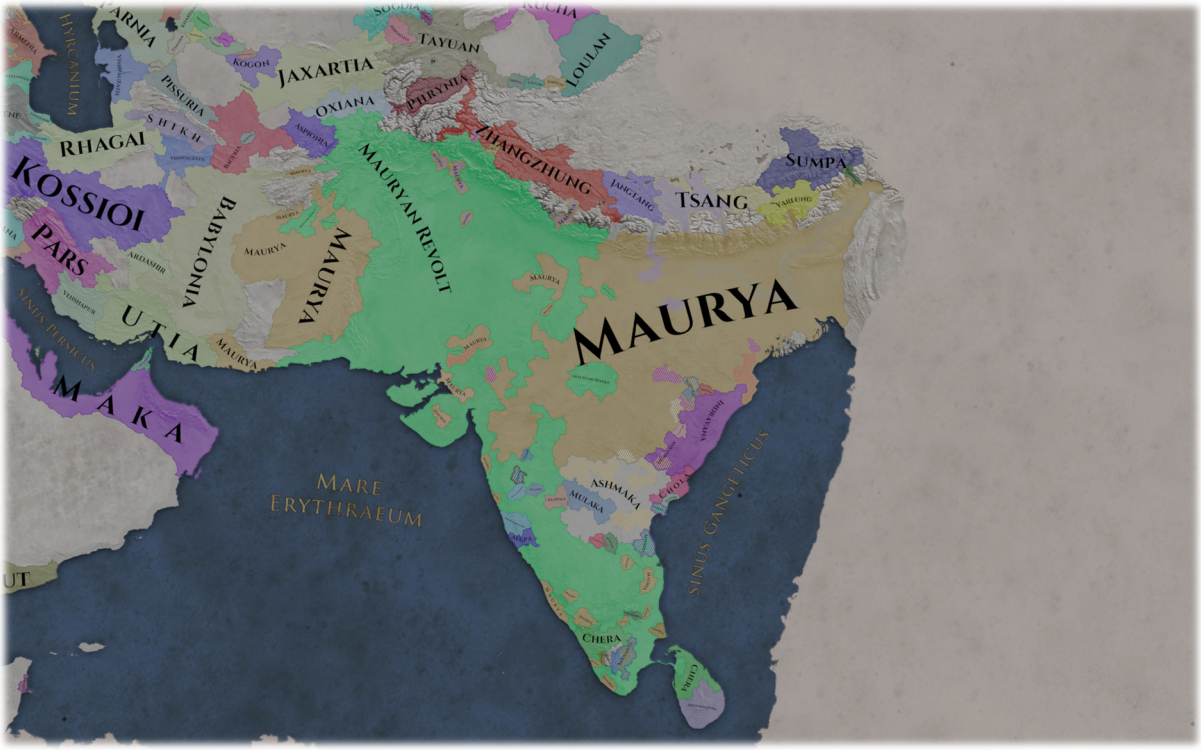
- **Legia**: Small Tribal Kingdom to the north of the Caucasus and the passes of Iberia and Albania.

- **Siracia**: Tribal kingdom north of the Caucasus. Took part in the Civil War of the Bosporan kingdom, in which one of the claimants was killed during a siege in Siraci land.

- **Sindica**: Small tribal chiefdom in the Sindi inland, north of Zygia. One of many tribal states on the direct border of the Bosporan kingdom.



Civil Wars & Rebellions



(Mauryan Civil War)

As described in earlier Development Diaries, both Civil Wars and Rebellions depend on the **loyalty** of your **provinces** and of your **characters**.

- **Civil Wars** break out if 33% of the armed forces of your country is in the hands of **disloyal Generals** OR if 33% of your population resides in **disloyal provinces**. A Civil War breaks your country in two parts, locked in war until one capitulates.

- **Rebellions** break out if 20% of your population resides in **disloyal foreign culture provinces**. A Rebellion will break out rebel countries for the various disloyal foreign peoples in your country, in a Rebellion war where they aim to achieve independence.



(aftermath of a rebellion war in a particularly chaotic situation that I may or may not have helped along to get a good screenshot)

Subject States

Subjects are countries that do not have the ability to perform their own diplomacy. Instead they have entered into an agreement with a more powerful country for protection: their Overlord. What this means will differ depending on the type of subject but there are some rules all subjects obey:

- Other than for **Trade** a subject can **never** enter into diplomatic agreements with other countries.
- When a country becomes a subject all their agreements with other countries are broken.
- The overlord and subject will always have military access to each other's territory.
- Subjects have military access to the territory of other subjects of the same overlord.
- A subject can always leave a subject relationship by declaring war on their overlord.

In addition, most subject types will pay some sort of resource to their overlord, how much and which one will depend on the subject type.

Requirements:

Most subject types have requirements that the overlord and the future subject need to fulfill in order for the relationship to be possible. These requirements are only checked on creation, but when they are no longer true (if a subject of a type that is required to be under a certain size should outgrow that size for instance), the relationship will be harder to maintain. Friction will start to manifest in the form of regular events between the two.

Subject Loyalty:

Each subject has a **Loyalty** value to its overlord. This value will modify how much payment is actually sent to the overlord and at low loyalty they may also join **Rebellions** and **Civil Wars** against the overlord.

Subject loyalty is a value between 0 & 100, where 100 signifies total loyalty.

Below a loyalty of 50 a subject state is considered disloyal:

1. This reduces what it pays to overlord by up to 50% (at 0 loyalty)
2. If a **rebellion** happens of this culture the subject will join that revolt.
3. If a civil war happens and a state is disloyal it joins the revolting side.

Loyalty is affected by the relation between subject and overlord, by the comparative army size of the overlord and its subjects of the same culture, the comparative population size and by things like laws, and the Overlord's Aggressive Expansion, Tyranny and Stability.

Integration

In time the overlord may want to directly integrate a subject. This requires relations at over 190 and will after a long period turn the entire subject country into directly owned territory by the overlord. Not all Subject Types can be integrated, however. Some, like the tributary, are too loosely aligned with the overlord for such a thing to even be possible.

Supporting Rebels:



This brings us to how you can destabilize a big empire. All **Major Powers** and above have a diplomatic action called "Support Rebels". This lets you decrease the happiness of all pops that are not of the targeted country's culture group by 20. This can potentially result in growing unrest and falling province loyalty in their country.

The country that supports the rebels will be expected to support, the rebels in action as well as words and should a Rebellion war break out they will be called in to defend the Rebels.

The country supporting rebels will, for the duration of their support suffer a -5 Diplomatic Reputation penalty and an Aggressive Expansion increase of 0.02 per month. Since Aggressive Expansion itself decreases foreign pop happiness, and can take some time to burn off, this means that Supporting Rebels is perhaps not a decision to take too lightly.

The targeted country will also have a permanent Casus Belli against the subversive country as long as it continues its support for their rebels.

Subject Types:

With that we will move on to the types of Subjects that exist in the game. Many of them we have mentioned before in the various focus area Development Diaries.

Tributary



Perhaps the most basic subject type in the game is the Tributary. This is a loose relationship where the subject is simply looking for protection in exchange for tribute. Unlike most other subject types, the subject can at any time cancel a Tributary relationship, the only risk being that the former overlord will get a Casus Belli for the slight on their honor.

- Payment: 25% of income is paid to overlord monthly.
- Requirements: Any country can be a Tributary.
- Special Rules:
  - Overlord will protect the subject if it is attacked.
  - This relationship does not cost a diplomatic slot.
  - The Subject will not join in the wars of the Overlord.
  - The Subject cannot be integrated diplomatically.
  - The Subject can break the relationship diplomatically.

Feudatory



A Feudatory is a city state that has obligated itself to follow the lead of a larger and more influential country in the same culture group. Historically these are countries that would often have been part of some sort of League with their overlord's other subjects, in many ways this is a privileged subject type, if one with large obligations.

Feudatories provide manpower to their overlord and are expected to take part in their wars. Historical examples are the Roman Socii, the Punic cities of North Africa under Carthage or the city leagues in Aegean under the Antigonids in Phrygia.

- Payment: 35% of manpower income is paid to overlord monthly.
- Requirements:
  - Subject must not have more than 10 cities.
  - Overlord must have more than 20 cities.
  - Overlord and subject must be of **same culture group**.
- Modifiers:
  - Subject gets 5% less citizen happiness and -10% Army Maintenance Cost.
- Special Rules:
  - Overlord will protect the subject if it is attacked.
  - This relationship does not cost a diplomatic slot.
  - The subject will join the wars of the overlord.
  - The subject can be integrated diplomatically.
  - The subject cannot cancel this relationship diplomatically.

Vassal Tribe



A Vassal Tribe is a Tribal Kingdom, Chiefdom or Federation that has a close relationship to a nearby stronger Civilized state. For the Tribal State this means a significantly easier route towards civilizing, as it will increase both the countrywide level of Civilization and the growth of it in all their cities. The Tribal state in turn pays with its manpower to the overlord who will also promise to protect them. Historical subjects of this type would be the Numidian kingdoms to Carthage and various states on the border with Rome.

- Payment: 15% of manpower income is paid to overlord monthly.
- Requirements:
  - The subject must be Tribal.
  - The overlord must not be Tribal
  - The Overlord must have a higher civilization rating in their capital than the Subject does in theirs.
  - Overlord must not have 10 or more tribal vassal subjects already.
- Modifiers:
  - Overlord gets 3% more Tribesman Happiness per Subject of this type.
  - Subject gets 10% higher country civilization cap.
  - Subject gets 1 monthly civilization growth.
- Special Rules:
  - The Overlord will protect the subject if it is attacked.
  - The Subject will not join in the wars of the overlord.
  - The Subject cannot be integrated diplomatically.
  - Does not cost a diplomatic slot.
  - The Subject can cancel this relationship diplomatically.

Client State



Client states are in some ways more tightly integrated with their overlord, but unlike the Feudatories they are not necessarily of the same culture and they don't enjoy a privileged status in the same way. Client States will in most cases be the result of a war. A client king is separated from a governor mostly by his level of autonomy and having local ties to the ruled country.

- Payment: 25% of monthly income.
- Requirements:
  - Subject must not have 150 cities or above.
  - Must not be tribal.
  - Overlord must not be tribal.
- Modifiers:
  - Subject gets -5% Ruler Popularity Gain.
  - Subject gets +10% global commerce modifier.
- Special Rules:
  - The Overlord will protect the subject if it is attacked.
  - The Subject can only trade with overlord.
  - The Subject will join in the wars of the overlord.
  - The Subject can be integrated diplomatically.
  - The Subject costs a diplomatic slot for overlord.

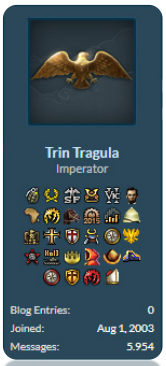
Satrapy



Satrapies are a special type of subject that is only available if the junior party belongs to the Persian Military Traditions. A Satrap is in some ways similar to a governor but is expected to have greater authority, bigger obligations, and a more imposing realm. As having powerful Satraps is an expectation in the east a few of them will also help with maintaining the Legitimacy for their overlord kingdoms.

Satrapies are notoriously independent minded and troublesome. Events will periodically require interacting with to keep Satraps happy.

- Payment: 50% of monthly income.
- Requirements:
  - The subject must have Persian Military Traditions.
  - The subject must have more than 40 cities.
  - The Overlord must have 150 cities or more.
  - Subject must be a monarchy.
  - Overlord must be a monarchy.
- Modifiers:
  - Overlord will get 2% Monthly Legitimacy per Satrapy.
- Special Rules:
  - Overlord will protect the subject if it is attacked.
  - The Subject will join in the wars of the overlord.
  - The Subject can be integrated diplomatically.
  - The Subject costs a diplomatic slot for overlord.
  - The Subject cannot cancel the relationship diplomatically.



Tribal Migration & Map And Political Situation At The Start Of The Game – Germania

(Changes have been made to Tribes and Tribal retinues. Click here to directly jump to the chapter where the Devs mention what changes have been made)

For a repetition on how tribal politics and Centralization works see this previous Development Diary.

One thing that stands out about many of the tribal societies we represent in Imperator is that they would at times migrate quite far away, settle in completely new locations and build themselves a new society elsewhere. In some cases this was a slow process where the influence of one tribal entity spread to nearby areas, but in others it was a more drastic movement of people from one place to another.

One such example is the creation of the **Galatian** states in Anatolia, new realms founded by Celts from the European mainland in Central Anatolia. Other examples abound in Germania and even the Pontic Steppes.

