

DLC MANUAL

IMPERIUMS

ROME vs CARTHAGE



KUBE
GAMES

RULE THE ANCIENT MEDITERRANEAN

This manual supplements the more comprehensive manual of *Imperiums: Greek Wars* (IGW). It focuses only on those elements of the game whose function has changed compared to the main campaign of IGW. For detailed information on any of the game UI elements, features, and mechanics, please refer to the main IGW manual.

Relive one of the greatest conflicts in history in *Rome vs Carthage*!

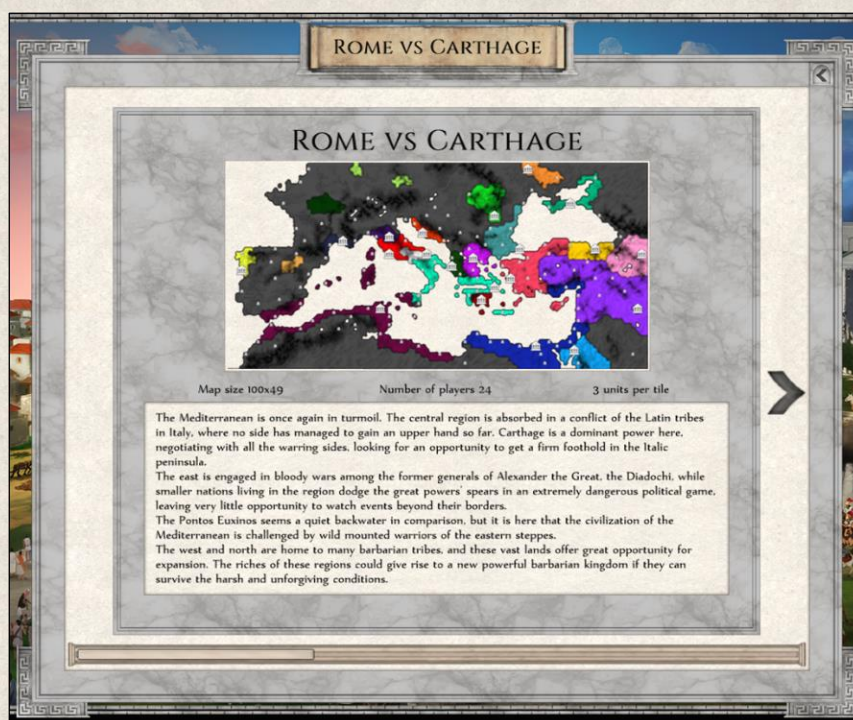
1. SCENARIO DESCRIPTION

Imperiums: Rome vs Carthage DLC takes you to the beginning of the historical events that gave rise to the Roman Empire. At this point however, the Roman Republic is still a fledgling state embroiled in decades of conflicts with the neighboring Latin tribes, namely the Samnites and Etruscans. Their victory over the other tribes is far from certain and considering the tense and often violent situation in other regions around the Mediterranean, it remains to be seen who will prevail and who will sink into oblivion.

The greatest empire of the time, Carthage, is expanding its influence towards Italy by occupying the island of Sicily and expanding its domains in Iberia. Contesting the claims of the Hellenic League in Italy, these two factions can change the outcome of the conflict between the Latin tribes.

Another major stage for conflict is in the eastern Mediterranean where the successors of Alexander the Great, the Diadochi, are at each other's throats, giving an opportunity to the old Hellenic powers to revive their glory and rise to prominence once again.

The outskirts of the civilized world are roamed by barbarian tribes any of whom can tip the scales thus setting off events that will change the shape of the world forever.



2. NEW MECHANICS

We constantly work on improving many different aspects of the game, however the game is quite complex as it is, more new rules could make it too complicated and less fun to play. Thus, the new mechanics extend existing features of the game to provide greater immersion and period authenticity without the need to learn new rules. It will change the gaming experience into an intense and deep tasting of history.

2.1. Migrating tribes

This mechanic should faithfully illustrate historical movements of small tribes. The majority of them slid into obscurity over time but a few entered history with unexpected force, leaving a long lasting legacy.

