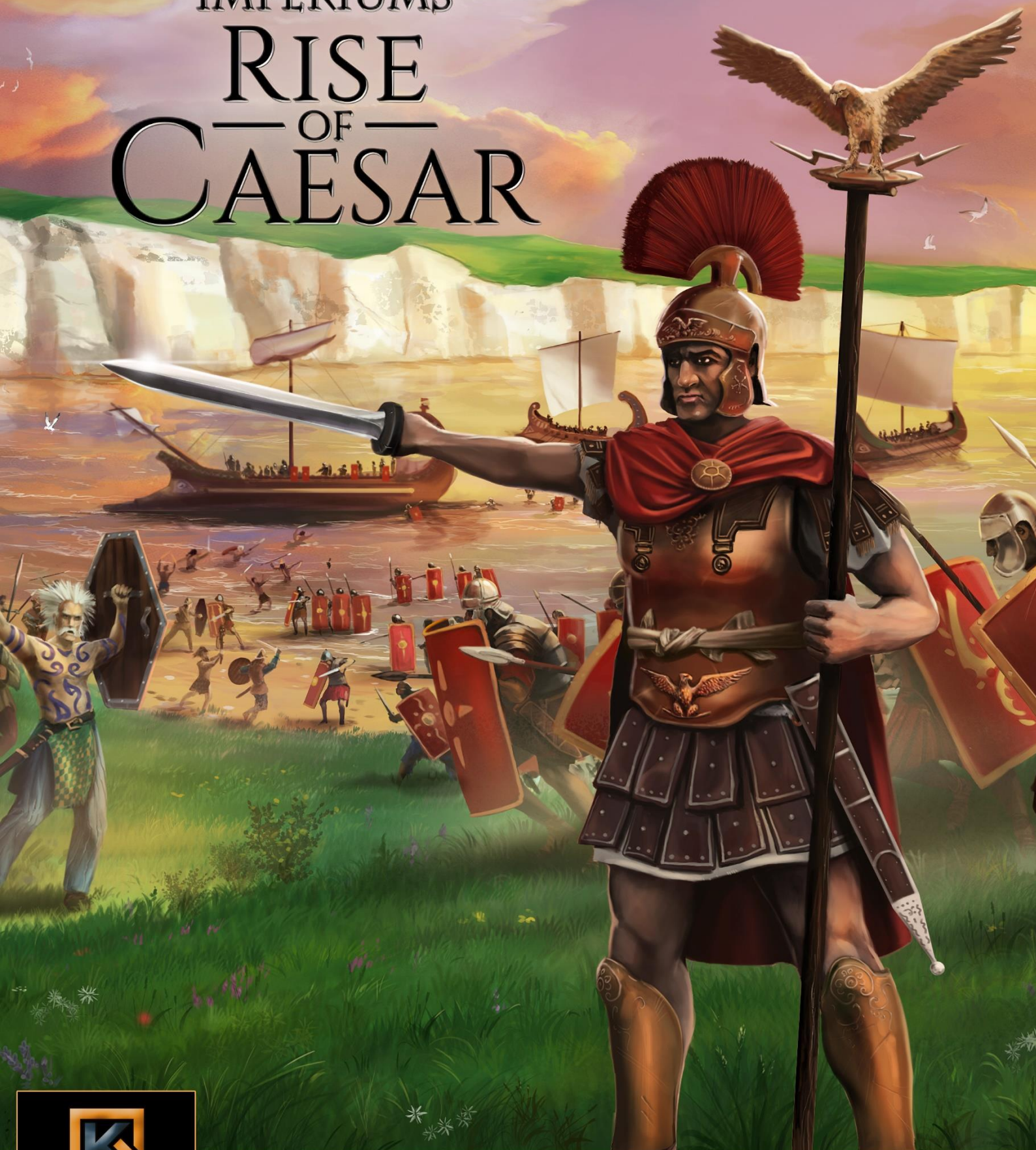# IMPERIUMS — RISE OF — CAESAR

FOLLOW THE PATH OF A LEGEND

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 and the *Age of Alexander* DLC. For detailed information on any of the game UI elements, features, and mechanics, please refer to the main IGW manual.

Now, follow the path of legend in *Rise of Caesar*!

1.   SCENARIO DESCRIPTIONS

The *Rise of Caesar* expansion pack brings you two campaign maps that let you relive the greatest endeavors of the brilliant Roman general Julius Caesar.

In 59 BCE, Julius Caesar is appointed Governor of Transalpine Gaul, with the ambition to conquer Gaul all the way to the North Sea. He hopes to build his military and political career on quick victories in Gaul, but the anticipated easy expansion could turn into a long and uncertain campaign due to harsh weather, inhospitable terrain, and the fierceness of the Celtic and Germanic warriors.