Migration



In the game all Tribal Chiefdoms will have the ability to migrate, and all Tribal states can become a Tribal Chiefdom if they reach a sufficient degree of decentralization.
Migration can be initiated in any city that has at least 3 pops, for a base cost of 100 Oratory power (reduced by negative Centralization), by clicking on the Migrate button in the city section of the province interface.

Migrating will turn up to 20 of the pops in the city into Light Infantry. This creates an army that can move around like any army, except it does not require military access to cross foreign lands. All types of pops can be used to create a Migration cohort but once settled (see below) always turn into Tribesmen. To migrate is to let go of any old specialized roles they may have had in their original location.

Even if a country loses its last city it still remains playable as long as the Migration units remain, meaning you can quite literally uproot your entire society and resettle somewhere else.

Settling



Any army that has more Migration cohorts than there are pops in its current location can settle in that location. This will turn all Migration units into Tribesmen of your culture and religion and settle them in this city, taking ownership of it, even if it was owned by someone else beforehand. In order to be able to settle the location must also either be uncolonized or **under your control** in a war.

Using this tribes can quickly establish themselves in a new region, creating a new life far from where they started. Much like colonization settling does not turn locals into your culture or religion, which means this newly created settlement may have to deal with some unhappy pops among its locals.

Pillaging



An army containing Migration units can also use the Pillage unit ability when in foreign owned cities. This will give the city a 5-year penalty to population growth and commerce and will give direct additions of power based on the number of pops living in the city and its current Civilization level.

A city cannot be pillaged again as long as the penalty has worn out.

Germania



(Screenshot showing where the Germanic cultures can be found currently)

And with that we move on to one part of the map where this mechanic is very readily available. In our start of 450 AUC all countries in Northern Germania are Tribal Chiefdoms, and they all start at -50% Centralization or less, meaning that Migration is not just available, it is also quite efficient.

From a historical standpoint Germania in 450 AUC/304 BCE is one of the most poorly documented places we have on the map. While larger cultures and trends have been observed, and while we know a fair bit about what was going on later in time, we cannot know for sure about any details at our start. For this reason, this region is among the more speculative included in the game. For that matter deciding what should start settled and owned by a "country" and what should be populated but unclaimed at our start is not easy. We have arrived at what we hope is a balance that will best facilitate a historical feel to the area, one where the abilities you have in the game to migrate and colonize can be of good use, while still allowing the more noteworthy tribal entities that existed to be playable.

Like in tribal regions elsewhere the Germanian tribes will have access to formable countries such as **Suebia** or **Saxonia**.

Western Germania:



The part of northern Germania that is closest to Gaul, often called the Jastorf culture area. In 450 AUC this region is inhabited by a wide variety of tribal states, some will later be found in far from these locations while others will remain familiar to this setting. Had the writings of the explorer Pythias of Massilia survived we might have known more but all we can say with certainty is the start of the game this is a dynamic region with a great variety of outcomes.

Starting Countries:



- **Frisia**: Medium Sized Tribal Chiefdom on the western edge of the Germanic region. Would eventually push south and west, where they came in contact with the Roman Empire.
- **Angrivaria**: Small Tribal Chiefdom surrounded by stronger neighbors. Would remain active in the area into imperial era.
- **Cheruscia**: Tribal Chiefdom on the southern edge of this region. Perhaps most known for, along with neighboring tribes, defeating the Roman commander Varus in the Teutoburg forest in 9 AD, shortly after the end of this game. In 304 BCE nothing of that is predetermined however and this is just one of the tribes contesting this region.
- **Chaucia**: Germanic Tribal Chiefdom in the region between the Ems and Elbe. Like the Cheruscia they are largely known for things that would transpire long after the start of our game.
- **Fosia**: Smaller and slightly poorer neighbors of Cheruscia.
- **Marcommania**: Strong Tribal Chiefdom that would in time migrate south to modern Bohemia.
- **Langobardia**: Tribal chiefdom controlling part of the Elbe. Their later day relatives would migrate far to the south.
- **Reudigna**: Small tribal chiefdom just south of the Jutland peninsula.
- **Anglia**: Small Tribal chiefdom south of the Jutland Peninsula. Would many centuries later settle in the British Isles.
- **Aviones**: Another Jutlandic tribe, in modern North Frisia.
- **Eudosia**: Tribal chiefdom, probably the sma people that is later simply known as the Jutes.

- **Teutonia**: Tribal chiefdom in northern Jutland. Came to clash with the Roman Republic, along with Cimbri in the Danubian river area and even as far south as Italy.

- **Cimbria**: Like the Teutons the Cimbri fought the Romans around 100 BCE, but at our start they are one of the many Jutlandic tribes, far away from Rome and any other mediterranean states.

Baltic Germania:



Moving east along the Baltic we reach the eastern end of the Jastorf area as well as a number of other cultures into one of the parts of Germania that is the furthest away from the Mediterranean. Hence little is actually known about local politics. Like the Germanic region to its west this is a region divided under a variety of tribes, some which would carry the embryo to later more famous groups such as the Vandals, Goths or Suebi. This region is remarkable for its high availability of Amber, that would later spread

Starting Countries:



- **Varinia**: Staunch Germanic tribe in modern Mecklenburg and Pomerania.
- **Semnonia**: Suebi Tribal Chiefdom in the central Germanic region.
- **Rugia**: Small tribal chiefdom with supposed roots in northern Scandinavia.
- **Lugia**: The Lugi are often identified with the later Vandals. In 450 AUC they are a moderately powerful tribal chiefdom in northern Germania.
- **Lemovia**: Small tribal chiefdom with close ties with Lugia and Rugia.
- **Bastarnia**: Powerful tribal chiefdom in modern day Poland. Would in time migrate south and come into conflict with the Roman Republic in the Carpathian region.
- **Gothonia**: Small tribal chiefdom in modern Pomerelia. One of the possible ancestors of the in the future so famous Goths.
- **Sciria**: Small Tribal Chiefdom by the Vistula river.
- **Aestuia**: Baltic tribal chiefdom on the eastern side of the Vistula, and the only Baltic culture and religion playable country at the start of the game.

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Families & Map And Political Situation At The Start Of The Game – Scandinavia

Today we will be talking about **Families**, what they are and how they can help or harm your country. We will also be looking at the map of **Scandinavia**, a region that will eventually be known for its great output of Grand Strategy Games.

Families



In **Imperator** countries are the main actors while **Characters** in many ways present both the means to- and the difficulties in achieving your national ambitions. In history however, and in this era in particular, the family was also a very important political unit. In Imperator families will look after the interests of their members, and sometimes some families will end up very involved in the future of your country.



All important characters in a country will belong to one of a limited number of families, each which has certain expectations on the state. Failing to deliver on these expectations will make them less loyal. In some instances you will be able to interact with the loyalty of all members of one family at once, rather than with each character one at a time. For instance, a marriage between your ruler (or his heir in a monarchy) will result in increased **loyalty** for all family members towards the state. Providing a member of a family a job will earn you loyalty with all of his kin, while confiscating the property of a person will have a negative effect on the loyalty of all of his family members.

This means that while it is in many ways beneficial for a country to acquire more characters, it is not always beneficial to acquire more important families, as these will all have expectations on you and your state.

Acquiring New Families



As your country expands it might end up annexing other countries. Every time you do this you will be given a choice in how to deal with the local families of power. The conquering country can choose to receive up to four of the powerful families in the conquered country. Each foreign family you accept will cost you some **Ruler Popularity**, while making a public display of them can earn you some Popularity with the masses. You can also spare the foreign families, and allow them to flee to other countries, for a small **Aggressive Expansion** reduction.

Refugees and captives may also at times arrive in a country but will then be considered non-citizens and not belong to any of the important families. Granting Citizenship to such foreigners will create a new family for them.

Citizenship



When a foreign character arrives in your country, due to annexation, being captured and then let out of prison, as a refugee from a war, or any other means, this character will be unable to be employed by the state. In order for this character to gain the right to work as a salaried member of the state you will need to grant them citizenship. This will also establish their family in your country.

Family Prestige



Each family has a **prestige** value, to which all its members contribute. Family Prestige signifies how important a family is and it grows mainly from the deeds, offices and income of its members.

While prestige has few direct effects it is a quick way to see how influential a family has been over the course of the game, and how important it is compared to other families in your country.

Head of Family



Each family in a country has a head, this is one of the older and more distinguished members who consider themselves a spokesperson for the entire group. Apart from being the primary point of interaction with the family for the player the head of family will have a higher prominence, and chance of attracting loyal troops.

Scorned & Outraged Families



As mentioned families also have expectations on you. Each family in the realm expects to have a certain amount of the state wages go to them. If at any time any important family receives less than 2% of the country income in wages they will be considered a Scorned Family. The only way to avoid this demand is if the family does not have enough people that could hold salaried positions.

A Scorned Family will see all its members get a ticking loyalty modifier, reducing their loyalty to their state over time, until you fulfill their needs. This is in itself a problem but as long as the family isn't very influential, and is without any important positions, it may be tolerable.



A Family that stays scorned long enough, and that is led by a disloyal head of family, will sometimes raise their own army. This army will be loyal to the head of family and may contribute to a Civil War breaking out. If the head of family stops being disloyal (i.e. gets a loyalty above 33) the army will go away.

Scandinavia



In the section on Germania I noted how hard it is to be able to say anything for certain about exactly what things were like there in 450 AUC (or 304 BCE). This is perhaps even more true for Scandinavia. Once again the lost works of Pytheas of Massilia could perhaps have been of help, he supposedly travelled even this far and described a land of Thule, but as they are lost to us all we have to go on are much later writers.

As is often the case though, lacking documentation does not mean that nothing was there. There is no lack of later authors that refer back to Scandinavia's past. Nonetheless our setup here is by necessity a bit speculative and makes liberal use of extrapolation from later testimony.

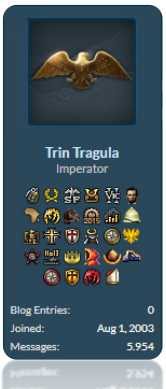
In 304 BCE Scandinavia is in some ways like the peninsula we know and love. It is densely forested, and it can often have quite harsh winters. Compared to most regions it is also quite sparsely populated and politically divided. All states that exist here are Tribal chiefdoms with very low starting centralization levels, making the area ideal for starting a tribal migration to greener pastures. Migrate is also what many of the tribes we have placed here historically did, sometimes just across the Baltic sea, and sometimes far further.

At the start of the entire region will be very dynamic. There is nothing specifically to say that one of these tribes will triumph over the other, or that any specific one should migrate away. Most of these countries look deceptively extensive on a map, whereas very few pops actually live here, and all cities have very low Civilization levels.

Starting Countries:



- **Herulia**: Germanic tribal chiefdom of uncertain origin. Would in time move south towards the Black Sea, making a name for itself as an enemy of the Roman Empire hundreds of years later.
- **Burgundia**: Tribal chiefdom in modern Scania and on the island of Bornholm. Presumed to later have moved south into the sphere of the Roman Empire.
- **Dania**: Scandinavian tribal chiefdom in what is today southern Sweden. Would in time migrate to the south west into the land controlled by the Herules and Burgundians at our start.
- **Leuonia**: Western Germanic tribe later known as Geats. Supposed ancestors of one of the peoples tied to the formation of Sweden.
- **Guthonia**: Tribal Chiefdom occupying the land between lake Vättern and the baltic sea. Later known as the eastern Geats. Thought by some to be the ancestors of the later day Goths.
- **Suionia**: Thought to be the ancestors of the later day Swedes, the Suiones control the land around Lake Mälaren in what is today central Sweden.
- **Raumaricia**: Tribal Chiefdom in what is today western Sweden and the region around modern Oslo.
- **Grania**: Small Tribal chiefdom in southern Norway.
- **Aetelrugia**: Tribal chiefdom in what is today western Norway, assumed to be distant relatives of the Rugians on the southern Baltic coast.



Alliance Changes

As we described in previous development diaries, calling allies to arms in Imperator has for a long time transferred the war leadership to a stronger party. There were a few different reasons for this, most importantly being able to drag in a major power to use them offensively as a small country is not necessarily realistic or balanced. There are risks with going to war even if you win that the greater country opens themselves up to, such as the risk of occupation and enslavement of its population.

Problematically however the transfer of war leadership often resulted in situations that were hard to predict or read. Small conflicts would frequently spiral into huge ones, with the biggest empires getting involved in situations where they would have little gain from doing so, while calling in all their allies.

The old system for transferring war leadership has therefore now been scrapped, with a number of changes to how alliances work introduced instead. Most prominently an alliance is now a contract of military cooperation between equals, whereas other types of treaties will be used for situations where a greater power defends a lesser one.

Transfer of War Leadership



War leadership will now only transfer to an overlord when a subject is attacked, or from a guaranteed country when its strongest (most populous) protector is called. Once war leadership has transferred, the new war leader can call in their subjects and allies.