Beside the playable factions, there are number of migrating tribes that roam the peripheries of the civilized world. These independent nations are represented by cities without owners that cannot engage in any political negotiations.

The tribes can be identified by a banner in the Unit Menu of the unit or city. There is a letter that represents the tribe and more details can be found in the tooltip when hovering over the banner or in the Unit Detail Window.

More than one settlement could belong to a single tribe, although they do not form a state. What is important however, is that individual units of one tribe act together and have a common migration goal. This means that they will push towards certain regions in a coordinated migration, trying to push out factions already settled there. As long as there is at least one city or unit associated with a particular tribe, it will follow its migration goal, so if a player happens to be settled or interested in this area, he will have to annihilate all associated units and cities to avoid being constantly harassed by their attacks.

The tribes do not fight each other and in some cases, they can even aid one another against a common enemy. They have different levels of aggressiveness which affects how often they build new units and how persistent they are in following their migration goals.

An independent tribe can become a real faction in the game terms when it reaches a certain size (number of cities). By declaring a kingdom, it becomes a new faction on the political map. The necessary size differs based on the tribe and the historical cohesion of its members.



NUMIDIANS FOUNDED NEW KINGDOM!



Numidians founded a new kingdom and made the city of **Chellah** their capital.

We could have ignored small groups of these people, but with a unified government they have suddenly become a new political power that must be accounted for.

Close and skip similar
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Next message

MARK FOR LATER

The tribes include Veneti, Aedui, Helveti, Aquitani, Astures, Celtiberians, Pannoni, Venedae, Maeotae, Berbers, Numidians, Libyans, Arabian nomads, Sicilians.

2.2. Mandatory objectives

This mechanic builds on the existing Objectives mechanic. Objectives are short or mid-term goals in economic, military, political, cultural or scientific areas, specifically tailored to fit the particular factions and their current situation.

Mandatory Objectives observe all the rules related to the Objectives mechanic with one important difference. While Objectives are purely optional, Mandatory Objectives are not! Note however, that this mechanic can be disabled in the Game Options before the start of the game.

There are some 10 to 15 specific objectives per faction, not all of them are activated at the beginning of the game. Some become available later in the game, some become unlocked based on the player's progress and some by the completion of previous objectives. Not all objectives are necessarily marked as mandatory.

Selecting a mandatory objective

There will be an "ease-in" period at the beginning of the game when a player can pursue his own goals. At some point however, he will be prompted to select an objective from the currently available list and commit to it. All mandatory objectives in the list are shown with the number of turns in which you are required to complete it.

SELECT MANDATORY OBJECTIVE

?

You have to select a mandatory objective that you commit to complete.
 The longer you wait, the less time you will have to complete it.
 The current penalty for postponing the decision is 0 turn(s).

 <div style="border: 1px solid black; padding: 2px; display: inline-block;">11</div>	<p>ECONOMY Objective met 27%</p> <p>War places a heavy burden on our economy. We must increase home resource production of gold, coal, stone, iron, food and wood and trade with other nations what we lack to be able to continue our just fight.</p>	
 <div style="border: 1px solid black; padding: 2px; display: inline-block;">21</div>	<p>ENEMY COALLITION Objective met 0%</p> <p>We have to break the coalition of the Latin tribes against us by defeating at least one of the leading nations Etruscans or Samnites, or both!</p>	
 <div style="border: 1px solid black; padding: 2px; display: inline-block;">16</div>	<p>ALLIES Objective met 0%</p> <p>Hellenic League and Carthage are strong players and gaining their alliance for common defence or even joint military campaigning would greatly help our cause in Italy.</p>	

Close

You will need to evaluate the available objectives against your strategy, the time limits and your current situation before making your choice (note, the game algorithm does not check if it is possible to complete a particular objective in the set time limits!). Postponing the decision is possible but only for five consecutive turns, after that, one mandatory objective will be selected automatically (as a rule it will be the one closest to completion). It also comes with a penalty, time limits to complete all the listed mandatory objectives are reduced by two game turns for every postponement.

