



**Europa Barbarorum II**  
**Player Guide 2.35A R2**

# Table of Contents

Starting a Campaign .....	3	Getting Started .....	166
Campaign & Battle AI .....	3	1. M2TW Installation Instructions .....	166
Europa Barbarorum II Basics .....	4	2. EB2 Installation Instructions .....	168
Characters .....	4	3. Additional "O/S Specific" Mandatory Instructions .....	169
Buildings & Settlements .....	7	4. Starting EB2 for the first time .....	170
Campaign Map .....	9	5. Preparation .....	171
Battle Map .....	11	6. Older Software and RAM addressing .....	173
Faction Guides .....	14		
All Factions Allied Governments .....	15		
Nomadic Enclaves .....	16		
Senatus Populusque Romanus .....	17		
Safot Softim biQarthadast .....	23		
Makedonia .....	32		
Epiros .....	37		
Koinon Hellenon .....	42		
Arche Seleukia .....	51		
Ptolemaioi .....	58		
Baktria .....	64		
Hayastan .....	70		
Pontos .....	73		
Pahlavâ .....	76		
Aedui .....	81		
Aruernoi .....	89		
Pritanoi .....	97		
Leusitane .....	104		
Sweboz .....	108		
Getai .....	112		
Sabau Wa-gawwum .....	114		
Saka Rauka .....	116		
Sauromatae .....	120		
Mamla ha biMassylim .....	126		
Pergamon .....	129		
Taksashila .....	134		
Lougiones .....	137		
Kimmeros Bosphoros .....	139		
Areuakoi .....	144		
Boii .....	154		
Halmalkot ha'Nabati .....	163		

# Starting a Campaign

After launching the game, select "Single Player" from the first menu screen.  
On the next screen select "Grand Campaign".

- Icons for all 28 playable factions are displayed on the left.
- Clicking any of these icons provides faction specific "Difficulty", "Roster", and "Campaign Introduction" text in the center of the screen.
- At the bottom right you can set Campaign AI and Battle AI difficulty levels (more on that below).
- After making your selections, start your campaign by clicking the "Start" arrow on the bottom left of the screen.



## Campaign AI

### Easy & Medium

The AI does not recruit mercenaries and has a more well rounded diplomacy. This difficulty is more suited for role playing.

### Hard. Recommended difficulty.

The AI recruits mercenaries and dislikes the human faction. The diplomacy script may even it out as the factions cycle between warlike and peaceful.

### Very Hard

The AI recruits mercenaries and hates the human faction. Diplomacy is crippled.

## Battle AI

Enemy units get increasingly higher stamina and morale as the difficulty rises.

Medium battle difficulty recommended, regular units prefer to run rather than fight to the death on the front line and they will return if they are not being chased off.

# Europa Barbarorum II Basics

## Characters

### Attributes



Command gives a morale bonus near the general on the battlefield.

Confidence is Chivalry, the confidence of the soldiery in their general giving battle morale. No Dread.

Loyalty is the reliability of the character to stay loyal to the Faction leader and not rebel.

Authority belongs to the Faction Leader only and decreases the chance of character rebellion.

Influence is Piety, gives public order and culture conversion.

### Traits

Your characters can develop in different ways such as formal education, military career, governing and political offices. You can gain a variety traits and ancillaries based on your adventures in life.

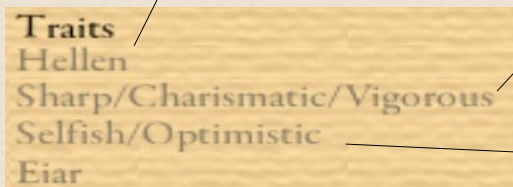
The following traits are always present in every character and help influence which traits they receive.

#### Ethnicity

This man is descended from colonists who came to Baktria from Hellas proper...

#### Natural Ability

There are few men who excel in all they do. This man may be one of those few...



#### Personality

This man is sure that things will turn out right, and that luck is on his side...

#### Season

Spring - This is a time for activity and no sloth! The growing season and the time of year when military campaigns are most effective and common...

## Agents

Spies, Assassins and Diplomats can develop their own traits and ancillaries like Family Members, either through worldly experience or in high level markets. Diplomats can set up office and Spies can grow their spy network if they remain for a long time in a faction settlement. This greatly increases their ability. There are no merchants, princesses or religious agents.



Nabatean Spy



Seleukid Assassin



Saka Diplomat

## Client Rulers

Client rulers are recruited through the allied state government, they are part of the local elite and are outside your family tree. They have low movement and are used for governing and defence. If any other character from your family tree governs the Allied State, the local population will become increasingly agitated. Spending a turn outside a settlement will get rid of the interloper/usurper trait.

**Warning:** When recruiting a client ruler unit, have at least one open unit spot in the settlement garrison (i.e. less than 20 units) or the client will spawn outside the settlement and will not work properly.



## Loyalty

Depending on their personality and other traits, characters have varying degrees of loyalty. When the Faction Leader has low authority it can be risky to trust disloyal characters for important tasks, who may rebel at the head of an army. Small factions will generally have loyal characters, while in large empires high loyalty is rare and valuable. Get to know your characters well.

The royal court is held wherever you designate your capital. All characters attend court when they are inside the settlement. If the Faction Leader is at court, the characters slowly gain loyalty. If he is away from court, the characters slowly lose loyalty.

Characters will respect a strong Faction Leader with 5+ Command or 6+ Influence and slowly gain loyalty. If the Faction Leader is beneath 5 Command or 6 Influence the characters become ambitious and slowly lose loyalty.



## Authority

Low loyalty can be kept in check by high authority. Personally leading and winning battles is the greatest way to gain authority. The greater the battle the larger the authority gained. This proves to your faction how capable your leader is.

Other ways to get incremental Authority are:

- Have Sharp, Charismatic, Vigorous or Optimistic as personality traits
- The Faction Leader releases or ransoms captives after a battle
- Have a first child
- Destroy a faction
- Be a Faction Leader
- Belong to the main ethnicity of your faction

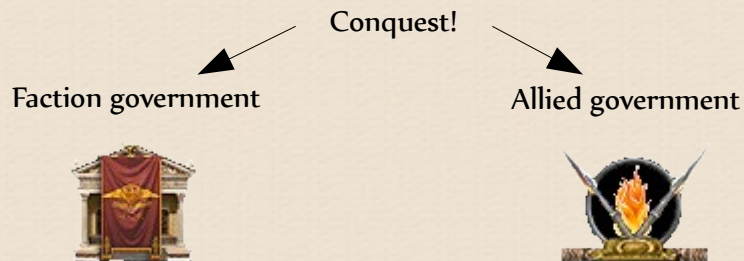
Your Faction leader can also lose authority and become impotent. Having no battle experience or losing a battle lead by your faction leader can deeply affect your authority. Other minor setbacks are due to having Dull, Uncharismatic, Languorous and Pessimistic personality traits and failing spy or assassination missions.



# Buildings & Settlements

## Governments

Governments are the main factor for managing your land in the campaign map. Each faction has unique governments based on historical context that branch out into different options. All factions have the option to install a Client Ruler as an allied state instead of directly governing.



Your Governments give recruitment, many different bonus/negatives, and decide what can be built in the settlement. Some factions were colonising during this time period and those factions can build colonies to add more benefits to recruitment, conversion, public order, etcetera.

Faction governments decrease in availability the further away you get from your homeland. Each faction has a natural limit they can extend to and will only get weaker governments further away.

## Province descriptions

Province descriptions contain a Travellers log, Geography, History, People, and Strategy. There is a lot of information to read about if you are interested in the history of that part of the world.

Province: Kartli



## Settlement Types

Nomadic Camp



Camps represent a gathering place for the nomads are only in Nomadic Regions or Pastoral Regions.

Permanent Settlement



Settlements are only in Agrarian Land or Pastoral Regions.

# Land Types

**Nomadic Regions** only have camps in them and cannot support a permanent settlement but offer dedicated warhorse herds.



Herds



Farms



Warhorse Herds



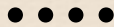
Livestock Herds



High level farms and herds cannot coexist.



Build up to 4 Levels of development



Herds 1 ○ ○ 1 Farms

30% Conversion

Warhorse or Livestock 2 ○ ○ 2 Farms, **Below 75% Arid & Steppe Nomadism**

45% Conversion

Warhorse or Livestock 3 ○ ○ 3 Farms, **Below 60% Arid & Steppe Nomadism**

65% Conversion

Mamla ha biMassylim, Halmalkot ha'Nabati and Saka Rauka convert to Eastern Tribal States.

**Pastoral Regions** may have a camp or settlement and can support enough people to develop a nomad camp into a permanent settlement. Pastoral regions have different levels, either normal, large or extensive, which allows for greater or lesser levels of development.



Settlement

Herds



Farms



Livestock Herds



Farms and Livestock Herds coexist together. No culture conversion



**Camp** Same options as nomadic regions but able to develop the camp into a settlement.

Farms



High level farms and herds cannot coexist.