While allies will still help out in wars they will never take over leadership of the war from you.

Alliances & Guarantees



Alliances can now only exist between countries of the same rank and Great Powers can never have any allies at all (instead they will have to defend themselves and rely on guarantees or subject relationships to protect others).

When your country changes rank through acquiring more cities, all existing alliances will be transformed into guarantees (there will also be a confirmation dialogue if demanding land in peace would result in a rank change).

A guarantee is now no longer just a casus belli but will instead lead to a call to arms when the guaranteed country is attacked, and it now also costs 1 diplomatic relations slot.

With these changes we hope to better reflect the drastically different types of relationship states could be in during this era, where a power may well act to defend, weaker states, but never as an equal (Rome itself is a good example of this type of diplomacy). With the possibility of more advanced cooperation between powers of more comparable strength.

Country Ranks



Along with the changes to alliances we have changed the country rank definitions a bit. In particular we have increased the number of cities needed to be a Great Power (and therefore without allies) significantly, meaning there are no longer any Great Powers at the start of the game (though the Maurya Empire is close).

Country Ranks:

- **Migrant Horde**: No Cities
- **City State**: 1 City
- **Local Power:** Between 2 and 24 cities.
- **Regional Power**: Between 25 and 99 Cities.
- **Major Power:** Between 100 and 499 Cities.
- **Great Power:** 500 or more Cities.

India



Today it is time to visit the subcontinent of India, separated from Persia and the Middle East by mountain ranges and deserts. This is also as far east as the map will go, it extends all the way to the Arakanese mountains and the natural border between India and Burma. India sticks out compared to all other regions we have been through in a number of ways, it is a region of vast fertile plains, high mountain ranges and deep jungles (a terrain type rarely found outside of India). India is also home to a very large part of the world population, even in 304 BCE, and the countries here generally have far larger resources than one might expect from their size.

Politically India has in history often been as diverse as Europe, with a number of different states fighting for hegemony, but at times it has also been united under great empires. Alexander the great, in his day, invaded even this region and conquered most of the Indus valley, leaving a number of Greek satraps and Greek settlements behind. In 304 BCE the subcontinent has however just watched the rise of the Maurya Empire under Chandragupta Maurya, who have risen from relative obscurity in the southern Indus Valley to defeating both the Nanda Empire, and the remaining Greek Satraps in India.

Religiously India at the start of our game is dominantly Hindu but with Jainism and Buddhism both on the rise. Buddhism especially would come to spread from India in all directions, eventually becoming a major world religion.

In the last few diaries I have noted that there are numerous problems in finding sources and references for history of this era. India is far more well-known than Germania or Scandinavia at our start, especially the part that was relevant to the Mauryas or the Greeks and their emissaries (some who visited the Mauryan capital in modern Bihar). India is also a very big place however, and there are still many parts of it that where we have had to extrapolate later day information.

Indian Military Traditions:



Starting Tradition - Rathas: Allows Chariots

«Maurya Path»

- **Versatile Infantry**: Archers Offense +15%
- **Descendants of Airavata**: War Elephant Defense +15%
- **Warhost of the Empire**: Light Infantry Morale +10%
- **Natural Pathfinders:** War Elephant Jungle & Forest Combat Ability +15%
- **Dedicated Archers**: Archers Discipline +10%
- **Homeland of our Fathers**: Heavy Infantry Forest & Jungle +15%, Light Infantry Forest & Jungle +15%
- **Integrating the Tribes:** National Tribesman Happiness +20%
- **Finisher Bonus - The Bureaucracy of War:** Monthly War Exhaustion -0.02

«Coastal Path»

- **Natural Harbors**: Galley Cost -15%
- **The Vyuha System**: Archers Morale +10%
- **Masters of the Sea**: Trireme Morale +10%
- **Plunder!**: Allows Raid Ports Ability, +20% Enslavement Efficiency
- **Flexible Divisions**: Morale of Armies +10%
- **City of the World's Desire**: Fort Defence +15%
- **State Artisan**: Archers & Chariot Cost -10%
- **Finisher Bonus - The 'Diplomatic' Fleet**: Trireme Discipline +10%

- **Fit for a King**: Chariot Defense +15%
- **Trained to Kill**: War Elephant Discipline +10%
- **Armored Archers**: Archers Defense +15%
- **Padma Vyuha**: Allows Padma Vyuha Tactic
- **Imported Horses**: Chariot Discipline +10%
- **Elephantine Abundance**: War Elephant Cost -15%
- **Exotic Soldiers**: Mercenary Maintenance -15%
- **Finisher Bonus - Striding Besides Giants**: War Elephant Morale +10%

Northern India



(Indus Valley)



(Western Coast, the Maru Desert and the Avanti region)



(Gangetic Plain)



(Bengal)

Northern India is dominated by the Indo-Gangetic Plain, much like the Nile delta this is a very densely populated and fertile part of the world. Unlike the Nile Delta however it is far greater in size. The plain itself has been the heartland of a number of empires throughout history and at our start it is dominated by the newly formed Maurya Empire, which has just recently established its capital in Pataliputra, in north eastern India.

The Indus region in the far west has for a period of time been under Greek rule, after having been conquered by Alexander the Great and then handed over to a number of successive Greek Satraps. It is now theoretically part of the Seleucid Empire, but in practice these satrapies are under Mauryan control. The Seleucid and Mauryan empires have been in continuous conflict for a number of years now, ever since Seleucus and his son Antiochus moved east to secure Bactria, and the eastern Persian Satrapies.

As our game starts the Seleucid-Mauryan conflict is about to end, with the Seleucids handing over control over large parts of the eastern parts of their empire in return for a truce with the Indian conquerors and a great number of War Elephants to use in their wars with the other Greek Successors.

Starting Countries:



- **Maurya**: In time the Maurya empire would come to unite almost the entire subcontinent and be remembered as one of the more successful pan-indian Empires. In 304 BCE however this is a very young kingdom, not unlike the big Diadoch monarchies in the west. The ruler, Chandragupta Maurya, would in time build a state different from previous ones in this region. It is hard to overstate the influence of the Maurya empire, not just because of the amount of land it came to include but also due to the conversion and missionary work of Ashoka for the Buddhist faith.

- **Atavia**: Not all parts of the Maurya empire is ruled directly by Chandragupta's governors. The tribal forest regions were generally kept in a more loose relationship as a subject state. Atavia is a settled tribe (previously known as a Tribal Kingdom) and starts as a Tributary of Maurya.

- **Kamarupa**: In the far east, in the jungles of the Brahmaputra alley, the tribal state of Kamarupa remains independent from the Maurya empire.

- **Kalinga**: Independent kingdom in modern Orissa. Kalinga famously resisted Maurya rule until it fell to Ashoka in a very bloody and savage military campaign. So much so that Ashoka is said to have sworn forsworn excessive violence and embracing Buddhism.

- **Karusa**: Tribal state in the jungles of Eastern India. Not much is known about this region at the start of the game in history.

- **Indravana**: Another tribal states in the hilly jungles of modern Orissa and Chattisgarh.

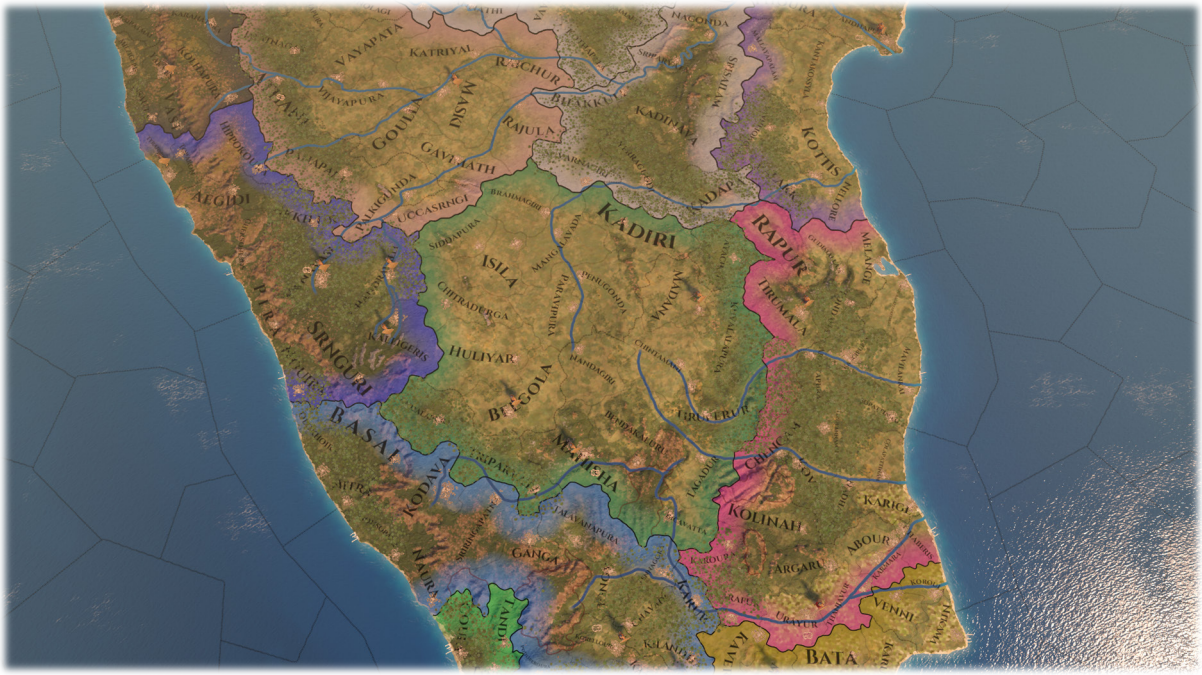
- **Bhoja**: Tribal state in the Nimar valley, western India.

- **Rathika**: Tribal state on the north western coast of India. Right on the border of the Maurya empire.

Southern India



(Southern Tip of India, Sri Lanka and the Tamil Country)



(Central India)

While most states in the south are not as well documented as northern India the Indian ocean ports here would become known to Roman and Greek traders, this region is also home to some of the oldest dynasties in the history of India, such as the Pandya's, Cholas and Cheras.

Especially the island of Sri Lanka and the Tamil country in the far south west are very populous regions however and while not as strong as the Maurya empire in the north they are owned by powers with the potential to grow their influence in 304 BCE.

Starting Countries:



- **Ashmaka**: Weak Tribal State in the dry Deccani upland, just south of the Maurya border. Would be conquered by the successors of Chandragupta, who would also extend the road network south through this region.

- **Pitnika**: Coastal kingdom controlling parts of the Western Ghats and the Konkan coastline.

- **Kuntala**: Tribal state in the central South Indian upland, eventually conquered by the Mauryas.

- **Andhra**: The tribal Andhra state centered on the Krishna river rule parts of the eastern Indian coastline, a region that still bears their name.

- **Mahisha**: Tribal state of which we know very little in the South Indian interior plateau. Conquered by the Maurya empire within a generation of our start.

- **Alupa**: Long lived Tribal State on the coast of Karnataka, ruled by the Alupa Dynasty. Would in time survive many of the great empires of India, including the Mauryas, far into the middle ages.

- **Satiyaputa**: Tribal state in the Mysore plateau and the western Ghats.

- **Chera**: One of the most important kingdoms of the far south, the Chera control a number of the Indian Ocean trade ports, that would remain commercial entrepots up until present day.

- **Ay**: Small kingdom on the tip of the Indian subcontinent, in modern Kerala. The Ay dynasty, is one of the oldest known lineages of its region.

- **Chola**: Autocratic Monarchy on the eastern coast of southern india (later known as Coromandel, a name based on what they called their realm). The Cholas would historically create their own overseas empire but at our start they are just a local power in this region.

- **Pandya**: Autocratic Monarchy in the rich Tamil country ruled by a dynasty that considers itself already quite ancient by 304 BCE (and in fact they are also playable both in Europa Universalis 4 and Crusader Kings 2).

- **Anuradhapura**: Kingdom ruling the island of Sri Lanka at our start, based around the great city of Anarudhapura. The kingdom would in time become greatly influenced by the spread of the Buddhist faith, an influence that remains to this day.

Aggressive Expansion



As described before Aggressive Expansion is a measure of how Aggressive and threatening your country appears in the eyes of the world. It is built up through war declarations and taking land, and its main effects are on foreign relations and the happiness of foreign pops and subject states under your control.

For a country with few foreign pops however, Aggressive Expansion is a far more lenient mechanic. In history even the most inward-looking country would not have been indifferent to rapid expansion. In order for it to not be inconsequential even to a power with no foreign subjects, we have therefore added a general increase of all power costs by 2% per point of Aggressive Expansion above 50, as well as a decrease of happiness for same culture by 0.5% per point.