The call to select a mandatory objective always comes at the beginning of the turn. However, you can play the turn and come back to making the decision anytime during the turn, by opening the Objectives Window. It is important to know that once selected, a mandatory objective cannot be changed.

Completing mandatory objectives

Once selected, there will be a progress bar showing the current status of the selected mandatory objective in the State Menu in the top left corner with all of the necessary information provided in the tooltip.



If you complete a mandatory objective within the set time period, you will receive the regular rewards for the objective plus an additional bonus for completing a mandatory objective. Failing in the task results in a minor penalty.

Once a mandatory objective has been completed (or not), there will be a cool down period before you will have to choose another.

2.3. Floods

Floods is a new multiturn event that cannot be predicted, although the conditions under which they occur are clear. Their cycle lasts for several turns.

Floods occur on one river (not on all of them at the same time) whose water floods both the river tiles as well as tiles along the river channel. Large areas can be affected, particularly in flat regions. Floods in one place quite often mean that similar situations will occur in other places.

Plains, grassland, forests and woodlands are converted to swamps, affected fields and farms are destroyed and bridges can be damaged.

The flooded tiles will dry out over time as the water recedes and the swamps created on flooded tiles will return to the original terrain type. The only exception to this is when the terrain has been transformed by the player himself (e.g. the draining swamp action).

The consequences might be felt long after the floods, especially if there is a sudden shortage of food, which could lead to secondary disasters such as famine.

2.4. Plague

The occurrence of plague cannot be predicted or stopped. The only possible way to prevent and mitigate the spread of the disease is by building the Sewers improvement in cities, this greatly reduces the risk of infection although it is only partially effective.

Not all epidemics strike with the same force and their spread rate and death rate can vary. Plague affects cities, military and non-military units, except Heroes, Generals or Emissaries.

The disease spreads organically in waves from its epicenter over the course of several turns, weakening over time.

It spreads

- between cities where the likelihood of transmission is based on the accessibility of the terrain and distance (e.g., there is very little likelihood of transmission between two cities only a few tiles apart but on different sides of a mountain range, without a direct road connection).
- between units and cities when one of them is infected. A player is informed about newly infected units and cities one turn after a transmission. Letting a unit pass through an infected city can lead to an escalation in the spread of the disease, if the unit also passes through other towns or meets other units on the same tile, that same turn.
- along trade routes to cities that are trading posts. If a player doesn't want his cities to be used as trading posts, he must enter into a state of war with neighboring factions.

It is important to note that the disease knows no borders and can spread between states. There is no direct way to use plague as a weapon against an enemy. The only indirect way is if an enemy conquers or takes by influence an infected city or unit.

Cities and units that survive or are healed become immune for some time against reinfection, the likelihood of becoming sick again will increase slowly over time.

Preventive measures include the construction of the Sewers improvements in cities, keeping units away from infected cities and isolating infected units in remote locations.

The effects of the epidemic can be also mitigated by activating two new state decisions:

- **City Sanitation** temporarily provides a Sewers improvement to cities without Sewers where the likelihood of infection is the highest. It can be activated when plague cases have been reported in cities within the country or foreign towns close to the border. It does however come with a cost, production and birth rate in the affected cities are reduced (production outside of the city is not affected), on the other hand Happiness is increased.
- **Martial Law (plague)** lowers the death rate, the speed with which is the disease transmitted and allows infected units and cities to heal faster. On the other hand, it reduces production of the affected cities to 50%, decreases their General Morale and global Happiness. It can be activated only if there are any cities affected by plague where martial law has not yet been declared.

2.5. Social unrest

This is an enhancement of an existing mechanic that controls the occurrences of social unrest turning them into multi-turn events that lead to large or small damages to the city infrastructure and emigration. In some cases, it could lead to civil war and the division of the state. The current mechanic will add another tactical layer to the game instead of just tedious damage repairs.

Rebellion can now occur in one or more centers, usually the least happy cities in the whole country and it can spread from there to other parts of the empire in the following turns. The player's actions directly influence the way the revolt spreads or is halted.