The highest level farm enables conversion into a permanent settlement.

Only the following factions can convert a camp to a settlement:

Pahlava, Sweboz, Saka Rauka, Sauromatae, Mamla ha biMassylim, Lougiones, Kimmeros Bosporos, Halmalkot ha'Nabati, Boii, Getai and Safot Softim biQarthadast.

**Agrarian Land** produces lots of food on their fertile lands and can develop into large estates. No livestock or warhorse development. Most regions on the campaign map are agrarian land.

Farms



Provincial Estates





# Campaign Map

## Raiding

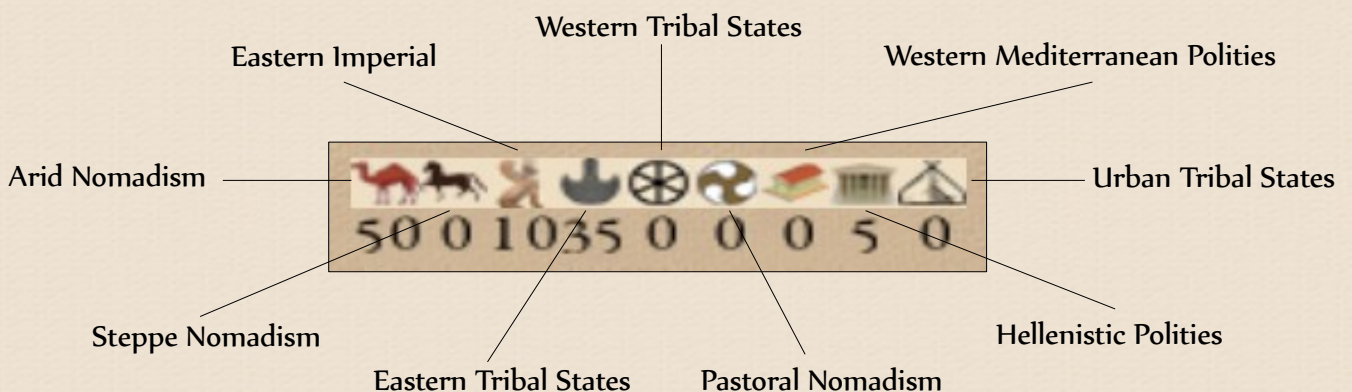
Raiding parties can be sent to gather small amounts of money and food for your army. Send your army with a general on to fertile enemy territory (Search for fertility by holding the right mouse button) and spend 1 turn without moving. Your army will scour the land of valuables and burn anything that is not, this causes devastation. Devastation takes around 1 year to recover and depletes income from the settlement. The larger the raiding party the wider the devastation caused, it is possible to raid over borders so keep an eye on them. Only small factions will receive money from raiding but your army will always receive supplies. A region needs to have a farm or herd building to be raid-able.

It is possible to increase your skill of raiding and looting through the raid trait.



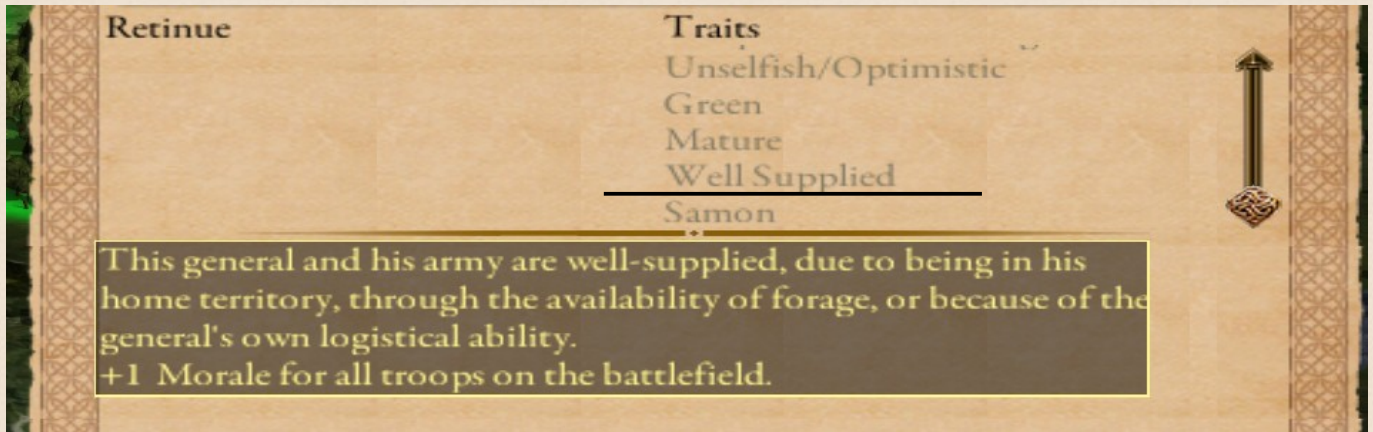
## Culture

Culture is religion from the base game. The people of the land are represented as culture, the more culture of your faction the happier your settlement will be. Converting to your culture is done through certain governments or colonies, or through a high influence governor. Converting culture is very slow, it can take a generation, so when you are conquering another culture it may be better to use allied state and client ruler in the beginning. Neighbouring cultures also slightly mix into your province.



## Army Supplies

Army supplies can be found as a trait in the characters of the army. The trait only declines when your character leaves your faction territory. As the turns pass outside your territory the supplies drop and the penalties get worse. Campaigning out of season greatly depletes supplies, so it is a good idea to start at the beginning of the campaign season. During sieges that can last years your supplies will dwindle down to scraps and affect the morale of your units. If your general has good logistical ability or knows how to live off the land then the supplies will last a little longer.



## Seasons

Seasons affect the flow of the campaign. Each turn represents a season that can be found as a trait in your characters. Depending on where you are on the campaign map and the traditional attitudes of your people, each season represents a guide for you to follow. There are supply and movement penalties for acting out of season. During winter the recruitment slots double sometimes triple in size depending on the level of government you have.



## Navy

Navy units use simple auto resolve just like in Medieval 2 Total War. Each unit represents a whole fleet of ships. The movement on the map is vast so your armies can travel quickly over the sea. During winter there are storms that can sink your fleet and ruin your plans, keep them safe in the dock.



# Battle Map

**Skirmishers** use javelin, sling or arrow to attack and keep their distance, then melt behind the safety of the line infantry. Shields and armour effectively reduce the damage done by skirmishers so they are most effective against unarmoured shield-less opponents. Against armoured opponents they will have to find a way to get behind them where they can do a bit more damage. Faster than line infantry they are able to flank them or chase down fleeing opponents.



**Line Infantry** form the front line of combat, this mod has a very wide variety of units. Some are lightly equipped such as tribal skirmishers that can form a decent battle line. All the way to the heavily armoured, unmovable Macedonian Phalanx. The first side to run away loses, so don't run, you'll just die tired. This where the majority of the casualties occur.



**Cavalry** are great for charging, moving around quickly and flanking but are less effective at prolonged fighting against line Infantry. Cavalry can range from the lighter and very fast skirmishers to completely armoured cataphracts. To get a proper charge, line up your cavalry a fair distance away so that they may gain the galloping speed they need. Cavalry charging with lances inflict heavy damage.



**Phalanx** units are some of the toughest line infantry during this era. They fight using very long spears and overwhelm the enemy trying to attack them. Enthusiastically taken up by the Makedonians, their main role in the battlefield is to pin down the front line while the cavalry swing around and flank the enemy. Other people also fought this way but not to the extent that the Makedonians did.



Keep Guard Mode AND Phalanx Mode ON to use them properly. Historically they would switch to their swords if the phalanx formation could not be maintained but Medieval 2 Total War Kingdoms is incapable of representing this properly.



**Elephants** are powerful, terrifying and expensive mounts that can win battles by charging at the right moment. Their most effective tactic is the charge, but they must be kept away from enemy javelins and other missiles and avoid being bogged down in melee combat. Elephants go berserk when they receive too much damage and they start to rampage and attack everything. Your riders may execute them.



**Chariots** were used by the elite members of society during the bronze age. Those days have long passed with cavalry taking over, but there are still a few places that use chariots. Most chariots are used as skirmishers and are to be kept away from line infantry or any prolonged fighting, except for the Hellenistic chariot Hamata Drepanephora that is used for charging. They are especially vulnerable to javelins and must be kept away. Chariots are modified elephants as there is no chariot unit in Medieval 2 Total War Kingdoms.



# Faction Guides



Senatus  
Populusque  
Romanus



Safot Softim  
biQarthadast



Makedonia



Epiros



Koinon  
Hellenon



Arche  
Seleukia



Ptolemaioi



Baktria



Hayastan



Pontos



Pahlava



Aedui



Aurerno



Pritanoi



Leusitane



Sweboz



Getae



Sabau  
Wa-gawwum



Saka  
Rauka



Sauromatae



Mamla ha  
biMassylim



Pergamon



Taksashila



Lougiones



Kimmeros  
Bosphoros



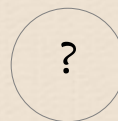
Areuakoi



Boii



Halmalkot  
ha'Nabati



# All Factions Allied Governments

## Client Ruler

Eleutheroi conversion is the independence movement.