The Gauls are divided among several distinct tribes who lack single leadership, but against the Roman threat they might unite to protect their land and people. The Germanic Suebi living on the eastern side of the Rhenus River wait for their opportunity to expand into Gaul, and so pose a threat both to the Gauls as well as the Romans. Far to the north are the islands of Britannia and Hibernia, inhabited by Celtic tribes who do not care about the wars in Gaul and Germania – until the moment Caesar decides to invade their territories and make Britannia the northernmost province of Rome.

This new DLC gives you an opportunity to assume the leadership of several Roman legions and rise to military and political prominence by subjugating Gaul and entering the mysterious isles of Britannia. However, if you are brave enough, you can try to defy the Romans, crush their attempts to enslave Gaul, and stop their expansive ambitions by drowning their greed in a bloody defeat.

2.   CAMPAIGN MAPS

This DLC consists of two campaign maps: Gallic Wars that takes you to the beginning of Caesar's conquests in Gaul; and the British Isles, that follows his attempted campaign in Britain. You can transition (see CAMPAIGN TRANSITION) from the Gallic campaign to the British scenario as part of the game, but the maps can be also played separately with their own setup, objectives, etc.
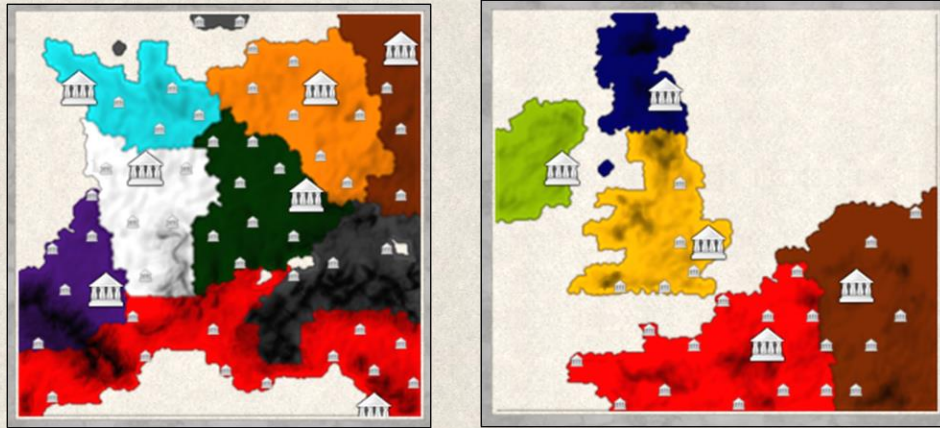
2.1. CAMPAIGN TRANSITION

It is possible to continue a successful campaign in Gaul by transitioning into the British Isles scenario. Completing a particular victory condition will give the opportunity to take you to a new map where the initial setup reflects the state of things as you left them in Gaul.

This transition is only allowed for the Roman Republic faction, and certain trigger conditions have to be met first: the Romans have to control an area of northern Gaul along the Channel with some bases from which to launch the campaign; they have to own at least two legions and two advanced vessels; and they must have sufficient provisions of food for the new campaign.

The transition is triggered automatically, but it allows you to choose whether you want to move on to the second scenario or prefer to finish the Gaul campaign on the current map. In the latter case, it will not be possible to transition later.

Units, cities, roads, terrain modifications, diplomatic relations and factions (where it makes sense) and the POLITICS IN ROME will be transferred to the British Isles map, reflecting the state of things as you left them in Gaul with certain changes. For example, if you have too many experienced units in the first scenario, only some of them will be transferred, to ensure the game is balanced.

3. NEW MECHANICS

3.1. TIME SCALE

Rise of Caesar DLC introduces a new time scale, from years and seasons to weeks. This change makes the scenarios much more tactical.

The time scale has a paramount effect on the gameplay compared to previous DLCs:

3.1.1 Citizens

Citizens become the most important resource. The population growth in cities per turn is significantly slower, making the recruitment on new units a very challenging task. This in turn affects military strategy; with soldiers so precious, the more costly and lengthy ways of maintaining armies, such as healing them in cities, need to be planned very carefully, as replacing soldiers can become a real problem.

3.1.2. Execution time

Execution time of certain actions has been modified to the new time scale, e.g., building a road, constructing a bridge, building a farm, or chopping wood. With these actions now taking longer, alongside the fact that settlers cannot be "created" so easily anymore, means that the whole development of the map and particularly road building remains a time consuming and lengthy process, making the extension of supply lines rather slow.

3.1.3. Roman Republic

Caesar, as a consul in one of the Roman provinces, is obedient to the Senate. Rome has a limited number of legions and the right to raise a new one has to be earned. Basic military units can be recruited in cities and specialized facilities as before, but advanced and superior units can only be gained by completing certain Objectives and through particular events in POLITICS IN ROME.

3.2.   WEATHER AND SEASONS

The weather and seasons are introduced as new factors affecting key tactical decisions.

This mechanic has three elements: rain and snow, snow cover, and temperature.