Revolts cannot be predicted with certainty, but they can be expected based on the situation in the cities and in this sense, they can also be prevented by remedial actions by the player. A major factor contributing to the outbreak of a revolt is low Local Happiness and General Morale. There are many ways to increase Local Happiness, including building Civil Service improvement in cities, keeping them garrisoned, promptly repairing any damages to city infrastructure, with special attention being paid to former capitals and regional centers, who in general tend to be more rebellious.

Social unrest spreads organically from one city to another with several important rules:

- When the revolt reaches a city that is already very unhappy, the rebellious moods get even stronger.
- As the revolt spreads to more cities, its force diminishes. There is one important exception as described above, a city with already angry population. This could have the opposite effect and the rebellion may get a new breath of life.
- The chances of revolt spreading to other cities are also related to the distance between the cities and how accessible the terrain between them is.
- The Loyalty and General Morale of rebelling cities decreases every turn.
- Garrisons in rebelling cities are not immune to the mood in the city and their Morale is also negatively affected every turn. Therefore, garrisons used to suppress unrest should be periodically replaced with fresh men.
- If the revolt reaches a certain threshold, it can cause a decrease in the population in the rebelling cities and damages to infrastructure that will need extensive repairs.

Theoretically, unrest can spread beyond borders, however, this is rather an exceptional case. If it happens, the two rebellions will be independent and will not affect one another.

Remedial actions include two new State Decisions:

- **City Council** simulates the effects of the Civil Service improvement in the affected cities for several turns and increases overall Happiness. It halts city production and caps the local birth rate at zero (any production outside of the city remains intact). It can be activated if there are any cities affected by social unrest where the City Service improvement has not yet been built.
- **Martial Law (social unrest)** reduces the power and momentum of the uprising in any affected cities. However, it halves the production of these cities and decreases their General Morale and overall Happiness. It can be activated when there are any cities affected by rebellion where martial law has not yet been declared.

2.6. Historical events

A number of key events that shaped this historical period were selected to be fitted to the new *Rome vs Carthage* campaign, allowing the player to experience some history changing events. This should enhance the feeling of a true historical setting and bring interesting, yet realistic twists to the game flow.

The occurrence of these events is based on a set of trigger conditions in such a way that they logically fit into the actual current game setting. They are not triggered as a consequence of the game developments but are

implemented externally. The conditioning is flexible enough to set the events off anytime during the game. Their effects can differ greatly depending on the current situation.

The player is informed about the potential dangers and the likelihood of their occurrence in advance, leaving room for him to take any precautions that he deems necessary.

Internal collapse

Once an empire reaches a certain level of development, the decadence of its ruling class starts gnawing at the very foundations of the state, leading to its slow decline. The Loyalty of cities and units decreases as well as overall Happiness and also to an extent Army Morale towards all enemies. All this weakens the state and can be seen as an opportunity for swift military action.

Dynasty wars

Wars between brothers over the throne can lead to a division of the state and the rise of a new faction. There could be more than two brothers fighting for power. Any such internal conflict greatly weakens the state(s) and make it an easy target for other ambitious leaders who can grab the chance when it comes.

Simulated historical events

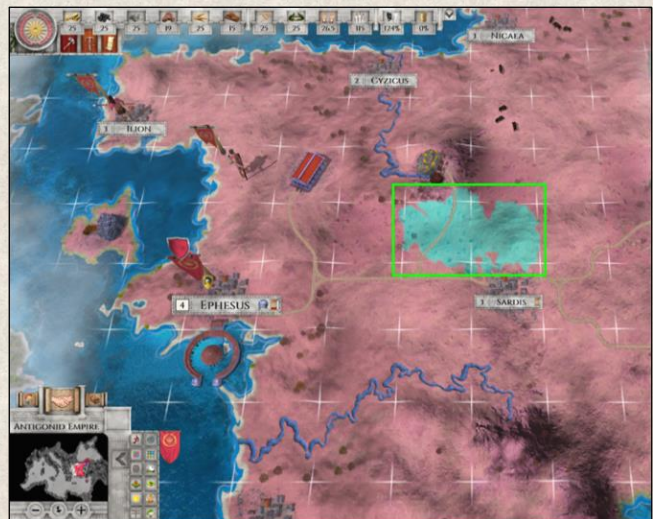
Examples of such events are the intrusion of the Sarmatians into the region of the Black Sea that led to the destabilization of the whole area, the migration of the Germanic tribes towards Pannonia and the Danube River, the unrest in Bithynia that set off number of other events that affected the whole Asia Minor region and the campaigns of the Epiroean king Pyrrhus in Italy and Sicily, any of which could change the history of the whole Mediterranean.