Having a Family Member in an Allied government will gradually cause a lot of dissent. Install a Client Ruler from Allied State so they can govern their own people.



**Tributary State**

**Unhappiness -5%**

**Law 5%**

**Farming loss**



**Allied State**

**Happiness 5%**

**Farming loss 2**

**Recruit Client Ruler**



**Allied Oligarchy**

**Prefers Client Ruler governor**

**Law 10%**

**Farming loss 2**

**Conversion up to 25% Eleutheroi**

**Local Cavalry focused Recruitment**



**Allied Democracy**

**Prefers Client Ruler governor**

**Settlements Only**

**Happiness 10%**

**Farming loss 2**

**Naval Experience**

**Conversion up to 25% Eleutheroi**

**Local Infantry focused Recruitment**



**Closely Allied Oligarchy**

**Prefers Client Ruler governor**

**Law 15%**

**Farming loss 2**

**Conversion up to 25% Eleutheroi**

**Local Cavalry focused Recruitment, Increased**



**Closely Allied Democracy**

**Prefers Client Ruler governor**

**Settlements Only**

**Happiness 15%**

**Farming loss 2**

**Naval Experience 2**

**Conversion up to 25% Eleutheroi**

**Local Infantry focused Recruitment, Increased**

Town

Large Town

# Nomadic Enclaves

The following factions may allow foreign nomadic tribes to live in their nomadic or pastoral regions: Sweboz, Lougiones, Getai, Kimmeros Bosporos, Mamla ha biMassylim, Taksashila, Saka Rauka, Pahlava, Sauromatae, Sabau Wa-gawwum, Halmalkot ha'Nabati.

Recruitment is weaker the further away the enclave is from the nomadic tribes homeland.

\*The Enclaves will convert to 30% Steppe Nomadism if they are from different culture or provide no conversion to factions of the same culture.

## New Home



Nagawa Stana

Faction Government

No Hellenistic or Native Military Colonies

Unhappiness -5%

Farming Bonus

Free Upkeep & Retraining

Upgrades to any available

## Skythian Enclave

Skuda Khalaraudata

Bosporos to Daoudia

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Skythian Recruitment



## Sauromatian Enclave

Sauroma Khalaraudataē

North East Europe

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Sauromatae Recruitment



## Sakan Enclave

Saka Alashtaē

Early migration Central Asia

Late migration Areia to Saurashtra

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Sakan Recruitment



## Alan Enclave

Alan Khalaraudataē

Alani expansion. 159 BC

North Caucasus to Baltic coast

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Alani Recruitment



## Arabian Enclave

Arabia. Except Qatabân & Himyarum

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Bedouin Recruitment



## Lybian Enclave

African coast

Ammon to Mauretania

Unhappiness -5%

Lawless -5%

\*Conversion 30%

Free Upkeep

Maure, Garamantine &

Numidian Recruitment







# Senatus Populusque Romanus

The Senate and People of Rome. A Latin city state in central Italy with an Etruscan past and a bright future. After many wars against Italian tribes, Celtic tribes and the Etruscans, Rome has established themselves firmly in Italy. By encroaching on the Hellenes to the south, they are slowly being drawn in to Mediterranean affairs. Considered a young upstart by the world powers, they managed to defend against an invasion by the legendary Pyrrhos of Epeiros.



Cohors Reformata



Velites



Camilian Princeps



# Governments

Town  
Large Town  
City



## Pacificatio Regionis

Law 5%  
Farming Bonus



## Socii Italici

Italy only  
Happiness 5%  
Navy Experience  
Local Recruitment



## Civitas Libera

Africa, Illyria, Anatolia,  
Hellas and their old colonies.  
Former Persian empire except Egypt  
Happiness 10%  
Farming Loss -2  
Free Upkeep 3  
Navy Experience  
Local One Time Recruitment  
(very slow refresh)



## Provincia Romana

Outside Italy  
Law 5%  
Trade Bonus  
Local Auxiliary Recruitment  
with the Marian reforms.



## Ius Latinorum

Italy only  
65% Western Mediterranean Polities  
Unhappiness -5%  
Law 5%  
Roman Recruitment



## Municipia et Civitas Populi Romani

Italy only  
75% Western Mediterranean Polities  
Law 10%  
At 90% culture Happiness 5%  
Population Growth  
Roman Recruitment

Italian provinces are Etruria, Umbria, Latium,  
Campania, Daunia, Messapia and Brettia.



# Latin Colonies

## Need Colonists

Strategic Fortifications

Roman Government

(Except Municipia et Civitas Populi Romani)

Colonists available every 4 years, after Turn 21

Large Town



### Lex de Colonia Creando

Italy only

Outside Italy during Marian Era

0% 50 60 100% Culture

5% 0 -10% Public Order

Conversion up to 45%

Roman Recruitment in Italy

Cohors Reformata outside Italy

City



### Colonia Latina Minora

Italy only

0% 45 55 60 70 100% Culture

10% 5% 0 -5% -10% Public Order

Conversion up to 65%

Roman Recruitment



### Provincial Colony

Outside Italy during Marian Era

Hellas, Anatolia, Sicily, Punic & Numidian lands

0% 45 55 60 70 100% Culture

10% 5% 0 -5% -10% Public Order

Conversion up to 65%

Cohors Reformata

Antesignani

Large City



### Colonia Latina Maiora

Italy only

0% 45 55 65 80 100% Culture

15% 10% 0 -5% -15% Public Order

Conversion up to 80%

Roman Recruitment



# Trade Expansion

Outside of Italy

Town



Aedes Negotiatorum

Macellum Minor

Unhappiness -5% below

10% Western Mediterranean Polities

Trade Bonus

Conversion up to 15%

Large Town



Societas Negotiatorum

Macellum

Civitas Libera

Provincia Romana

Unhappiness -10% below

20% Western Mediterranean Polities

Trade Bonus

Conversion up to 30%

Large City



Collegium Negotiatorum

Forum et Basilicae

Civitas Libera

Provincia Romana

Unhappiness -15% below

30% Western Mediterranean Polities

Unhappiness -10% below

40% Western Mediterranean Polities

Trade Bonus

Conversion up to 45%



# The Cursus Honourum

Gain respect and power through these elected positions. Elections are held every winter in Roma.  
Start by winning the Quaestor election to get into the senate, then aim to rise up to Consul.  
Military service is the amount of turns spent outside a settlement. Imperium is legal command of armies.

## Pontifex Maximus

40 or older, Ex Consul, Patrician,  
Leading man (Faction Leader)

**Influence**

For life

Chosen outside of the Roma  
elections by a small chance.



## Consul

40 or older, Ex Praetor

**Imperium, Law, Command, 3  
Influence, 2 Personal Security**

1 Year, 5 Years as Proconsul  
with the same bonuses.

May be Re-elected

## Censor

40 Or older, Ex Consul, not  
currently in office, Roman  
census year

(every 5 years)

**2 Influence**

1 Year

Ex Censor

**Influence**



## Praetor

36 or older, Ex Quaestor,  
Never a Consul

**Imperium, Law, 2 Influence, 2  
Personal Security**

1 Year, 5 Years as Propraetor  
with the same bonuses.

May be re-elected if failed the  
Consul election.

## Aedilis Curulis

32 or older, Patrician,  
Ex Quaestor, Never a Praetor

**Law, 10% Construction Discount,  
Personal Security**

1 Year

Ex Aedilis Curulis

**Influence**

## Aedilis Plebis

32 or older, Plebian,  
Ex Quaestor, Never a Praetor

**Law, Reduced Unrest**

1 Year

Ex Aedilis Plebis

**Reduced Unrest**

## Tribunus Plebis

33 or older, Plebian,  
Ex Quaestor, Never a Praetor

**CAN NOT LEAVE ROMA,  
Personal Security, Influence**

1 Year

Ex Tribunus Plebis

**Reduced Unrest**

## Tribunus Militum

**Military Service**  
(2.5 years minimum)

**Bodyguard Valour**

1 Year

Ex Tribunus Militum

**Confidence, Authority**



## Quaestor

26 or older, Military Service  
**10% Tax Bonus**

1 Year

Quaestors can be elected in a  
lus Latinorum government.

## Legatus

Never a Praetor,  
Not currently a Quaestor  
or Tribunus Militum

**Reduced unrest**

Counters some of the  
penalties of no Imperium



# Military Reforms

## Camillan Army

The citizens of the Roman city state fought like the hoplite armies of Hellas and Etruria. They equipped themselves for battle and fought in a phalanx.

## Polybian Reform

Manipular armies were more tactically responsive due to fighting many different people. Shifting away from the phalanx meant they could respond to almost any situation.