Peace-Time Aggressive Expansion Decay

A very aggressive country will never be popular, but it will also not necessarily be hated forever. In addition to its normal reduction over time we have added a decay rate for Aggressive Expansion when a country is at peace. The rate of decay is based on their current total accrued Aggressive Expansion. This means that a country that has been expanding very aggressively will be able to gain some additional decay, an increase that will dwindle as Aggressive Expansion approaches more reasonable levels.

On top of this further Aggressive Actions will generate less Aggressive Expansion the more you already have, as further Aggressiveness does not change the already very bad expectations the world has on your country.

Diplomatic Stances



Diplomacy is not all action. Some things are best achieved by having a thought through foreign policy to reach the goals of a country over time. In Imperator you will have the ability to set a Diplomatic Stance for the country you control, which is a general foreign policy approach that your diplomats will pursue. The stances are all focused on different goals and their effects help you achieve those goals eventually.

Changing the selected Stance costs Oratory power and gets more expensive each time the same ruler does so.
The Diplomatic Stances are:

Neutral Stance:

- +1 Diplomatic Relations

This stance is what most countries start out with and lets you keep your options open. The extra diplomatic relation slot is useful for all manner of diplomatic initiatives. Especially since the base number of relations was reduced in favor of this.

Appeasing Stance:

- Aggressive Expansion Decay +20%
- Improve Relations Cost -25%
- Opinion of Allies +25
- Opinion of all others within Diplomatic Range +10

This stance is useful for when you have already expanded and want the world to consider you a potential friend again, and not just an eventual enemy.

Mercantile Stance:

- National Commerce Income +25%
- Create Trade Route Cost -25%
- Opinion of others using the same stance +30
- Opinion of others within Diplomatic Range +20

This stance allows you to focus all of the states diplomatic efforts on making profitable trades, and making others accept your trade offers.

Bellicose Stance:

- War Score Costs -20%
- Fabricate Claim Cost -10%
- Opinion of Neighbors -20
- Opinion of others within Diplomatic Range -10

This stance focuses on territorial expansion and finding reasons to expand your empire.

Subjugative Stance:

- Integration Speed +25%
- Loyalty of Subjects +10
- Opinion of Subjects +20

This stance focuses on your subject states and how to tie them closer to your country.

Tyranny



Where Aggressive Expansion represents the image of your country among foreign countries and foreign pops, Tyranny is a value related to how your country has dealt with its own people, it is increased through actions where the state reaches further than is expected of it. Imprisoning characters, forcing governors to change their governor policies, and forcing issues through the senate with barely any support, are all actions that increase the Tyranny of a country.

The more tyranny you accrue the less your core citizens will think of you, and the less loyal your governors and commanders will be. Being tyrannical also has its upsides however. The senate will be less likely to have the courage to oppose you in a Republic with a lot of Tyranny, and tyranny is necessary for transforming such a state into a permanent dictatorship. Tyranny also discounts the price for using tyrannical actions such as imprisonment or executions, and it increases the output of Slave Pops.

Character Interactions



While we have talked about many of the available Character Interactions in the game before we have also kept adding more of them as we go. Here is an overview of some newer interactions that you may or may not have heard about in previous diaries:

- **Hold Games**: Every 5 years your ruler can hold games for a bit of money, in order to increase their popularity.
- **Reward Veterans**: Cohorts that are loyal to a successful and ambitious general can be a great problem, for a cost of power and money you can try to win some of them back to the state.
- **Give Free Hands**: Give an employed character free hands to do whatever they can with their position until revoked. Increases the Loyalty and Corruption over time. As Corruption increases how much state income goes into a character's wages this may be a costly thing to do. Costs loyalty to revoke.
- **Grant Stipends**: By generously increasing the pay for a certain family you can increase the loyalty of the head of that family. Very handy if a scorned family has raised an army against you.
- **Gladiatorial Debut**: In extreme circumstances it may be worth the gamble to allow a prisoner to fight for their freedom. This will undoubtedly be popular and is not unlikely to get them killed but may end up with them set free.

- **Grant Capitulatory Honors**: Much like holding a Triumph this is a way to heap honors and money unto a general with many loyal troops, useful to possibly get even a disloyal and dangerous general loyal enough to make them part with their army.

- **Proscribe**: Confiscate the money of an imprisoned character. Their entire family will lose loyalty, and you will gain tyranny.

- **Exalt Clan Chief**: Allows a tribal ruler to bestow favors upon one clan chief who will become more loyal. Other clan chiefs will lose loyalty.

- **Grant Clan Autonomy**: Disloyal clan chiefs can be allowed to take a part of a tribe with them and part ways with your state. This will make one of your provinces independent, with the clan chief as a tributary ruler. Increases loyalty of remaining clan chiefs.

- **Attempt to Buy Off Mercenary**: Sends an offer to a mercenary company for a sum of money for abandoning their current employer. The employer will be allowed to surpass your bid.

And with those words on internal and external (mis)-management, tyranny and aggressive expansion, we turn our attention to one of the southernmost parts of the map.

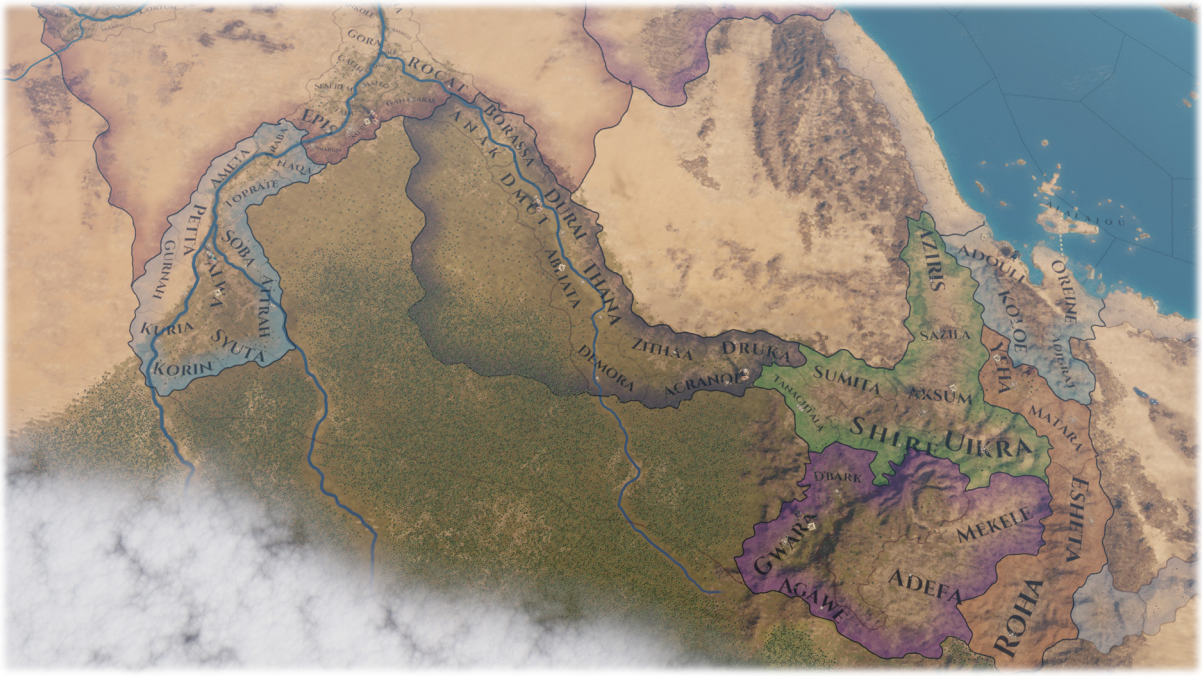
Punt:



By following the Nile upwards and southwards we end up in the region today known as the Horn of Africa, known by the Egyptians for centuries as the land of Punt. This region is peripheral to the Imperator map but nonetheless it possesses resources to matter. Beyond the population of the Ethiopian highlands itself the coastline towards the red sea and gulf of Aden is home to a number of important trading ports for the trade with Egypt, Arabia and India.

As is often the case in the regions we cover there is a lack of good sources when it comes to the exact political situation and there has been some use of extrapolation and speculation to arrive at the setup we have.

The Ethiopian Highlands:



Politically the Ethiopian highlands at the start of Imperator are divided. Eventually the kingdom of Aksum, possibly an heir to an even older kingdom known as D'mot, would rise to be the local hegemon, uniting most of the plateau shortly after the end of our game. In 304 BCE however the region is far from united and there are no clearly dominant countries here.

Starting Countries:



- **Alut**: Where the Blue and White Nile converges into one great river lies the kingdom of Alut, with its capital in the region in between the two great Nilotic tributaries. Compared to Kush, the country that controls the only route north, down the Nile, this is a small and unimportant kingdom. If Alut is to prosper it will either have to be at the leisure of Kush, or through striking their northern neighbor when a moment of weakness arrives.

- **Boras**: Small Tribal Kingdom on the Atbara river. On the border of the richer capital regions of Aksum and Kush, Boras is left with the land in between, an excellent starting point for a hostile takeover of one, or both of the other two. A likelier outcome however is that Boras will be high priority land to be conquered by either local hegemons.
- **Aksum**: Small kingdom in the northern highlands of modern Ethiopia, bordering both Upper Nubia and all of the other Ethopian states. Would eventually grow into the hegemonic Axumite Empire.

- **Adoullia**: Small kingdom in northern Eritrea, neighboring Aksum.

- **Gwanara**: Kingdom on the Ethiopian Plateau, eventually conquered by Aksum.

- **Yeha**: Kingdom ruler by the city of Yeha, the old capital of the kingdom of D'mot. Controls most of the eastern part of the Ethiopian plateau.

Horn of Africa:

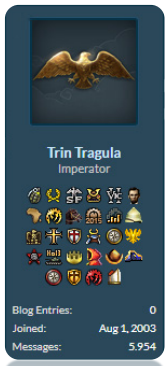


The coastline of modern Djibouti, Eritrea, and Somaliland was well known to the ancient authors, mostly because this is an area of important ports for the Indian Ocean Trade network. While trade was the reason for their existence it would be hard to call any of these small Republics and Monarchies rich.

Starting Countries:



- **Avalita**: Small trader kingdom around the city of Avalites, near modern day Zeila. While this is one of the larger states in this region it is far less powerful than the Arabic states just across the strait.
- **Mundia**: Small salt exporting city state on the horn.
- **Mosylon**: Small pearl fishing port on the Somaliland coast, and an entrepot for trade with India, Egypt and Arabia.
- **Oponia**: Small city state, almost on the very tip of the horn. Like the other Macrobian Republics it is frequented by Greek, Egyptian, Phoenician, Indian and later Roman Merchants, yet this entrepot is also extremely vulnerable to barbarians, drought and any other dangers that come with being a small city state with few protectors.



Zones of Control



As described in earlier diaries Imperator will have a fort and Zone of Control system that is familiar to anyone who has played EU4. In short a fort will exert a Zone of Control over all surrounding cities and obstruct movement for enemy troops.
The expansive map of Imperator means that it can at times be a bit of work to take control of cities as you advance into enemy territory. This is especially a problem when the local military victory is already won, the enemy troops expelled, and local fortifications are under your control. To facilitate the takeover when you have already, de facto, won we have made forts able to automatically start taking control over adjacent cities, even in enemy territory.
This means that once a fort has fallen you can save your armies the work of controlling cities in the fort's Zone of Control. Fort control also works across national borders, meaning border forts will automatically start taking control over any adjacent enemy cities that are not protected by enemy forts or troops.
In addition to all of the above you are now required to control all forts in a province, as well as the province capital, before you can demand that province in a peace negotiation.

Mercenaries



(See also the Diary on Mercenaries)

While we feel Mercenaries fill an important role in the game it has over time become more and more apparent that it can be a problem that you could Mercenary "Bomb" people by suddenly hiring a lot of troops already close to-, or even right on top of, an ongoing battle or siege.
Newly hired mercenary troops now start at 0 morale and will slowly build up to full morale. This also makes it more important to be able to afford their maintenance for a longer period when you hire them, and not just the immediate power cost.

Tribal Retinues



As described in an earlier diary, the retinues of Tribal Clan Leaders are armies that can be vital to success as an expanding tribe, but their size is dependent on the Clan Leader rather than on you. It could therefore be problematic to have to pay for these armies despite having little control over their recruitment.

Tribal Retinues will now be paid for entirely by the Clan Leader and will not cost the Tribe anything at all to maintain. In return for these free to maintain and reinforce troops (even if loyal to people who may end up overthrowing the state) the tribes will now have to pay an additional 50% maintenance for all troops they recruit themselves, and the wage for each Clan Leader has gone up from 2% of the state income to 5% of the state income.
This should also complicate the choice of how many Clan Leaders you want in your tribe (something that you can steer through one of the Tribal laws).