2.7. Plebiscite

A new mechanic that helps to keep the integrity of a territory of a state has been added.

There could exist a small foreign enclave within a state, e.g., there are two tiles that belong to the Hellenic League within the Antigonid Kingdom. In the case where these two factions have peaceful relations, yet they are not bound in any kind of state union, a plebiscite can be invoked so that the enclave becomes unowned (not owned).

Any faction can then claim these tiles by entering them with a military unit without penalization.



3. BUILDINGS

3.1. Lighthouse

A Great Lighthouse is a unique building that can only be built once in a game through a State Decision. As soon as one faction starts its construction, the particular State Decision is removed from the list for the rest of the game. The Lighthouse can only be built on a number of predefined positions and the faction that wants to build it must own at least one of them. As well as this the faction must have reached a certain size and military power. Once built the player is rewarded with additional Influence and trade losses on all trade routes are reduced to 50%. This means that a great deal of resources can be saved on overhead costs. The same applies for both parties of the trade deal. This significantly increases the interest of other nations in trading with the owner of this building as it provides a great advantage in international trade.

3.2. Kolossos

A Kolossos is a unique building that can be built only once in a game through a State Decision. As soon as one faction starts its construction, the Kolossos State Decision is removed from the list for the rest of the game. The statue can be built only on a number of predefined positions, so any faction that wants to build it must own at least one of these tiles (often the tip of a peninsula or coastal area). Aside from this geographical restriction, a Kolossos can be built only by a faction whose political power is at least 30% of the most powerful faction. The structure significantly increases the production of Influence.

3.3. Alexander's Mausoleum

This is a unique structure that serves as the last place of the rest of Alexander the Great. See the section [Quests](#) for more information.

4. IMPROVEMENTS

Default improvements

As in the base campaign and the *Age of Alexander* DLC, some factions are favored based on their historical military prowess. Some newly recruited units are created with particular sets of improvements (no need to train them).

Faction	Unit type(s)	Default improvements
Carthage	Naval vessels	Scouts
Illyria	Barbarian type infantry units	Patriot
Germanic Tribes	Barbarian type infantry units	Dread
Iberians	Barbarian type infantry units	Sneak Attack
Gauls	Barbarian type infantry units	Ambush
Armenia	Persian type cavalry units	Assault
Scythia	Barbarian type cavalry units	Pathfinder
Sarmatia	Barbarian type cavalry units	Dread
Nabatea	Nomads and Persian type basic infantry units	Dread

5. QUESTS

Quests are special goals that are listed among other Objectives.

5.1. Alexander's Mausoleum

The original final resting place of the body of Alexander the Great is in the city of Soma in Egypt. The faction that owns the sarcophagus has an extra income of Influence every turn as it is a matter of great honor to guard the remains of the great strategist.

There can be only one Alexander's Mausoleum on the map. Any faction that wants to own the sarcophagus must send a General to the current place where the body rests, steal it and then bring it to its own capital within ten turns.

At the moment the sarcophagus is stolen, the original mausoleum is automatically destroyed and the relations between the former and the new owner dramatically decrease.

Once the General reaches the capital city with the treasured corpse, a new Alexander's Mausoleum is automatically built next to the city. This significantly increases the relations of the owner with all of the other Diadochi.

The whole process can be repeated by other factions, however, if the General does not manage to get the sarcophagus into the capital in time or is killed on the way, the quest is over and is removed from the list of Objectives.

5.2. Olympic Games

Olympic Games are special events that are not listed among Objectives, but happen regularly every 8 turns (compared to 16 turns in the IGW campaign). They can be entered by paying a minor fee, the winner then claims an amount of Gold and Influence.

6. CREDITS

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