By 248BC

Fight 4 large battles (over 12 enemy units, no auto-resolve) north of Rome in the provinces of Konnion Boion, Liguria, Insurbrabrogis, Venetia, Uika Saluuion, Pannonia or Delmatia.

Fight 5 large land battles (over 12 enemy units, no auto-resolve) against Carthage.

By 235 BC

Own the provinces of Konnion Boion, Liguria and Venetia in Cisalpine Gaul north of Etruria, along with Trinakrie, Sicilia and Elimya on the island of Sicily.

After 210BC

Polybian Reform Automatically occurs

## Marian Reform

Professional army with wages and equipment provided by the state. Drawn from the growing unemployed masses of Roma, Italians could gain Roman citizenship and land grants when retiring from the army.

By 147BC

Rome needs to have constructed Latifundae (the highest level farms) in at least six Italian provinces. Italian provinces are Etruria, Umbria, Latium, Campania, Daunia, Messapia and Brettia.

A Consul with the Reformator trait.

(A Reformator needs to be: Sharp, Charismatic and Energetic, Popularis, 3 Influence and 3 Command)

After 107BC

Marian Reform Automatically occurs

## Augustan Reform

Loyalty of the army shifted from the Senate to the Consuls as the latter began to provide the soldiers' wages and equipment. Certain people could use their army to take ultimate power.

50BC. Currently not in game.



# Safot Softim biQarthadast

When Elishat fled from Tyre, she fled from the knife wielding hands of her brother Pummayaton, the man who had killed her husband Zakerbaal. Deprived of her husband, she set about founding the New City. Since then Qarthadasht has undergone a political evolution. The foundations were set by oligarchs, the likes of the Magonids and the Hannonids, though with their fall the success of the shopptim's aristocratic republic has made Qarthadasht leader of all other Punic cities, and queen of the western middle sea.



Dorekim Afriqim



Parashim Afriqim



Mashlihei-Hanitim Luyibim



# Governments

Town



## Supervised Colony

Law 5%  
Farming Bonus

## Barcid Family Expansion

After 237BC

Have 6 or more Major land battles against the Romans (no auto resolve)  
Own Mastia/Qart-Hadasht of Iberia, Gadir and Qart-Hadasht.  
Have a Barcid Rab Mahnet Ish Nokhe.  
(Pro-Barcid general of the army Faction Leader)

Large Town



## Allied Colony

Small Settlers Colony  
20% Western Mediterranean Polities  
Unhappiness -5%

Local Levy Recruitment  
Mishoterim Ha'belot Ponnimah in Qarthadast, Atig and Adrumet.  
Retraining Dorekim Afriqim, Outside Africa



## Punic District

Law 5%  
Unhappiness -10%

Local levy Recruitment  
Dorekim Lubiyim Meshurianim



## Native Administration

NO Settlers Colony  
Happiness 10%  
Trade Loss  
Local Recruitment

City



## Allied Capital Polis

Medium Settlers Colony  
40% Western Mediterranean Polities  
Law 5%

Naval Experience  
Local Levies & Libyan Professionals Recruitment



## Punic Kleruchy

Trade Outpost  
30% Western Mediterranean Polities  
Law 5%

Unhappiness -10%  
Farming Loss  
Cavalry Experience  
Local Levy Recruitment  
Foreign Settlers Recruitment



## Barcid Capital

Mastia/Qart-Hadasht of Iberia  
Law 10%  
Happiness 5%

Trade Bonus  
Naval Experience  
Punic, African and Iberian Recruitment



## Council Administration

Large Settlers Colony  
60% Western Mediterranean Polities  
Law 10%

Naval Experience 2  
Factional & African Recruitment  
Sacred Band - Qarthadasht only  
Accumulates Colonists every 4 years

## Barcid Renewed Panoply

If the **Barcid Family Expansion** has succeeded they will advance the military panoply between 200-190BC.

Qart-Hadasht can always rebuild the Council Administration if lost.





# Trade & Settler Colonies

Any Trade Colony may upgrade into a Small Settlers Colony



**Trade Outpost**  
Happiness 5%  
Trade Bonus

Faction governments and Settlers Colonies are interlinked  
**NO Hellenistic Military Colonies**  
Need Colonists

Town



**Small Trade Colony**  
Trader/ Caravan Path  
Happiness 10%  
Trade Bonus  
Income 100



**Small Settlers Colony**  
Supervised Colony  
Strategic Fortifications  
(Unhappiness -10% under 15%  
Western Mediterranean Polities)  
Conversion up to 25%  
Free Upkeep  
Local Mercenary Recruitment

Large Town



**Medium Trade Colony**  
Small Market/ Caravan Route  
Happiness 5%  
Law 5%  
Trade Bonus 2  
Mediterranean Mercenaries



**Medium Settlers Colony**  
Allied Colony  
Strategic Fortifications  
20% Western Mediterranean Polities  
(Unhappiness -10% under 35%  
Western Mediterranean Polities)  
Conversion up to 45%  
Free Upkeep  
Local Mercenary Recruitment

City



**Large Trade Colony**  
Market/ Caravan Route  
Law 5%  
Unhappiness -5%  
Trade Bonus 3  
Mediterranean Mercenaries



**Large Settlers Colony**  
Allied Capital Polis  
Waystations and Garrisons  
40% Western Mediterranean Polities  
(Unhappiness -10% under 60%  
Western Mediterranean Polities)  
Conversion up to 65%  
Free Upkeep 2  
Local Mercenary Recruitment



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt.

Punic Kleruchy

Town



## Phrourioi Laon

Strategic Fortifications

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

NO Large Settlers Colony

Strategic Fortifications

Unhappiness -5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

NO Large Settlers Colony

Way-stations and Garrisons

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



# Society

## Political Assemblies

ha'Hasgot 'al Me'ot we-arba'a

The council of one hundred and four is primarily for judging the performance of the military commanders. They are chosen from the Roshim for life.

Roshim

The senate deals with the elections and all domestic and foreign policy. It is composed of hundreds of elderly aristocrats and only aristocrats can become a part of the Roshim.

Ham

The citizens assembly vote on who shall lead the armies of Qart-Hadast.

'Am Mahnet

The assembly of the camp are citizens in the army who can form a council with limited powers to influence the course of action during war.

## Political Factions

Two factions are contending for the future of Qart-Hadast. The **Barcids** believe in order to thrive they must look across the sea towards Europe. While the **Anti-Barcids** believe the best path is securing Africa.

Barcid -I **Law** Anti Barcid -I **Unrest**

## Wealth

In this city of Phoenician merchants wealth is everything. People are expected to be an **Adernim** and **Wealthy** before they even try to be a part of society. They must also maintain their high status and never lose **Wealth** or **Influence**.

There are many ways to gain wealth for an ambitious melkan. The easiest way is to stay in **highly developed settlements** with a variety of buildings such as markets, mines, ports, farms, etc. **Sacking** or **enslaving** settlements for loot can also make you wealthy, depending on the generals personality. Some people prefer to share the loot with their ever grateful warriors.



# Society

Ish Nokhe(Faction Leader)

Leading man in politics

3 Influence, 2 Personal Security, 10% Happiness

Ish Nokhe Akher(Faction heir)

The other leading man in politics

2 Influence, 2 Personal Security, 10% Happiness

## Citizenship

Phoenicians born outside of Qarthadast have a chance to gain citizenship and improved social status if they are **Wealthy** and **stay in Qarthadast**.

## Social Status

Citizens must be considered an Adernim before they are allowed to hold office.

'Am Qart-Hadasht

Citizen of Qart-Hadast

Rosh

Member of the Roshim(senate)

Very Wealthy, Adernim, 1 Influence, Age 35,

1 Influence

SheHasagim

Member of ha'Hasgot 'al Me'ot we-arba'a

(The council of one hundred and four)

Fabulously Wealthy, Adernim, 2 Influence, Rosh

2 Influence

Adernim

Aristocrat

Sa'irnim

Commoner

may become Adernim if they are **Wealthy** and **5 Influence**

**-3 Influence**

## Non Elective Offices

Kohen

Priest

Chosen in any **Settlers Colonies**

'Am Qart-Hadasht, Very Wealthy, Age 25, Devout

1 Law

Rab Kohenim

The chief of the priests

Chosen in **Qart-hadast**

Adernim, Fabulously Wealthy, Kohen, Devout,

2 Influence, 1 Law

Ish 'al' Arast

Colonial Governor

Chosen in any **Carthage government** with a **Trade** or **Settlers Colony**.

(Except Supervised Colony or Barcid Capital.)

Lost when leaving the province.

**Wealthy**, 2 Influence, Age 25,

'Am Qart-Hadasht, Adernim

1 Influence, 1 law, 5% Tax Bonus



## Government & Administration Offices

Elections are held in Qarthadasht every winter. The candidates must be **Wealthy**, **'Am Qart-Hadasht** and **Adernim**. Characters in elections have a good chance of retaining their current office. Losing the **Wealth** or **Influence** required to gain office is disgraceful and they will lose their title.