3.2.1. Rain and snow

Rain and snow (depending on temperature) lower the mobility of units and reduce the effectiveness of supply lines. Both phenomena move across the map with the wind. Tiles where it was snowing the turn before will be covered with a snow layer.

3.2.2. Snow cover

Snow cover also reduces the mobility of units and the effectiveness of supply lines, but to a lesser extent than snowfall itself. The snow cover stays on the tiles until the temperature rises above 0°C.
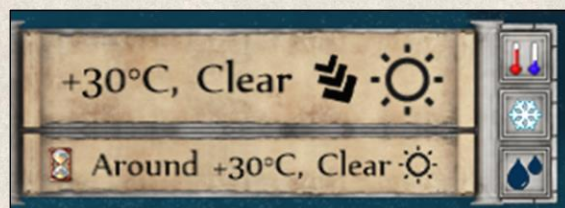

3.2.3. Temperatures

Temperatures change over the seasons and become an important factor when it gets to more extreme levels (above 30°C or below -5°C). In such cases, all units not stationed in, or close to, a city will be affected by the extreme weather.

In hot conditions their battle readiness is temporarily reduced (the men are exhausted), but readiness will return to its original level when the temperature drops. The health of units exposed to freezing temperatures below -5°C is negatively affected with every turn the situation lasts. This is a more permanent effect on health that does not automatically recover when the temperature rises: any units affected will need healing before they reach full battle readiness again.

3.2.4. Weather panel

A new Weather panel above the Map Menu has been added, which indicates the weather for the current turn and a forecast for the coming turn. It shows the temperature, the weather, and the wind direction for the current turn (wind direction is important to give you an idea of how the weather will develop for the coming turn). Forecasts are only indicative and should be viewed accordingly.


Special warnings are displayed when snow, rain, and/or extreme temperatures are forecast for the coming turn. This notification can be disabled directly in the Weather panel if so desired.

3.3. POLITICS IN ROME

This mechanic is all about decisions that have to be taken at significant crossroads, decisions that are irreversible and have a great impact on future events. During his lifetime Caesar had to make many crucial decisions, and the Politics in Rome mechanic tries to simulate that.

These events are visualized like the Invention tree, each appearing with several options that vary in costs and consequences. At a decision point, you must choose one of the options presented. Once the decision is taken it cannot be changed; future events have been determined. The consequences of your choice may not be immediately apparent to you and the other factions in the game.
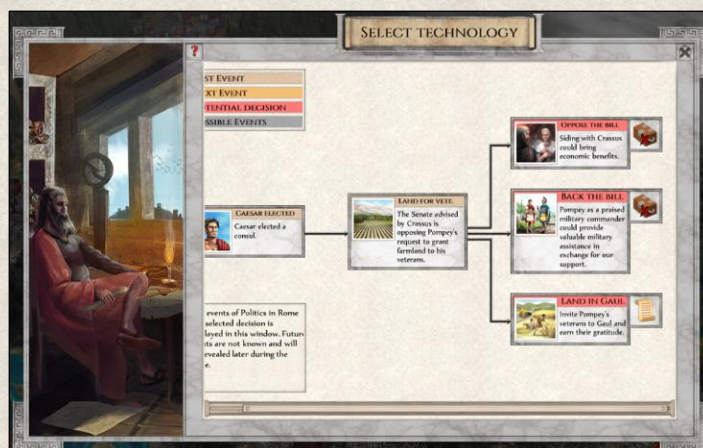
This mechanic is only available for the Roman Republic; other factions can only observe and deal with the consequences of the decisions taken in Rome.

The "tree" of events can be shared across the two consecutive scenarios. As the Roman leader, your policies established in Gaul will continue to be in effect in the Roman conquest of Britain.

4.   UNITS

4.1. COMMANDERS

Commanders are special units that retain the traits of a regular General, but the impact they have, particularly their presence on the battlefield and their ability to encourage the soldiers, is much more significant.

Traits:

- Commanders cannot be recruited or hired.

- Once a particular commander is dead, he cannot be recreated; he is lost for good.

- Commanders can encourage units and influence cities similar to generals, but with greater impact.

- Commanders cannot be killed at an order of the owner.

- Commanders boost units' morale with their presence on the battlefield.

- Commanders will not rebel or desert.

- When a commander spends a turn in their capital, it brings more influence to the owner (the commander is lobbying at his court).

When a commander is killed, army morale against all enemies is considerably lowered, likewise morale and loyalty in all cities decreases, as well as the morale of all units, while relations with all allies deteriorates.

After the loss of a commander, the total destruction of their armies, plus enemy breakthroughs on all fronts, are more likely, and often it forces the player to withdraw from their current positions and make a new defensive line behind their current front.

There are three commanders in the game: Vercingetorix, Cassivellaunus and Caesar.

Caesar and Cassivellaunus are present in their respective scenarios from the beginning, while Vercingetorix appears later (when certain conditions are met).

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