Achievements and Formable Countries

As in our other games these can be become intermediate (or even final) goals for a campaign, or just something you pick up along the way.
Formable countries will generally include a few direct in game perks, while achievements are mostly relevant for those who like to show off their accomplishments (and require playing in Ironman mode).

Achievements

There will be 50 achievements in total, and they will be distributed widely in terms of geographic focus and difficulty. Hopefully there is something here for everyone

Very Easy:



Cincinnatus: Appoint a dictator as a Republic and have him step down



Do not disturb my circles: Research 40 Inventions



Tribal Concord: Change a law in a Tribal country.



Render to Caesar: Take any land in a war.



A new Home:

As any Tribe Migrate to an empty city.



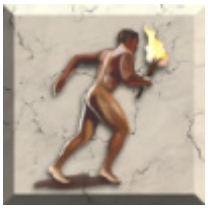
Alea Iacta Est:

Have a Dictator holding on to power.



Soldier of Fortune:

As a Monarchy send a pretender away to be a mercenary.



Panem et Circenses:

Participate in 10 Olympic Games.



International Relations:

Befriend two other rulers.



Strategic Reserve:

Import or produce all types of Strategic Trade Goods in your capital.

Easy:

 **Triumvir**:	Survive a Civil War.
 **Legacy of Aristotle**:	All 4 Researchers have a skill of 11 in each respective skill (Martial, Finesse, Charisma and Zeal).
 **Envy of the world:**	Own a city with at least 100 civilization value.
 **Tribal Assembly:**	Become a Republic as a Tribe
 **Hispania Universalis:**	Form Greater Iberia.
 **What have the Romans ever Done for us?**	As Rome own all of Palestine. Have at least 70 civilization in all cities in the Judea area.
 **Punic Ascendance:**	Conquer Hispania as Carthage.



Times New Roman: Own Cariala, Italica and the province of Helvetia as Rome



Antipater's Dream: As Macedonia conquer the regions of Greece and Epirus.



The Besieger: As Phrygia sack Babylon, Alexandria, Lysimachea and Pella.

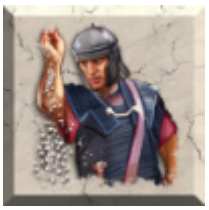
Medium:



Over 9000: Have at least 9000 pops.



The Romans are Crazy: Form Gaul.



Carthago Delenda Est: Conquer Carthage and sack it.



New Kingdom: Form Egypt, have Egyptian Succession and conquer Nubia and Syria



City of the World's Desire: Have 15 Trade Routes in Byzantium (theoretical max currently in a capital).



Pyrrhic Victory: Take Rome as Epirus



Perfidious Albion: Unite Albion (decision) in 50 years.



Imperial Ambition: Adopt the Imperium Government type.



Bois are Back in town: Conquer Boihaemum region as the Boii.



Pan-Hellenic League: Unite Greece as a Greek Republic.



Stonehenge: As a Megalithic country own 20 sources of stone and the city of Cunetio.



Soter:

As Ptolemaic Egypt own all wonders of the world through conquest or construction.



To the end of the world:

Conquer the regions of Gandhara, Mahdyadesa, Pracya, Maru, and Avanti, as the Seleucid Empire or Bactria.



Three Great Fires:

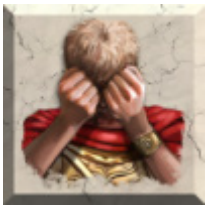
Form Persia and own Ganzak, Nevshapur and Gur.



Holy Fire:

Desecrate Holy Sites for 10 different Religions.

Hard:

 **No more worlds left to conquer:**	Reform Alexander's Empire as a successor state.
 **Garum Nobile:**	Produce a Surplus of 10 Fish in one city.
 **True Vandal :**	Start as Vandalia, migrate to Africa, conquer it all, and occupy Rome in a War.
 **Germania Magna**:	as a Germanic country own all of the regions of Germania, Germania Superior, Vistula, and Boiohaemum.
 **The Man who Would be King:**	As Bactria become independent and conquer the Regions of Ariana, Bactria and Gandhara.
 **Ashoka's Pillars:**	As Maurya conquer all of India, convert to Buddhism and have 80% Religious Unity.



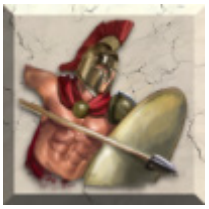
Mare Nostrum: Conquer every city adjacent to the Mediterranean as Rome.



Megalopolis: As the country of Megalopolis have 80 pops in the city of Megalopolis.



Pax Aeterna: Conquer the world.



Molon Labe!: As Sparta conquer the city of Persepolis and sack it.

Very Hard:



Spice Must Flow: Control all Spice production as Mosylon.



Kingdom of David: As a Jewish country unite Palestine, Syria and expand to the Nile, and the Tigris in the regions.



Reverse Alexander: As a non-Mauryan Hindu, Buddhist or Jain power conquer Pataliputra, Babylon, Memphis and Athens.



Heraclea Persica: Starting as Heraclea Pontica form the Achaemenid Empire



Tyrean Purple: Form Phoenicia and have a total of at least 500 ships and a surplus of 5 Dyes in Tyre.

Formable Nations

As in many games before it Imperator will feature a number of countries that an expanding state can "form". Allowing you to shift the identity of your people. Generally, these will confer a number of smaller bonuses, as well as a new color and name (and in many cases a new flag). Some of these we have mentioned earlier, in regional development diaries, but this list will include all formable nations at game release.
While this is an overview of all formable countries it is not a complete go through in that it does not mention every effect or requirement for each formable country. If a country belongs to a certain tier then that country cannot be formed by other countries of the same tier or above.

Tier 1:

Small regional formables, often Tribal Federations.



1. **Achaea**: The Achaean League can be formed by expansive Republics in Achaea. Granting claims on the larger area.
2. **Arcadia**: The Arcadian League can be formed by expansive Republics in Arcadia. Grants claims on the larger area.
3. **Cyprus**: Can be formed by a small country in control of all of Cyprus.
4. **Aquitania**: Tribal Federation for uniting the Aquitani countries.
5. **Aremorica**: Tribal Federation for uniting the Aremorican tribes.
6. **Asturia**: Tribal Federation for uniting the Asturian tribes.
7. **Carpetania**: Tribal Federation for uniting the Carpetani tribes.
8. **Celtiberia**: Tribal Federation for uniting the Celtiberi tribes.
9. **Gallaecia**: Tribal Federation for uniting the Gallaecian tribes.
10. **Lusitiania**: Tribal Federation for uniting the Lusitani tribes.
11. **Vettonia**: Tribal Federation for uniting the Vettonian tribes.

Tier 2

Larger regional formables



1. **Assyria**: The Neo-Assyrian Empire may be long gone but Assyria has remained an important constituent region of the Median, Persian and Greek empires that came after it. A sufficiently successful local power can reclaim its legacy.
2. **Babylon**: An even more recent empire, the Neo-Babylonian one, can also be restored by a successful local power willing to relocate to the Mesopotamian riverlands.
3. **Cilicia**: As one of the richer Anatolian regions, often used as a staging ground for the armies of the successor states, Cilicia can also support its own regional kingdom.
4. **Crete**: Should one Cretan state come to control all the important cities of the island it can assume a new pan-cretan identity.
5. **Dravida**: An Indian state that conquers the important cities of the south can form a larger kingdom known as Dravida.
6. **Galatia**: A Celtic country that finds itself in control of the right parts of central Anatolia can resettle there and assume a new "Galatian" identity.
7. **Helvetia**: Larger Tribal Federation for uniting the Helveti tribes.
8. **Illyria**: Should a local country unite the Illyrian region it can create a new pan-illyrian state.
9. **Media**: A growing Median power (such as for instance Atropatene) can attempt to lay claim to the legacy of the old Median Empire.
10. **Numidia**: Unifying the tribal states of North West Africa allows you to form the greater state of Numidia.

11. **Sicily**: While the title "king of Sicily", was assumed by Agathocles of Syracuse at our start, the island was by no mean unified. Should any one power come to conquer all of it, it is possible lay the foundation of a greater Sicilian state.

12. **Syria**: At our start Syria is completely owned by the Antigonid state of Phrygia,

13. **Yamnat**: Unifying the countries of southern Arabia allows you to form the greater state of Yamnat.

14. **Saxonia:** Tribal federation for the Germanic tribes of Saxonian culture.

15. **Suebia**: Tribal federation for Suebian culture Germanic tribes.

16. **Belgia**: Tribal Federation for the Belgae tribes.

17. **Pretania**: Tribal Federation for the tribes of Pretania.

18. **Caledonian Confederacy:** Tribal federation for the Caledonian tribes.

19. **Noricum**: Tribal federation for the Noric tribes.

20. **Dahae**: Tribal Federation for the Dahae tribes.

21. **Armenia:** Should the Kingdom of Armenia be destroyed (or if you destroy it) you can reclaim their legacy and form a new Armenian Kingdom.

22. **Egypt:** Should the Ptolemaic kingdom of Egypt be destroyed, someone else of Egyptian culture and religion can reform that kingdom.

23. **Macedon**: If Macedon is destroyed there is no shortage of other countries who could reclaim that legacy. Gaining claims on all that the old kingdom once ruled.

24. **Phrygia:** While Phrygia exists at start as the realm under Antigonus this is a smaller regional formable for someone who controls the core Phrygian region.

25. **Pontus:** The kingdom of Pontus can be formed by a local power that conquers the region if the old Pontus state is destroyed. This decision is also available to anyone with the Mithridatid dynasty in power (at start this rules the small city state of Kios)

Tier 3 Formables

Greater regional empires.



1. **Albion**: A non-tribal country that has united the entire British Isles can form the Empire of Albion.

2. **Argead Empire**: While the great Diadochi kingdoms have a more realistic shot at this, any Hellenic kingdom can attempt to reform the Argead Empire, laying claim to all lands once ruled by Alexander the great. In order to do so they must conquer major cities all over this fallen empire.

3. **Bharatavarsha**: An Indian country that conquers the entire subcontinent can lay claim to this prestigious title of a Pan-Indian Empire.

4. **Gaul**: A Gallic power that unites its entire region may form the greater state of Gaul.

5. **Pan-Hellenic League**: While the Pan-Hellenic League under Alexander, and later the successors, was a type of organization for the control of the Greek cities by an outside power, the ideal of a league to encompass the free Greek is not dead. An expansive Greek Republic that rises to sufficient power and influence can attempt to form a Pan-Hellenic league of a truer calling.

6. **Greater Iberia:** A power in Iberia that unites the entire peninsula can form the greater state of Iberia.

7. **Persia**: While the Persian empire was destroyed under Alexander, the name and tradition will not die as easily. A Persian power that reclaims the empire can assume a greater Pan-Persian imperial tradition once more.

8. **Phoenicia**: Few Phoenician cities remain free at our start dates, and those that do are beholden to the Antigonids in Phrygia. Should they somehow be able to wrest away the greater Phoenician region from its current owners however they may attempt to form a greater Phoenician state.

9. **Magna Graecia**: At our start Magna Graecia, Greek southern Italy, is divided into a great number of small, and mostly weak, states. Should one rise above all others they can form the greater state of Magna Graecia, champion of all Italian Greeks.

10. **Dacia**: Unification country for the Dacian states, requires conquering and colonizing the greater Dacian region.

11. **Parthia**: While Parthia exists as a Macedonian Seleucid Satrapy at start, a country in the region can destroy this state and form a new Parthian state (more similar to the Arsacid or Parthian empire).

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Warfare: Tips And More

Today's diary will be focused once again on warfare, and many of the considerations you face when conducting military operations in the game beyond those covered in the diary on Battles.

In many ways Imperator benefits from the many games before it here, and most of the things I will cover today are things that will be familiar to players of our other games.

Shattered Retreat



Shattered retreat is a concept present in other Paradox games such as **Europa Universalis**, and what it means is that a defeated army can retreat all the way to a safe location of its own choice in your own territory without it being possible to intercept it.
It is also not possible for the owner of the army to choose the destination or to abort the retreat or change its destination after the army has shattered.

In Imperator a Shattered Retreat is not only initiated as the result of a lost battle, it can also be initiated at any time by pressing the "Full Retreat" button in the army interface. This also allows an army that becomes trapped in the Zone of Control of enemy forts to retreat back to friendly territory.