### Shopet

Judge, one of the 2 rulers of Qart-hadast  
Fabulously Wealthy, 4 Influence, Age 40,  
Previously held office  
**Does not lead armies**  
3 Influence, 1 Law, 2 Personal Security,  
10% Trade Bonus, Farming Bonus,  
-70% Movement

### Ex Shopet

1 Influence

### Rab

Religious administrator  
Fabulously Wealthy, 3 Influence, Age 35,  
Previously held office  
2 Influence, 1 Law, 1 Personal Security

### Ex Rab

1 Influence

### Rab ha'Soperim

Chief Scribe  
Wealthy, 2 Influence, Age 20, Scholarly  
1 Influence, 5% Trade Bonus

### Miqim elim

The one who raises divinity from the dead and husband of Astarte. Manager of the festival.  
Fabulously Wealthy, 4 Influence,  
Ex Shopet or Rab  
2 Influence, 1 Law, 2 Personal Security

### Shaqal

One who collects shekels, tax collector  
Wealthy, 2 Influence, Age 20,  
10% Tax Bonus, -3 Personal Security

### Mehashebim

Accountant/Administrator  
Very Wealthy, 2 Influence, Age 20,  
Good Administrator  
1 Influence, 5% Tax Bonus

### 'Abd bet

Servant of the temple  
Wealthy, 2 Influence, Age 20  
1 Law

### Shloshim Ishim 'al ha'Mesh'atot

The 30 men in charge of taxes  
Very Wealthy, 2 Influence, Age 20,  
Devout  
1 Influence, 5% Tax Bonus



## Military Momentum

The Roshim decides when war is appropriate. These actions will convince the Roshim that war is necessary.

An enemy has:

**Besieged** or **Assaulted** your settlement

**Attacked** your army in the field

**Blockaded** your port

If you:

**Besiege** a settlement

**Blockade** a port

It does not matter if your faction is officially at war with another, only the Roshim can decide if it is time to elect the generals to lead the armies of Qart-Hadast.

If those actions have not occurred in several turns then the Roshim will declare peace and the elected generals will relinquish their titles.

### War Leader

The Ham elects the generals in times of war. When the Roshim have declared a state of war, you have the opportunity to play as the Ham and decide who shall be the Rab Mahnet. You can choose anyone, anywhere who is not the Faction Leader or Faction Heir.

War Leader

Player Elected General

Same function as the Rab Mahnet, cannot be **Faction Leader** or **Faction Heir**.

2 Command when attacking, 3 Influence, 2 Authority, 1 Morale

You may decline to do this by clicking X when the notification comes up.

**Warning:** This will stop the War Leader script for the rest of the campaign.

This will let the citizens of Qart-Hadast decide on the Rab Mahnet. You must bring eligible characters to a Council Administration such as the one in Qart-Hadast.

Choosing a War Leader is not available right at the start of the game when the Roshim is at war with Epeiros.



## Military Offices

Generals are elected in a **Council Administration** when the Roshim have decided to go to war. The candidates must be **Wealthy**, **'Am Qart-Hadasht** and **Adernim**. Losing the **Wealth** or **Influence** required to gain office is disgraceful and they will lose their title. These offices are relinquished when the military momentum has run out and the Roshim have decided to disband the generals.

### Rab Mahnet

Elected general

Fabulously Wealthy, 2 Influence, Charismatic

Cannot be a Shopet

2 Command, 1 Influence, 1 Morale

### Rab Sheni

Elected deputy general

Very Wealthy, 1 Influence, Charismatic, Age 25

Cannot be a Shopet

1 Command, 1 Influence, 1 Morale

### Mishtar

Recruiting officer

Elected in **Qart-Hadasht**

Fabulously Wealthy, 2 Influence, Age 30

20% Recruiting Discount, 25% Movement

### 'Am Mahet

Assembly of the camp (military)

### Accepted the General

A **Charismatic Rab Mahnet** or **Rab Sheni** may be chosen.

1 Command, 1 Morale, 5% Movement

### Rejected the General

You are not the **Rab Mahnet**, **Rab Sheni** or an **Ish 'al' Arast**.

-5 Command, -5 Looting Settlements,

-3 Morale, -1 Map Vision

## Military Disgrace

Losing battles in your favour is an absolute disgrace. The council of one hundred and four will condemn incompetent generals.

### Lost Command

You should have won this battle

-5 Command, -1 Confidence, -4 Influence, -4 Authority, -3 Morale

### Disgraced

An embarrassing and humiliating defeat.

(This person would be executed)

-8 Influence, -8 Command, -2 Confidence, -8 Authority, -50% Movement, -5 Morale



# Makedonia

Kings Phillip and Alexander transformed a weak kingdom into the most powerful force in the world, overcoming every enemy to conquer the Persian empire. Since Alexander's death Makedonia has been invaded by Alexander's generals the Diodochi, a massive Celtic raiding army and recently, Pyrrhos of Epeiros claiming the throne for himself. Despite all this Makedonia remains strong with powerful military traditions of the Makedonian phalanx, companion cavalry and parts of Greece under their control.



Hippeis Thessalikoi



Phalangitai



Makedones Peltastai





# Governments

Town



## Doriktete Ge

Law 5%  
Farming Bonus

## Makedonian Kingship

Antigonos must rebuild the ruined country and eliminate Pyrrhos.

Own Makedonia and build Doreai, Strategic Fortifications and Coastal Patrols, Eliminate Pyrrhos the Basileus of Epeiros.

Reward: Basilike Patris is built in Pella



## Strategia

Unhappiness -10%  
Small Local Recruitment  
Can establish Colonies

Any Except Basilike Patris



## Eleutheria kai Autonomia

29% Hellenistic polities  
Minor Hellenistic Polis  
NO Hellenistic Military Colonies  
Happiness 10%  
Trade Bonus  
Local Recruitment



## Laarchia

NO Hellenistic Colonies except Minor Polis  
Happiness 15%  
Trade Loss  
Local Recruitment

Large Town

**Imperial Antigonidai**  
Have Makedonian Kingship and own Makedonia, Phrygia and Syria.



## Epistateia epi Laous

NO Hellenistic Colonies except Minor Polis  
Trade Loss  
Increased Local Recruitment



## Epistateia epi Hellenas

29% Hellenistic polities  
Minor Hellenistic Polis  
Metoikia Katiokon  
Law 5%  
Trade Bonus  
Increased Local Recruitment



## Satrapeia

Hellenistic Military or Foreign Colony  
Satrapy Province  
Law 10%  
Unhappiness -5%  
Increased Local Recruitment

City



## Basilike Patris

Hellenistic Polis & Isoteleia Katoikon  
Hellas and their old colonies  
Limited by Faction Size  
Happiness 5%  
Law 10%  
Hellenistic Elite  
Siege Weapons

**Kurios tes Asia**  
Own Makedonia, Phrygia, Syria and Babylonia.  
Reward: Basilike Patris is built in Babylonia.

**Hellenistic Panoply Reforms**  
Thureos, large oval shield ~257BC  
Thorakitai, chainmail ~222BC



## Hellenistic Colonies

### Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



#### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment



#### Hellenistic Polis

49% Hellenistic Polities

Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Satrapeia

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



City

#### Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Satrapeia

Basilike Patris

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years

### Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



#### Metoikia Katoikon

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment



#### Isoteleia Katoikon

25% Hellenistic Polities. Strategic  
Fortifications, Pedion Agonion.

Strategia or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



Large City

#### Sympoliteia Katoikon

45% Hellenistic Polities. Waystations  
and Garrisons, Pedion Agonion.

Epistateia epi Hellenas, Basilike Patris  
or Satrapeia.

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons



Large City

#### Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with  
increased overall recruitment.



# Foreign Military Colonies

NO Hellenistic Military Colonies  
NO Hellenistic Metropolis  
NO Nomadic Enclave  
\*Conversion to Eastern Imperial only in India  
and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Loan

Strategic Fortifications

Strategia or higher

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Laarchia, Epistateia epi Laous

or Satrapeia

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Epistateia epi Laous

Satrapeia

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability(page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability(page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Epeiros

The tribes of Epeiros were united in the 4th century BC and follow the Molosson king. King Phillip of Makedonia secured an alliance with Epeiros through marriage with princess Olympias, who became Alexander's mother. Epeiros has adopted the Makedonian style of warfare with sarrisa armed phalanx and companion cavalry. Currently they have a famous king, Pyrrhos, who challenged Rome and Carthage taking all of southern Italy and Sicily, then abandoning it to challenge Makedonia instead.