Relieving Besieged Forts



(Here we can see the valiant Bhoja coming to relieve one of their forts which is currently being besieged by Maurya troops. The Bhoja army is treated as the defender and the Maurya army gets the terrain penalty from the fort being built on a hill)

Throughout history fortifications have been built on the most defensible locations, making use of mountains, passes, hills and just about any static defense feature. This would not only help the defenders, it also often strengthens any attempt to relieve the besieged city, as the besieging army might find itself pegged between the relieving force and the fortifications.

To facilitate this behavior, and to make it important to protect your besieging armies, Imperator will treat any army that is attacked while performing a siege as the offensive side, meaning that it is always the relieving force that gets the bonuses from defensible terrain, even if the besieging force was in position first.

Movement Lock



While an object can be at any point between two cities in real life, in the game it can only ever be in one of the drawn locations on the map (i.e. in one City on our map). While this works fine for many purposes it does become a problem with army movement. As in all our games an army has to stay in the location where it started until it finishes moving towards its destination, and only then it will transfer to the new location. This means that if you interrupt a movement order between Rome and Ostia, the army will not be somewhere between Rome and Ostia, as it would in real life, but instead it will be standing in Rome, ready for new adventures.

To get around this problem, and avoiding the silliness of last minute aborting of movement in warfare, movement will be locked and impossible to interrupt or change once you have progressed more than 50% of the way to a new location. New orders can still be given, but these will be queued after the army has reached the adjacent location it was headed towards.

Assuming Control of a Siege



If more than one army is partaking in the siege of the same city, and you are the war leader, or overlord of the country that leads the siege, you can assume leadership of the siege. Ensuring that it will be you who decides when to storm the fort, and that it is you who will gain control of the city once it falls.

Attaching



When your army alone isn't large enough to defeat the enemy, you might want to have it shadow every move of an allied army, and sometimes you may want to allow your allies and subject to follow one of your armies. The army interface has a toggle for allowing allied troops to attach to your army, as well as a button to attach your army to another army that you share location with to automate this behavior.

Transfer Occupation



Securing the territory, you want is the goal of most wars, but in the chaos of a war with many participants it is not always going to be the country that occupies a city that want to annex it in the upcoming peace treaty. To facilitate prettier borders and cooperation between allies, we have a button in the province view with which you can transfer the occupation to any country that is on your side in the ongoing war.

AI subjects will also make use of this to ensure you can demand what you are due in a peace treaty (and so will allies, unless they want the land themselves).

Changes to Combat Tactics



Finally, a word on Military Tactics. While the system as described in the diary from in October created interesting situations where you are rewarded from trying to predict your opponent's choice of tactics, there were some issues we had with it.

This choice was in many cases quite random since it did not interact with the army composition at all. Having separate sets of offensive and defensive tactics also turned out to be a lot to keep in mind at all times.
The tactics system also overlapped with some of the unique unit abilities from the Military Tradition trees, which were also generally what one would expect to find under the umbrella of Combat Tactics.

For these reasons we have implemented a number of changes to the Tactics system (changes pioneered by @Groogy).

1. There are no longer both defensive and offensive tactics, instead you pick one for your army and it will apply whether you are the attacker or defender.
2. While the bonus or penalty tactics provide is still dependent on how well they work against the tactic chosen by the opposing side, their efficiency is now dependent on the composition of your army.
3. The unique stances from **Military Traditions** have now been reworked into Combat Tactics that you unlock, with slightly higher bonuses and different matchings than the base ones (but like all tactics they have to be matched with one that is vulnerable to have an effect).



At maximum efficiency the generic Combat Tactics currently confer a 20% bonus, with unlockable Tactics from traditions adding another possible 5%. All generic Tactics will have unlockable tactics that they are more efficient against, and more vulnerable too, and vice versa.



As an example the unlockable Phalanx tactic is particularly effective against the Shock Action tactic but how much of a bonus you get out of it will depend on how suited your army is to perform it, in the example above it amounts to 9.7%

This new system still keeps the element of attempting to predict your opponent's choice of tactics while at the same time adding to the equation that certain tactics are more efficient depending on your army composition.



(In the above battle the Seleucids have picked the Phalanx tactic which is efficient against the Shock Action tactic chosen by the Antigonid. Since the Seleucid troop composition matches the ideal for their chosen tactic reasonably well they are able to)

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"Barbarians"

Throughout antiquity there are many marginalized peoples living "off the edges" of our map, and in the isolated and hard to tame regions of the world. Bedouins in the deserts of Arabia, Slavs or Sarmatians in eastern Europe, etc. Barbarians represent them and the threat they posed to nearby civilized neighbors. They will continue to pose a threat to pops long after a region has been conquered until they have been civilized through the influence of nearby settlements.

Barbarian Strongholds



Around the map, in impassable, uncolonizable locations, there are local modifiers called Barbarian strongholds. In this location Barbarian power will build up over time until a Horde spawns.

Since Barbarian strongholds are in impassable locations they cannot be directly interacted with, however the governor policy for Civilization Effort in an adjacent province can increase the civilization level in the stronghold's location, and eventually downgrade, and then remove the stronghold.

Barbarian Power



How strong barbarian presence exists in a location. The higher Barbarian power the more likely it is that a horde will spawn there. Higher Barbarian Power also results in bigger Hordes when an army is formed.

Barbarian power is influenced by Barbarian Growth.

Barbarian Growth



This is how quickly Barbarian Power Grows in a location. The primary source of this modifier is from Barbarian Strongholds, in impassable, uninhabitable, land.

Civilization value reduces barbarian growth wherever it is present, therefore barbarian power growth is going to slow down and then regress once an adjacent province has increased its civilization rating enough.

Current barbarian power, Civilization and Barbarian Power growth rate can be seen either in a mapmode for Barbarians or in the locations themselves, in their location interface.

Barbarian Hordes



Once Barbarian power has built up sufficiently a horde will spawn. The size of this army will depend on how high Barbarian power was in the location in which it spawned. All armies that spawn from the same location will be considered part of the same Horde.

The Horde will move into settled territory and begin occupying cities. Every city that falls will have its local Civilization Level reduced by the horde.

If a Horde is defeated by an army the leading general will get money and the units in the Barbarian army will be distributed in the winning country as Slaves.

Barbarian Diplomacy:



A horde that controls at least one city can be negotiated with. This means that you can open diplomacy with it just like you would any other country, though the options you have when interacting with them are slightly different from those with other countries.

- **Settle**: Offer the Barbarians to settle the land they currently occupy; they will join the city as Tribesmen of the culture and religion of their location they spawned in.
- **Create Client**: Offer the barbarians to form a new Tributary State with the land they currently hold in the country. The new country will be a tribal chiefdom of the same culture and religion as the location the barbarian horde spawned in.
- **Demand Surrender**: Demand that the Barbarian Army is dissolved, and all land returned. The Barbarian army will provide slaves and money as if it had been defeated in a battle.
- **Pay Off:** Offer money to have the Barbarian armies leave your lands and seek targets for pillaging elsewhere.



(A Barbarian Tributary has been created)

Tibet:



High above the plains of Northern India and the great Maurya empire lies the Tibetan plateau. Then as well as now large parts of this region, especially the Changthang highland, was largely unsettled. But in the south there were a number of thriving societies, most prominently the dominant Zhangzhung kingdom which would remain the most influential state of Tibet for many centuries yet. Buddhism is still a young religion by the time our game starts and had still not spread to large numbers beyond India. The tibetan state in the game instead practice the Bon religion, which here represents the pre-buddhist Tibetan faith.

Tibet is also another region where I have to add a bit of a disclaimer. While we can be certain that this region was both populated and influential there is not a lot to go on when it comes to the details. Therefore, what we have is extrapolated from later information to a large degree.

Starting Countries:



- **Zhangzhung**: Tribal Regional Power in the western Tibetan Plateau. Controls Mountain passes into India, Kashmir, Pamir and the Tarim Basin. Said to be the birthplace of Tibetan religion.

- **Tsang**: Tribal state in Central Tibet controlling the central Brahmaputra valley. Also controls a number of mountain passes into India and directly borders the more powerful Zhangszhung kingdom.

- **Sumpa**: Settled Tribe in western Tibet controlling the westernmost pass into India, in western Kamarupa.

- **Yarlung**: Small tribal state in the Yarlung valley in western Tibet. Controls one of the mountain passes towards India and thereby directly borders the Maurya Empire, and Kamarupa.

Tarim Basin & Sogdia:



While we quickly touched on Sogdia, and the Ferghana valley in the Diary about Bactria, we now return here to look at the independent factions in this region. The center of Sogdia around Marakanda, later Samarkand, is in the hands of the Bactrian Greek Kingdom there are also independent states here. The Tarim Basin, with the harsh Taklamakan desert at its center, as well as Sogdia to its west would in time become important as an important transition point between China and the West. This region is central to what would become known as the Silk Road. While such trade surely existed to some degree already when our game starts it would not grow to be an important factor until later in time.

Starting Countries:



- **Sogdia**: Not all parts of Sogdia is controlled by the Graeco-Bactrian kingdom. This Autocratic Monarchy represents the local Sogdian and Tocharian people and at start its control does not extend further than the mountains around the Ferghana valley itself.

- **Wusun**: Tribal state to the North of Sogdia, one of the first regions to be invaded by the Yuezhi when they arrived on the scene.

- **Tayuan**: Kingdom in the eastern Ferghana valley representing the parts of the valley that are not under Graeco-Bactrian control. Tayuan controls the route between Sogdia, the western parts of Central Asia, and the Tarim basin, a crossroad that would in the future prosper especially as part of the Silk Road.

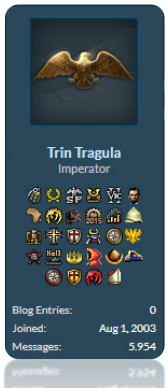
- **Phrynia**: Mountain kingdom controlling large parts of the Pamir Mountains, a region so high up that it has been referred to as the 'Roof of the World'. This is yet another route through which Tibet and the Tarim Basin can be accessed from the Bactrian lowlands.

- **Shule**: Small trade kingdom in the western part of the Tarim Basin, centered around the city of Kashgar. Like the Tayuan state they occupy a position that would eventually be instrumental in the formation of more frequent trade connections between China and the west.

- **Kucha**: Kothanese kingdom in the northern part of the Tarim Basin, based around the city of Kucha.

- **Pishan**: Small tribal state in the Southern Tarim basin. Controls one of the passes into the Zhanzhung kingdom.

- **Khotan**: Larger kingdom in the Southern Tarim Basin, would in time become famous through its adoption of Buddhism and grow to control a much larger part of this region. By 304 BCE however this kingdom has still not adopted the faith for which it would eventually become known, and it is also not yet the regional power it would become.
- **Loulan**: Most distant of all the Tarim kingdoms is the small state of Loulan. Most of what is known about this kingdom is from Chinese sources and in time they would also become a Chinese subject state historically.



Automated Armies, Modding Unit Objectives & Map And Political Situation At The Start Of The Game – Dacia And The Balkans

Unit Objectives



As you may have noticed in our streams automation is now an integral part of playing the game, should you want to. Unit objectives are a way to outsource the management of some armies to the AI, essentially using the same things that the AI itself uses to control its armies and navies. You can at any time select an objective for each army or navy under player control (or several units at once, in which case the objective applies separately to each one currently), which enables AI for said unit, making it automatically take actions almost as if it was controlled by an AI country.

We don't see this as something you use for your main armies but it can be useful for any secondary armies or forces left behind to control or defend your country. Split/merging/consolidation/abilities are not used by objective units except specifically where it's a necessity.

The design goal with objectives to simplify the codebase on our end, expose unit behavior to modders in a modular fashion, and ultimately to provide the player with a greater amount of variation in NPC behavior.

While you may not want to sign away control of all of your armies to the AI the AI objectives makes it possible for you to let the AI handle some of your armies, while you focus on others.

Available objectives

- **Naval Landing:** Functionally similar to EU4 auto transport. If there is at least one available navy which has had Naval Landing selected, clicking to an inaccessible city with an army will make this navy pick up that army and ship it to that city.

- **Independent Operations:** Will turn on the regular army AI for this unit. Making it operate freely, attacking enemy armies, occupying enemy cities, etc.

- **Defend Border:** Regular AI as above but stays within country's borders, effectively just doing defensive tasks.
- **Reconnaissance:** Patrols across the country's borders reporting enemy movements.

- **Fight Rebels:** Army will focus on destroying any armies owned by the Rebel tag (Slave Revolt stacks).

- **Keep in Reserve:** Avoid contact with enemies while staying within country borders. Mostly because a common experience is MP is forgetting troops you're currently not using and having them destroyed when looking elsewhere.

- **Hunt Fleets:** Search and destroy enemy fleets.

Special Unit Objectives

There are also many Unit Objectives that you cannot pick but that you may still encounter. **Disloyal** Generals will make use of a specific unit objective where they essentially do what they themselves want to. Making you unable to order them around or do things like send them to a certain death. Likewise **Mercenaries** that you do not pay will stop taking your orders and operate on their own.
There is also special logic for Slave Revolts, where rebel stacks will seek out the closest rich city to attempt to loot and set free more of their kin.

Another good thing about the Unit Objective AI system is how moddable it is. @Chaingun who created this system will now talk a bit about that before I then continue to summarize the last part of the map

Modding

Internally, many behaviors such as rebels, disloyal generals and units trying to join up with the target unit of the Recruit to Unit action are also represented as objectives and thus moddable to a degree.

Some objectives started out as hardcoded early in development and still are, but they are still present in the files so they can be tweaked by modders. We may in addition port non-objectives such as piracy, barbarian behavior to the objective system in the future, as well as e.g. subject stances from EU4. In fact, you could probably implement your own variation of subject stances in a mod already.

For those familiar with finite state machines, you may draw upon the comparison of a unit corresponding to a FSM and an objective to a state. Don't worry if this is unfamiliar, it's a very simple concept dressed in fancy words. What it means simply is, objectives are mutually exclusive, and a unit will have precisely one at a time. Transitions from one objective to another can happen in these ways:

- The player selects a new objective from the GUI (requires interface_allow trigger to evaluate to true to be listed).
- The objective is automatically switched to due to having a priority above zero (requires allow trigger to evaluate to true).
- Code is hardcoded to switch to certain objectives (e.g. naval landings).

Since I've started to mention various script features, let's take a look at an example script:

AS THE CODE IS TOO LONG TO INCLUDE HERE. CLICK HERE TO VIEW THE FULL CODE IN THE ORIGINAL DEV DIARY

interface_allow and allow have already been mentioned. If any objective should be possible, allow should evaluate to true. However, if it needs to be invisible and not selectable by the player, the interface_allow should evaluate to false. An objective with greater than zero priority will also be automatically switched to whenever allow evaluates to true and there is no higher priority objective that takes precedence.

There is one very central concept that hasn't been explained yet: Weights/scores/values. These basically represent how much a unit wants to go to a certain city, or more accurately given the scale where higher scores are worse, how much it doesn't want to. For the AI inclined, this is basically a utility function.

So how do you mod the utility function? You can set the mode field to add your own value to the existing function (recommended) or replace for hardcore modding which completely ditches the existing function. Then, you can specify the weight per city with the weight field, where the not so aptly named scope: province represents the city being evaluated (the default scope is the unit).

It should further be mentioned that there's a lot of hardcoded behavior behind the scenes by default, including hardcoded prioritization outside simple greedy value maximization. Quite often, to get sufficient control, it is necessary to set pure_weight = yes to disable this hardcoded prioritization if it doesn't fit with whatever behavior you intend to accomplish. Example of this prioritization is whether to decide to siege or initiate battle depending on certain circumstances that are orthogonal to the utility function's output.

What does the utility function score mean? Currently, anything greater than or equal to one million means the unit will not go to the location. Peaceful movements typically lie in the range of one hundred thousand, whereas sieges are usually about fifty thousand, and battles around twenty thousand.

Be aware that the weight scale might be changed in a future version as the one in use heralds from EU4 and has some issues in relation to fixed point overflow in modding.

You can visualize the weight scale by typing "mapmode ai" into the console and selecting a unit of yours (please make sure you let game tick a day first or it may crash). It will result in a color coded map with a tooltip like this:



While at this, I should explain that the regular utility function's output aside from some other nonlocal factors will depend on what objective is currently is selected, whether the AI is enabled for the country (ai in console), and what role the army has been assigned by AI. A brief mention on unit roles: Armies are casually assigned as either siege armies or hunter killers where the latter will prioritize killing enemy armies more highly than besieging in the default configuration.

There is another concept you will probably come across while modding unit AI: Threat, which can be checked with the unit_threat trigger. The threat value is an influence map (sorry, another AI term) calculation. Currently it can only be seen in the Release D version in Steam by typing "ai.map threat" in console (will sort this out, we have a problem with engine hiding most debug commands in release). A threat value of 1.0 is an enemy the same size as the unit is fairly close, a value of 10 that enemies nearby are 10 times as strong, etc. A screenshot I had lying around from an old version:



So, what objectives does the AI currently use? Only objective_null (the default, represents having no objective at all and means the unit is player controlled or controlled by regular AI) and objective_naval_landing which is used for AI naval transport and player autotransport. Objectives linked to code like naval landing has a lot of hardcoded magic inside it and will probably be quite difficult to modify in a sensible manner other than minor tweaks to the utility function.

Finally, a note on performance: When you script unit AI all bets are off whether you will be able to run it without causing performance degradation of the game. Tweaking the following defines can be useful:

MAX_UNITS_PER_TURN = 200
TACTICAL_DEPTH = 60

Use the "timing show" and "ai.pawns" console commands to find out what is causing slowness and how responsive the unit AI is. The AI has an internal execution time allocation system to process important units more frequently than non-important ones (as by size, vicinity to human players, time since last processing, etc.)

Thank you for listening. This is a merely a part of the AI and I haven't touched into all details, but hopefully one that you will be able to create great mods despite the opaqueness.

Dacia & The Balkans



Lastly we turn to one of the last regions so far not covered by our Development Diaries. The Balkans!

Much like many of the regions we have covered in these diaries the Balkans and the greater Danubian region in the time of Imperator was primarily dominated by tribal entities. This is a region with strong influences from both the Hellenic world, and subject to a great influx of Celts. More directly this is a region that would come under pressure from the expanding Roman Republic and which was the frequent scene for Macedonian excursions, first under Alexander and the Argeads, but also from the successor kings such as Lysimachos in Thrace. It was also through this region that the Celtic peoples that settled in central Anatolia, the Galatians, came migrating, clashing with both locals and Greeks alike.

The native inhabitants of the region, Illyrians in the west and Dacians in the east are divided into many smaller tribal states. As in other regions we have covered, a successful tribe may aspire to form a tribal federation, Dacia or Illyria.

Starting Countries:



- **Getia**: The game's largest Tribal state of Getians. Comparatively strong in its region but less densely populated that some of the neighbors to its south.

- **Tyrgetia:** Small Getian tribe on the river Tyras (right next to a Hellenic City on the estuary state mentioned in an earlier diary).

- **Moesia**: Settled tribe in Upper Thrace, medium power in the region and a potential danger to the kingdom of Thrace to its south and east. Not much is known about the Moesians before the end of this era when they encounter the Romans.

- **Triballia**: Settled tribe along the Danube. In frequent conflict with the Getians and the Macedonians, both before and after our era.

- **Dardania**: One of the stronger kingdoms of this region, Dardania has a history of meddling in the politics of all surrounding, including Macedon, which they have at times been a de facto had quite strong influence over. More recently however it has been a subject under Macedon. With Alexander's death however Dardania is free and, like Taulantia to its south, quite likely to once again end up at odds with Macedon.

Celto-Pannonians:
By this time a number of Celtic tribes had already settled in the Pannonian basin and along the Danube. Not long from our start date Celtic peoples would also come to invade Macedon and Anatolia, eventually settling down to form a Galatian kingdom (something a Celtic Tribe that conquers land and relocates to Anatolia can also do in the game).
Nonetheless the Celto-Pannonian Tribes are not as numerous as either the Dacians and Getians to the east or the Illyrians to the west:

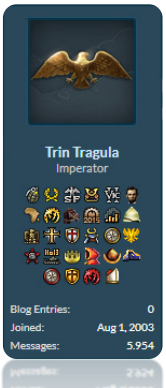
- **Dindaria**
- **Tilataeia**
- **Scordiscia**
- **Cotinia**

Illyrians:
The western Balkans and the Dalmatian coast is dominated by a number of Illyrian Tribes. Many of these have regular contact, both trade and diplomacy, with Italic and Greek states but are also home to a number of raiders and pirates which are not as well seen by their neighbors. Should the Illyrian tribes unite and form a greater Illyria they could become a more credible threat to their surroundings.

- **Armistia**
- **Daorsia**
- **Pieria**
- **Delmatia**
- **Libernia**
- **Ditionia**
- **Oxuaioia**
- **Scordiscia**
- **Breucia**
- **Deuria**
- **Ditionia**
- **Libernia**
- **Cataria**
- **Cotinia**
- **Iapodia**
- **Istria**
- **Abria**

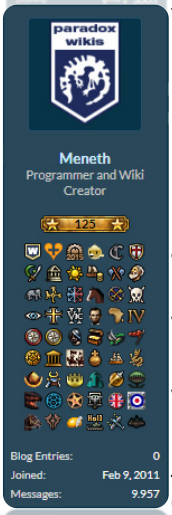
Dacian Tribes:
Not much is known of the origin of the Dacians, but like the Illyrians in the west this people was likely present here long before the start of our era. Dacian culture is broken up into a number of small tribal states that are all part of a greater Dacian identity. As mentioned they may eventually form a stronger united Dacia that could pose a bigger threat to their neighbors.
As divided as Dacia is however it also harbors a number of commodities such as large amounts of Iron, Precious and Base Metals.

- **Potulatensia**
- **Bastia**
- **Ratacensia**
- **Buridavensia**
- **Caucoensia**
- **Ansamensia**
- **Appulia**
- **Albocensia**
- **Saldensia**



Script Changes & Modding

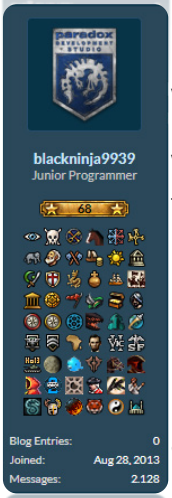
Today will be a different type of Diary compared to some previous ones as we will be focusing entirely on some of the new technical things that Imperator brings to our scripting capabilities. In other words we will be looking at what new things we are adding that you will be able to use to mod the game.
As in any Paradox Game there will be a wide list of triggers, effects, scopes, etc., but this diary will focus on more high level new things and systems, such as the new script value system or the scriptable GUI system.
These things are likely best described by those who created them so with that I will leave the word to @blackninja9939 who will talk about scopes, variables and the scriptable GUI and then @Meneth who will be introducing the wonderful world of Scriptvalues.



SCOPES:

Hello all! I'm Matthew Clohessy and I work as a programmer at PDS. Up until six months ago I was a Content Designer before moving roles, some of you might've seen me around in various modding sections of the forums before as I used to mod Crusader Kings 2 a lot. Over the past year whilst working on <insert cool projects here> I've been doing a variety of improvements to the new Jomini script system to make it a lot more usable, versatile and consistent than the old versions.

Jomini is our Grand Strategy Library which is a midlayer between the game projects and the Clausewitz engine, it contains things that a GSG game can share such as the idea of the game state update, multiplayer, provinces and of course our script system.



Here I'll give you a brief overview of some of the brand new things in the Jomini script system as well as updated and improved versions of systems we had in older games.

With that preamble out of the way lets dive in! The idea of scope types and switching between them is in Jomini, the current Jomini scope types are: no scope, bool, value, color and flag. Yes, numbers and bools etc. are a scope type, it has its pros and cons. We refer to these scope types as primitive scopes due to their basic nature and generally not having an object attached to it just the raw ID.
Every event or interaction has a “top scope” which stores root, saved scopes and local variables.

Event Targets are how we 1-1 switch between scope objects, they are comprised of one or more “links” separated by dots.
Eg: root.mother.father
As they are separated by dots they can be used in one line so you can do
set_character_religion = root.father.mother.religion
A link can have multiple input types to lead to one output type, allowing polymorphic links that can do more than one thing! So “culture” can move from a province, character, country, pop etc. to their culture.

A scope object can be saved with an arbitrary name to reference later on in the top scope, in our older games these were called event targets. The name was changed as internally both were called event targets before and one is shorter to type for script. Eg:

```
Code:
father = { save_scope_as = cool_person }
scope:cool_person = { kill_painfully = yes }
```

Gone are the days of needing things like father = { character = root.mother.father } as a condition to see if two characters are the same.
Now we can just do father = root.mother.father, this works for any event target so you can compare things very simply.

This also allows the comparison of numeric values using >, <, >=, <=, = and !=

Numeric links can be used as the value in an effect such as

mother = { add_loyalty = root.prominence }

SCRIPT LISTS:

Script lists are how we move from one scope to one or more from a list of similar objects.