Illyrioi Peltophoroi



Hypaspistai



Molosson Agema



# Governments

## Hellenistic Panoply Reforms

Thureos, large oval shield ~257BC  
Thorakitai, chainmail ~222BC



## Doriktete Ge

Law 5%  
Farming Bonus



## Strategia

Unhappiness -10%  
Small Local Recruitment  
Can establish Colonies



## Konia Symmakha

Ambrakia and Dyrrachion Only  
Minor Hellenistic Polis  
Trade Loss  
Local Recruitment



## Laarchia

NO Hellenistic Colonies except Minor Polis  
Happiness 15%  
Trade Loss  
Local Recruitment



## Basileia Xena

NO Hellenistic Military Colonies (-10% Law and -10% Happiness if built)  
Happiness 10%  
Trade Bonus  
Local Recruitment

### Federalisation Reform and Governments

The Aiakidai have failed us, the player can choose whether to continue central leadership or become a federation.

Pyrrhos and his sons (Ptolemaios, Alexandros and Helenos) are dead. No settlements in Sicily (Sicilia, Elimya and Trinakire)

Epiros controls: Epiros, Illyria Hellenike and Aitolia

Warning: Colonists Stop and -10% Law and -10% Happiness for any Centralization governments already built.

### Centralisation Reform and Governments

The Aiakidai have led us to triumph.

Eliminate Gonatas, the leader of the Makedonians.

Own 5 Settlements including Ambrakia, Pella and Sparte

Control all of Sicily: Sicilia, Elimya and Trinakire



## Isopoliteia

29% Hellenistic Polities  
Happiness 5%  
Law 5%  
Conversion up to 40%  
Xystophoroi/Aspidiotai hippeis  
Local Recruitment



## Prostatia

Minor Hellenistic Polis  
Metoikia Katoikon  
Italy, Hellas and Hellenised Anatolia.  
Unhappiness -5%  
Law 10%  
Xystophoroi/Aspidiotai hippeis  
Local Recruitment



## Sympoliteia Apeirotan

49% Hellenistic Polities  
Ambrakia, Epidamnos, Rhegion, Korinthos and Thermon.  
Happiness 5%  
Law 10%  
Hellenistic Elite  
Siege Weapons



## Basilike Patris

Hellenistic Polis  
Isoteleia Katoikon  
Epeiros, Pella and Syrakousai  
Happiness 5%  
Law 10%  
Hellenistic Elite  
Siege Weapons

Large Town

City



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Katokiai Laon

Town



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment

Large Town



### Hellenistic Polis

49% Hellenistic Polities

Market

Koinia Symakha, Basileia Xena

Federal or Central governments

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years

City



### Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Koinia Symakha, Basileia Xena

Federal or Central governments

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Metoikia Katoikon

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment



### Isoteleia Katoikon

25% Hellenistic Polities. Strategic Fortifications, Pedion Agonion.

Strategia or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



Large City

### Sympoliteia Katoikon

45% Hellenistic Polities. Waystations and Garrisons, Pedion Agonion.

Prostatia, Basilike Patris,

Isopoliteia, Sympoliteia Apeirotan

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons



Large City

### Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with increased overall recruitment.



# Foreign Military Colonies

NO Hellenistic Military Colonies  
NO Hellenistic Metropolis  
NO Nomadic Enclave  
\*Conversion to Eastern Imperial only in India  
and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Loan

Strategic Fortifications

Strategia or higher

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Laarchia, Koinia Symakha, Basileia Xena

Federal or Central governments

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Koinia Symakha, Basileia Xena

Federal or Central governments

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment





## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability(page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability(page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Koinon Hellenon

The ancient city states of classical Greece that once halted the mighty Persian empire now find themselves left behind as empires grow all around them. Although they still cling to the classic Hoplites, Macedonian phalanx warfare and the Celtic Galatian invasion, has changed Greek perception about battle. Though they once fought each other, a Hellenic League has formed to counter the influence of the Makedonians and to preserve the independence of the city states.



Epilektoi Hoplitai



Spartiatai Hoplitai



Toxotai

# Governments



Town



**Doriktetos Ge**  
 25% Hellenistic polities  
 Law 5%  
 Farming Bonus  
 Upgrades to any Available Except  
 Sympoliteia Hellenon  
 Synhedrion ton Hellenon



**Strategia**  
 NO Hellenistic polis  
 except Minor polis  
 Unhappiness -10%  
 Farming Loss  
 Local Levies

## Foundation of the Hellenic League



**Polis en Symmachia kai Philia**  
 Unavailable after Synhedrion ton Hellenon  
 Hellenistic Polis  
 NO Foreign Military Colony  
 Unhappiness -5%  
 Farming Loss  
 Epilektoi Hoplitai - Hellas only

## Expand the league

- Own 3 Hellenistic Metropolis
- Build the Synhedrion ton Hellenon

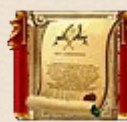
Available after Synhedrion ton Hellenon



**Epimeleteia epi Laous**  
 NO Hellenistic Polis  
 Happiness 10%  
 Trade Loss  
 Local Recruitment



**Epistateia epi Hellenas**  
 50% Hellenistic Polities  
 Minor Hellenistic Polis  
 NO Foreign Military Colony  
 Happiness 10%  
 Trade Bonus  
 Hellenistic Professionals  
 Local Levies



**Synhedrion ton Hellenon**  
 Same as Symmachikon Koinon  
 One only



**Symmachikon Koinon**  
 Minor Hellenistic Polis  
 NO Foreign Military Colony  
 Law 5%  
 Farming Loss  
 Hellenistic Professionals

## Gather the City States & Leaders

- Build 4 Symmachikon Koinon
- Obtain 4 Archons & own **Korinthos**

Large Town

Available after civil revolts



**Polis tou ton Hellenon Koinou**  
 Hellenistic Polis  
 NO Foreign Military Colony  
 Law 10%  
 Unhappiness -15%  
 Farming Loss 2  
 Hellenistic Professionals



**Sympoliteia Hellenon**  
 Hellenistic Polis  
 NO Foreign Military Colony  
 Law 5%  
 Unhappiness -10%  
 Farming Loss 2  
 Hellenistic Professionals  
 Siege Weapons

## Resist the popular revolts

- Build 2 Sympoliteia Hellenon
- Wait for civil revolts to end  
 (Unhappiness)

## Hellenistic Panoply Reforms

Thureos, large oval shield ~257BC  
 Thorakitai, chainmail ~222BC

All governments have Conversion up to 50%, except Military Conquest.



# Hellenistic Polis & Foreign Colonies

## Polis (Hellenistic city state)

Cannot colonise, only upgrade existing Polis  
Distant regions have low recruitment.

NO Foreign Colonies,  
except Phrourioi Loan

## Foreign Military Colony

NO Hellenistic Military Colonies  
NO Hellenistic Metropolis  
NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India  
and the former Persian Empire, except Egypt

Town



### Minor Hellenistic Polis

Small Market  
29% Hellenistic Polities  
Happiness 5%  
Trade Bonus  
Conversion up to 10%  
Hellenistic Citizen Recruitment



### Phrourioi Loan

Strategic Fortifications  
Epistateia epi Laous  
Unhappiness -5%  
Farming Loss  
Conversion(Eastern Imperial) up to 25%\*  
Imported Recruitment

Large Town



### Hellenistic Polis

49% Hellenistic Polities  
Market  
Happiness 10%  
Trade Bonus 2  
Free Upkeep  
Conversion up to 15%  
Hellenistic Citizen Recruitment



### Katokiai Laon

Strategic Fortifications  
Epistateia epi Laous  
Unhappiness -5%  
(-10% with Hellenistic Polis)  
Farming Loss  
Free Upkeep  
Conversion(Eastern Imperial) up to 45%\*  
Imported Recruitment

City



### Hellenistic Metropolis

69% Hellenistic Polities  
Large Market  
Happiness 15%  
Trade Bonus 3  
Free Upkeep 2  
Conversion up to 20%  
Hellenistic Citizen Recruitment



### Katalogia Laon Katoikon

Way-stations and Garrisons  
Epistateia epi Laous  
Law 5%  
Unhappiness -10%  
(-20% with Hellenistic Polis)  
Farming Loss 2  
Free Upkeep 2  
Conversion(Eastern Imperial) up to 60%\*  
Imported Recruitment



# Foundation of the Hellenic League

## Expand the league

- Own 3  Hellenistic Metropolis  
69% Hellenistic Polities  
Large Market  
City (6000 households)
  - Build the  Synhendrion ton Hellenon 242 BC
- The Hellenic League automatically advances by these dates:

## Gather the city states & leaders

- Build 4  Symmachikon Koinon 202 BC
- Obtain 4 Archons & own **Korinthos** 197 BC

Archon of Sparta

### Traits

Good Tactician  
 Skilled Bureaucrat  
Ephoros tes Spartes  
 Sharp/Charismatic/Languoro...  
 Unselfish/Optimistic


Archon of the Cyclades

### Traits

Well Supplied  
 Rational Beliefs  
 Confident Troops  
Nesiarchos ton Nesioton  
 Eiar



## Resist the popular revolts

- Build 2  Sympoliteia Hellenon 192 BC  
then face civil revolts
- Wait for civil revolts to end (unhappiness in settlements) 187 BC



# Stages of Life

Pais

Youth

Age 16 - 18

10% Movement -3 Command,  
-2 Confidence, -3 Influence, -2 Fertility

Eromenos

A younger lover and protégé to an older mentor.