Eg: any_sibling

With the new system we internally only register the list builder such as sibling, the code then automatically generates the various versions for the script.
Currently we have four versions created: any_, every_, random_ and ordered_
The first three should be recognizable, but they've all been extended with new functionality

- **Any:** Is a trigger that returns true if any of the list meet certain conditions, can have an optional count or percent parameter to indicate X many or Y percent of the list must meet the conditions
- **Every:** Runs effects on all members of the list if they meet certain conditions. Can have multiple alternative_limits for backup conditions if the previous set was not met.
- **Random:** Runs effects on one member of the list if they meet certain conditions. Can also have alternative_limits as well as a weight to influence which random object to run effects on.
- **Ordered:** Runs effects on the entry in a list based on position or range of positions. The list can be ordered by any script value such as loyalty or gold. Can have a limit and alternative_limits on it to filter members of the list.

VARIABLES:

Any non-primitive scope type can be made to store variables in it, which scope types to have them is a game level decision so if you find a scope that does not make a request for it to be added, variables themselves can be any scope type. You can store a value, bool, flag or character etc. inside of them.
This allows for recording a saved scope on a specific object instead of just in a top scope.

Variables can be stored in three places: a scope object (character, country etc.), locally in a top scope (like a normal saved scope) or globally in the game state.

Variables themselves are treated as a scope object referring to whatever is stored in them allow you to scope to them.
One could have a best friend variable on a character which they save someone as the value then scope to that best friend variable to give the character a gift later on.

The event target link to scope to a variable depends on the storage type:

Code:
```
var:name
local_var:name
global_var:name
```

There are effects and triggers to manipulate and check numeric variables to change their value etc.

LISTS:

You can create a custom list of event scopes or variables which can be iterated over as a script list.

```
Code:

every_character = {
    limit = {
        has_variable = olympic_attendee
    }
    add_to_list = olympic_competitor_list
}
random_in_list = {
    list = olympic_competitor_list
    die_very_painfully = yes
}
```

You can remove items from lists and check for their presence etc.

SWEET SWEET DOCUMENTATION:

We have previously made attempts at automatic documentation with varied success, some bits could be outdated or incorrect, some core information was not printed at all etc.
Now the script documentation console command has been moved to Jomini and it outputs to separate files in your games log folder:

- All effects, the scopes they can be used in and a brief description, if they are a script list the scope they lead to.
- All triggers, the scopes they can be used in and a brief description, if they are a script list the scope they lead to.
- All scope types, character, country, value etc.
- All event target links, the scopes they can be used from, the scope they output to and a brief description.
- All saved scopes created by the code.
- All modifiers, the scope they can be applied to e.g.: levy_reinforcement_rate
- All on actions, if they are from code or script and the expected scope they are called in

GUI & LOCALIZATION SYSTEM:

We have a new GUI system for the games which works with its own specif setup of scripting, it is also the same system used for the localization system. Collectively this is called the Data System Everything you can run must be either registered in by the code or made as a scripted GUI.

All things you can use in the data are split into four categories:

1. Types, the type of an object which corresponds to its class/struct in the code
2. Promotes, moving from an object of one type to an object of another
3. Functions, calling a function on an object which returns something
4. Callbacks, calling a function on an object which does not return anything

Another thing to keep in mind is that the data system obeys (for the most part) how const works in C++. Without getting too technical functions, promote and callbacks can be marked as const only, which means that object which are const cannot call non-const. This is unlikely to affect you if you use the scripted GUIs though.

The scripted GUI lets you evaluate and execute arbitrary script via the UI in a manner that will keep the game synchronized in multiplayer. You define the script in common/scripted_guis and can then reference that in data entries.

For example a cheat button to give you gold and take it from another character:

```
Code:
# common/scripted_guis
cheat_gold_button = {
    scope = character
    saved_scopes = {
        second
    }
    is_shown = { # Can be omitted as always true
        always = yes
    }
    is_valid = {
        gold < 5000
    }
    effect = {
        add_gold = 500
        scope:second = {
            add_gold = -500
        }
    }
}

# in a gui entry
button = {
    name = "my_cheat_button"
    datacontext = "[GetScriptedGui('cheat_gold_button')"
    texture = "gfx/interface/icons/shared_icons/bankruptcy.dds"
    visible = "[ScriptedGui.IsShown( GuiScope.SetRoot( SomeCharacter.MakeScope
).AddScope( SomeOtherCharacter.MakeScope ).End )]"
    enabled = "[ScriptedGui.IsValid( GuiScope.SetRoot( SomeCharacter.MakeScope
).AddScope( SomeOtherCharacter.MakeScope ).End )]"
    onclick = "[ScriptedGui.Execute( GuiScope.SetRoot( SomeCharacter.MakeScope
).AddScope( SomeOtherCharacter.MakeScope ).End )]"
    tooltip = "[ScriptedGui.BuildTooltip( GuiScope.SetRoot(
SomeCharacter.MakeScope ).AddScope( SomeOtherCharacter.MakeScope ).End )]"
```

The AI will currently not use these buttons, you could however make hidden pulse events to have them evaluate the same actions.

And with that it is time for @Meneth to talk about what Script values are and why we love them.

Script Values

Good afternoon. I'm Magne "Meneth" Skjæran, and I'm a programmer at PDS. I used to work on Crusader Kings II, where I among other things made a variety of improvements to the script system.
For a while now, I've been working on <redacted>, and I've also recently had a 1 month stint on Imperator.
As part of my work, I added a script math system to Jomini. Jomini is the layer between Clausewitz and the game that handles things like script system basics that don't relate to any specific game.
This is not something we've had in any previous game; the closest one could get was heavy use of variables, which was highly limiting.
I'm here today to talk in some detail about this system, outlining what it can do, so let's start from the beginning.

Script values

The script math system builds on the script value system. Most of our games have some version of this: the ability to define named values in one file for use in multiple places:
some_value_name = 1000
Which can then be used wherever:

```
Code:
add_gold = some_value_name
```

In our older games, the support for this could at times be spotty. In games based on Jomini, this is supported almost anywhere numbers can be used.
In the Jomini games, these values can also be things that aren't just simple numbers. You can for instance do things like:

```
Code:
add_gold = scope:some_country.gold  #Adds as much gold as "some_country" has
```

Mathematical operations

With the script math system, you can now do simple math in script.

Instead of

"some_value_name = 1000",

you can insert math:

```
Code:
some_value_name = {
    value = scope:some_country.gold
    add = 50
    multiply = 100
}
```

Which would result in ("some country"'s gold + 50) * 100.
We support the following operations:

- value = ... # Sets the value to the right-hand-side (RHS)
- add = ... # Adds the RHS
- subtract = ... # Subtracts the RHS
- multiply = ... # Multiplies with the RHS
- divide = ... # Divides with the RHS
- modulo = ... # Takes the remainder from dividing with the RHS
- min = ... # Increases the value to the RHS if it is lower
- max = ... # Decreases the value to the RHS if it is higher
- floor = yes # Rounds down. 1.2 -> 1, -1.8 -> -2
- ceiling = yes # Rounds up
- round = yes # Rounds to the nearest integer

As you can see, this allows you do to complex math, letting you implement things like costs that depend on a lot of factors in a simple manner.

Inlining

Taking the system further, anything that supports taking a script value by name

(E.G., add_gold = some_value_name) also supports doing that math inline.

```
Code:
add_gold = {
    value = scope:some_country.gold
    add = 50
    multiply = 100
}
```

So instead of "add_gold = some_value_name", you can do this:
Which will give the exact same result. This is very handy when a value is only used in a single place, since you can then easily see and tweak it where it is being used.
You can even do this inside the math itself. Imagine you want to do the math "gold * (prestige + 50)". While you could do this by reordering the math, that'd be pretty tedious.

With inlining, you don't have to:

```
Code:
add_gold = {
    value = gold
    multiply = {
        value = prestige
        add = 50
    }
}
```

There's no limit on how far you can nest the math.

Conditional logic

Beyond just simple math, you can also have conditional logic. For instance, perhaps you want a reward to be higher if a country has a specific innovation:

```
Code:
add_gold = {
    value = 100
    if = {
        limit = { has_innovation = some_innovation }
        multiply = 3
    }
    else_if = {
        limit = { has_innovation = some_other_innovation }
        multiply = 2
    }
}
```

This will result in 300 if the country has some_innovation, 200 if it only has some_other_innovation, and 100 if it has neither.

Ranges

For effects, you can also randomize numbers.
You can do this in two ways.
First there's a very simple syntax:

```
Code:
add_gold = { 10 100 }
```

Which would result in a random amount between 10 and 100.

This would also work:

```
Code:
add_gold = { some_value some_other_value }
```

However, this syntax does not work with inlining of math. So, for that, we have two statements; integer_range and fixed_range.
integer_range will give an integer number in the designated range (E.G., 1, 2, 3). fixed_range will give a fixed-point number (E.G., 0.1, 0.2, 0.345).
An example of this:

```
Code:
add_gold = {
    integer_range = {
        min = { value = gold multiply = 2 }
        max = { value = gold multiply = 10 }
    }
}
```

This would give between 2 and 10 times the country's gold.

Lists

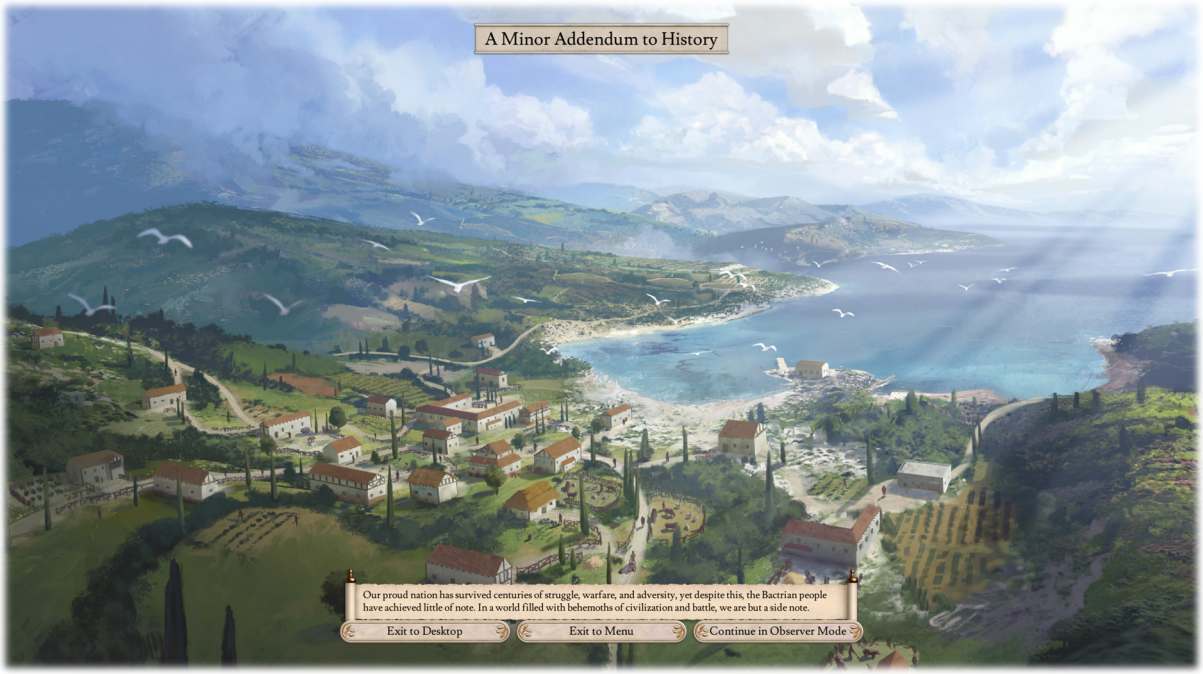
We also support list operations, allowing you to work with collections of items and base the math on each individual item in the collection.
Any list that works in normal script (E.G., every_country, every_subject, every_character) will also work in script math.
The script below for example would add the gold of all your subjects:

```
Code:
add_gold = {
    every_subject= {
        add = gold
    }
}
```

You can also change scope. Perhaps you want to add all of your overlord's subjects' gold instead:

```
Code:
add_gold = {
    overlord = {
        every_subject = {
            add = gold
        }
    }
}
```

As you can see, this system makes it simple to do a lot of things that in our past games was either difficult or even impossible to do in script.
We've used the system a lot in **Imperator**, and we look forward to seeing what modders will do with it as well.



And with that this developer diary is at an end. Since script does not lend itself to pretty screenshots here is one from the various screens you can get when the game ends. It's appearance and the text will differ depending on how well you did, this was gotten by making the game end in our devclash save, where I'm in control of the proud nation of Bactria. The game seems to think we've achieved little of note sadly.

All Dev Diaries sorted by date & title:
https://imperator.paradoxwikis.com/Developer_diaries

The Manual was put together by me with already existing information from all the diaries. I copied all the dev diaries and put them together, did some minor changes here and there to increase readability and linked to every Topic when the original Dev Diary linked to an older Dev Diary so you can stay in the .pdf and don't have to open the browser.