Natural Vigour gives higher chance for success.

Ephebos

Initiation into adulthood

Age 18-21

15% Movement, 1 Hitpoint  
-1 Command, -1 Confidence, -1 Influence

Peripolos

The Ephebos leave their community to go through military training. It involves hunting, patrolling and skirmishing while being a role model for the youth.

Natural Vigour and military service (time outside a settlement) gives higher chance for success.

Erastes

An older lover and mentor to a younger protégé.

Natural Vigour gives higher chance for success.

Neos

Young adult citizen

Age 21-30

1 Confidence, 1 Influence, 2 Fertility

Polites

Having returned from his peripolos this man has become a citizen of his polis. Still too young to sit on the council, he will have to prove himself.

Unselfishness, natural Vigour and military service (time outside a settlement) gives higher chance for success. Staying idle in a settlement or region gives higher chance for failure.



# Stages of Life

## Presbutes

Respectable adult citizen

Age 30-60

1 Command, 2 Influence, 1 Confidence

Allowed to join the council of his polis and may be elected into political office.

## Aner

His actions as a Presbutes will be judged by his community. High **Command, Influence, Heroic Victories** and establishing or upgrading a **Hellenistic Polis** will earn him great public respect, while **losing battles** and **Selfish Disloyal** citizens will become outcasts.

## Statue in the Agora

He is publicly adored by the people after achieving so much as a citizen.

1 Influence, 1 Law, 2% Tax Bonus

## Atimia

This man is no longer a citizen and is an outcast in society.

-2 Influence, -2 Loyalty, -40% cost to bribe

## Geron

Elder citizen

Age 60+

3 Influence, 1 Confidence, 10% Tax Income

-2 Command, -1 Command when attacking

## Proxenos Missions

The Gerons can use their life long social network to negotiate for their Polis. Spend 1 Year in a settlement with a **Hellenistic Polis** and a **Faction Government**.

## Acting As Proxenos

This man is away as an ambassador to another polis and is being hosted by his prominent friends.

-100% Movement (consider him absent)

The diplomatic mission will take 3 Years and is based on his **Charisma** and **Intelligence**. Regardless, there is a small chance for either outcome.

## Successful Proxenia

This diplomatic mission was a success resulting in improved relations and trade between the 2 polities.

1 Influence, -1 Unrest, 5% Trade Bonus

## Failed Proxenia

He made a complete fool of himself and his polis.

-2 Influence, 2 Unrest

## Inconclusive Proxenia

No agreement was reached.

-1 Influence



## Archons

Every winter a city state leader will be chosen among the candidates who are from their **local ethnicity**, **Age 40** and have **2 Influence**. They gain **2 Influence** from this title but if their total **Influence** is reduced to 0 they are disgraced and lose their title. If the Hellenon Koinon loses the province the office ceases.

Prostates ton Apeirotan  
An Apeirotos in Ambrakia

Strategos ton Aitolon  
An Aitolos in Thermon

Strategos ton Akhaion  
A Korinthios in Korinthos

Archon ton Khalkideon  
A Khalkideus in Pella

Archon tes Thessalias  
A Thessalos in Demetrias

Archon ton Boioton  
A Boiotos in Athenai

Prytaneus ton Ionion  
An Ion in Ephesos

Nesiarchos ton Nesioton  
Any ethnicity in Athenai

Archon tou Demou  
An Athenaios in Athenai

Nauarkhos tou Rhodou  
A Rhodios in Rhodos

Ephoros tes Spartes  
A Spartiates in Sparte

Prostates ton Kretaieon  
A Kres in Knossos

## Offices

### Hegemon

The de facto leader before the foundation of the Hellenic League  
**Faction Leader**

1 Command, 1 Confidence, 1 Influence, 1 Personal security, 1 Law

### Kleronomos Arches

Inheritor of Power  
**Faction Heir**

1 Command, 1 Confidence,  
1 Influence, 1 Personal security, 1 Law

### Strategos

Military commander and head of state in the Hellenic League  
**Faction Leader, Hellenic League**

1 Command, 1 Confidence, 2 Influence,  
3 Personal security, 1 Law, 10% Recruiting Discount



The Strategos receives the following offices as ancillaries that may be given out to any **Presbutes**.

### Hipparkhos

Commander of the horses,  
2<sup>nd</sup> in command to the Strategos  
**Presbutes**

1 Command, 1 Influence, 1 Confidence, 1 Personal security, 5% Recruiting Discount

### Nauarkhos

Commander of the navy  
**Presbutes**

1 Command, 1 Influence, 1 Confidence





# Spartan Agoge

## Undergoing Spartan Agoge

The brutal Spartan upbringing was central to their famous warrior culture.

Age 18, Begin in Sparte

-5 Command, -5 Influence, -100% Movement

Lasts 2 years. Every bit of the character's Natural Ability increases the chance for success.

Do NOT leave Sparte.

### Excelled in Spartan Agoge

2 Confidence, 2 Influence

### Completed Spartan Agoge

1 Confidence, 1 Influence

### Barely Completed Spartan Agoge

Nothing

### Failed in Spartan Agoge

-1 Influence

Spartiates are expected to succeed.

-2 Influence, -2 Troop morale

## Paidiskos

Similar to an Ephebos they leave their community to go though further military training while patrolling the countryside.

Age 20, Excelled in Spartan Agoge, Begin in Laconia

-5 Influence, -50% Movement

Lasts 2 years. Do NOT leave Laconia.

### Accomplished Paidiskos

1 Confidence

### Failed as Paidiskos

-1 Confidence, -1 Troop morale

## Member of the Krypteia

Exceptional Spartiates are chosen to join the secret police that deal with any problem helots.

Age 20, Spartiates, Excelled in Spartan Agoge, Vigorous, Sharp, 4 Loyalty, Begin In Laconia, 75% Chance

-5 Influence, -80% Movement, 2 Command during Ambush

Lasts 2 years. Do NOT enter Sparte OR leave Laconia, this character is keeping an eye on the helots that live out in the countryside.

### Former Krypteia Member

2 Command during Ambush  
2 Map vision,  
2 Personal and Public security.

### Failed as Kryptos

-1 Influence, -1 Troop morale



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability (page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability (page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Arche Seleukia

Seleukos was the satrap of Babylonia when he was defeated by Antigonos and fled to Ptolemey in Egypt. Ptolemey gave Seleukos 1000 soldiers to help retake Babylonia. Instead, he managed to defeat Antigonos completely, controlling most of Alexander's empire and settled a peace treaty with the Indian emperor gaining 500 Elephants. From Makedonia to India, Seleukos forged a new kingdom. He was assassinated shortly after by Ptolemy's son. Seleukos' son Antiokhos has proved himself capable of retaining Seleucid rule.



Thorakitai



Kamandar i Pars



Lonchophoroi Hippiis



# Governments



Upgrades to any available except:  
 Basilike Patris  
 Satrapeia tes Arches Seleukeias  
 Hyparchia

**Doriktete Ge**

Law 5%  
 Farming Bonus

Town



**Laarchia**

NO Hellenistic Colonies  
 except Minor Polis  
 Happiness 15%  
 Trade Loss  
 Local Recruitment



**Basilike Arche**

Former Persian Empire  
 Unhappiness -10%  
 Small Local Recruitment  
 Can Establish Colonies



**Eleutheria kai Autonomia**

29% Hellenistic polities  
 Minor Hellenistic Polis  
 NO Hellenistic Military Colonies  
 Happiness 10%  
 Trade Bonus  
 Local Recruitment



**Hyparchia**

Hellenistic Military  
 or Foreign Colony  
 Minor Province  
 Trade Loss  
 Local Recruitment

Large Town



**Satrapeia tes Arches Seleukeias**

Hellenistic Military  
 or Foreign Colony  
 Satrapy Province  
 Unhappiness -10%  
 Law 5%  
 Local Recruitment  
 Satrap's Retinue:  
 Xystophoroi/Aspidiotai

City



**Epistateia epi Hellenas**

29% Hellenistic polities  
 Minor Hellenistic Polis  
 Katoikia Phrouron  
 Law 5%  
 Trade Bonus  
 Local Recruitment  
 Xystophoroi/Aspidiotai



**Basilike Patris**

Hellenistic Polis  
 Katoikia Komon  
 Satrapy Province  
 Limited by Faction Size  
 Happiness 5%  
 Law 10%  
 Hellenistic Elite  
 Siege Weapons

**Hellenistic Panoply Reforms**

Thureos, large oval shield ~257BC  
 Thorakitai, chainmail ~222BC



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment

### Hellenistic Polis

49% Hellenistic Polities

Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Hyparchia

Satrapeia tes Arches Seleukeias

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



### City Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Hyparchia

Satrapeia tes Arches Seleukeias

Basilike Patris

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Katoikia Phrouron

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment



### Katoikia Komon

25% Hellenistic Polities. Strategic  
Fortifications, Pedion Agonion.

NOT Larrchia or

Eleutheria kai Autonomia

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



### Large City Katoikia Poleon

45% Hellenistic Polities. Waystations  
and Garrisons, Pedion Agonion.

Epistateia epi Hellenas

Satrapeia tes Arches Seleukeias

Basilike Patris

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons



### Large City Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with  
increased overall recruitment.

Town

Large Town



# Foreign Military Colonies

NO Hellenistic Military Colonies  
 NO Hellenistic Metropolis  
 NO Nomadic Enclave  
 \*Conversion to Eastern Imperial only in India  
 and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Laon

Strategic Fortifications

Laarchia or higher

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Basilike Arche

Eleutheria kai Autonomia

Hyparchia

Satrapeia tes Arches Seleukeias

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Hyparchia

Satrapeia tes Arches Seleukeias

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



## Society

### Basileos

Faction Leader

1 Command, 2 Influence, 1 Troop morale, 2 Law, 3 Personal Security

### Diadokhos

Faction Heir

1 Influence, 2 Personal Security

## Akitu

The new year spring festival of Akitu was the most important ceremony for Babylon and Mesopotamia. The ruler was expected to submit to the Babylonian supreme deity Marduk, thus giving him the legitimacy to rule over Mesopotamia.

In winter bring the Basileos to Seleukia. Next turn he will remain there during all of spring to celebrate the holy festival ensuring the loyalty of Mesopotamia. If he neglects his duties for too long unrest and revolt follow.

## Royal State Cult

A Basileos with high Authority and Influence may promote his bloodline as divine, gaining 1 Influence and 1 Confidence. If the Diadokhos is the son, he will inherit this divine position when he becomes the Basileos, gaining 2 Influence and 1 Confidence.

## Offices

### Strategos Autokrator

Commander of an army

Command an army with 75% (3\4) foot units.

The bodyguard is a cavalry unit.

1 Command

### Achrophylax

Governor of the settlement's citadel

Governor of a Happy(Green face) or Content(Yellow face) population.

1 Public Security

### Epistates

Governor of the settlement

Achrophylax, 3 Influence

5% Tax bonus

### Epimeletes Tou Topou

Governor of a district

Achrophylax, 5 Influence

1 Influence, 10% Tax bonus



## Royal Court

The Basileos surrounds himself with capable people showing his favour with the **Royal Court Opening**. Higher **Authority** allows more **Royal Court Openings** and shorter time between appointments.

There is also a 5% chance to gain favour in the royal court with **High Influence**, **Charismatic**, **Epistates**, **Epimeletes Tou Topou** or **Veteran with 3 Command**.

### Philos

Friend of the King

1 Influence, 1 Loyalty

### Protos Philos

First friend of the King

2 Influence, 2 Loyalty

### Syngennes

Foster Brother

3 Influence, 3 Loyalty

### Former Syngennes

Former foster brother becomes the Basileos

**Faction Leader**

2 Influence, 1 Authority

### Tropheus

Foster Father. A foster brother to the previous Basileos becomes like a father to the new one.

3 Influence

## Loyal or Presumptuous Tropheus

He was like a brother to the previous Basileos. Will he support and honour his chosen heir or does only he know what is right for the Arche Seleukia? The **Selfishness** of the Tropheus determines whether he will have a loyal or presumptuous attitude.

If a presumptuous Tropheus rebels he becomes a pretender king.

## Pretender King

The pretender king can cause Arche Seleukia to crumble into outright chaos and civil war. The longer he remains alive the worse it gets, so it is better to swiftly end this crisis then let it drag out. Only the pretender king's death can restore order.

**Disloyal** characters may support the pretender, losing even more loyalty.

**Loyal** characters may rally to the Basileos further increasing their loyalty.

**Content (Yellow face)** or **lower** settlements, may start to support the pretender king, spiralling out of control with increasing **Unhappiness**, **Lawlessness** and **Unrest**.





## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability(page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability(page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Ptolemaioi

After Alexander died one of his generals Ptolemy became the regent of Egypt. While at war with Antigonos, Ptolemy stole Alexander's body en route to Makedonia and placed it in Alexandria, his capital. Alexandria became a major city with the famous great lighthouse and the great library. Unlike the other Diadochi, Egypt was never properly invaded so Ptolemy's descendants remained in Egypt for centuries until Cleopatra. The Ptolemaioi use a Makedonian style army with Greeks, Egyptians and foreign mercenaries.



Agema Kleroukhon Hippeon



Machimoi Phalangitai



Machairophoroi



# Governments

Town



**Doriktete Ge**

Law 5%  
Farming Bonus



**Strategia**

Unhappiness -10%  
Small Local Recruitment  
Can establish Colonies

Any Except Basilike Patris

**Hellenistic Governments**



**Eleutheria kai Autonomia**

29% Hellenistic polities  
Minor Hellenistic Polis  
NO Hellenistic Military Colonies  
Happiness 10%  
Trade Bonus  
Local Recruitment

**Native Governments**



**Laarchia**

NO Hellenistic Colonies  
except Minor Polis  
Happiness 15%  
Trade Loss  
Local Recruitment

Large Town



**Epistateia epi Hellenas**

29% Hellenistic polities  
Minor Hellenistic Polis  
Katoikia Phrouron  
Law 5%  
Trade Bonus  
Increased Local Recruitment



**Epistateia epi Laous**

NO Hellenistic Colonies  
except Minor Polis  
Trade Loss  
Increased Local Recruitment

City



**Basilike Patris**

Hellenistic Polis  
Katoikia Komon  
Hellas and their old colonies  
Limited by Faction Size  
Happiness 5%  
Law 10%  
Hellenistic Elite  
Siege Weapons

**Hellenistic Panoply Reforms**

Thureos, large oval shield ~257BC  
Thorakitai, chainmail ~222BC



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment



### Hellenistic Polis

49% Hellenistic Polities

Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



City

### Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Basilike Patris

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Katoikia Phrouron

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment



### Katoikia Komon

25% Hellenistic Polities. Strategic  
Fortifications, Pedion Agonion.

Strategia or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



Large City

### Katoikia Poleon

45% Hellenistic Polities. Waystations  
and Garrisons, Pedion Agonion.

Epistateia epi Hellenas

Basilike Patris

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons



Large City

### Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with  
increased overall recruitment.



# Foreign Military Colonies

NO Hellenistic Military Colonies  
 NO Hellenistic Metropolis  
 NO Nomadic Enclave  
 \*Conversion to Eastern Imperial only in India  
 and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Loan

Strategic Fortifications

Strategia or higher

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Laarchia

Epistateia epi Laous

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Epistateia epi Laous

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



## Society

### Basileos

Faction Leader

1 Command, 2 Influence, 1 Troop  
morale, 2 Law, 3 Personal Security

### Diadokhos

Faction Heir

1 Influence, 2 Personal Security

### The Pharaoh belongs in Alexandria

The Basileos may travel wherever he wants but the native Egyptians expect him to rule from Alexandria. Staying out of Alexandria for too long will cause serious unrest all throughout Egypt.

### Machimoi loyalty

Recruiting too many of the Machimoi Phalangitai will upset the local aristocracy in Thebais. Send home the Machimoi Phalangitai veterans to Diospolis-Megale and disband them in return for their continued public support.

Resentment will build up if too many Machimoi Phalangitai are recruited.



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability(page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability(page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Baktria

Alexander's conquest of the Persian empire brought him to Baktria. The crossroads between the horse nomads of the steppe, China, India and Persia. The Greek satrap of Baktria recognised Seleucid rule and only when Arche Seleukia became weakened did Diodotos rebel and establish his own kingdom. Baktria would grow into a strong kingdom on its own reaching over the mountains into India. Their military is a mixture of Greek, Baktrian and Nomadic influences, the result is well equipped deadly horsemen.



Baktrioi Hippotoxotai



Aryanag Payadag



Baktrioi Hippeis





## Satrap of Arche Seleukia



Your faction leader starts as a Satrap of Arche Seleukia, so you can only build faction governments inside your appointed Satrapy of Baktria. Your family serves the Seleukids and only has the authority to control the Satrapy of Baktria. The Satrapy of Baktria is the 3 regions you control at the start of your game.



You may expand outside your satrapy to install allied government client rulers. You can only build faction governments once you become an independent kingdom.

To gain independence from Arche Seleukia, refuse the tribute, win 4 land battles against Arche Seleukia(no auto resolve) and take 3 regions from Arche Seleukia.



**Hellenistic Panoply Reforms**

Thureos, large oval shield ~257BC  
 Thorakitai, chainmail ~222BC

# Governments



**Doriktete Ge**

Law 5%  
 Farming Bonus

Upgrades to any available except:  
 Basilike Patris  
 Satrapeia  
 Hyparchia

Town



**Laarchia**

NO Hellenistic Colonies  
 except Minor Polis  
 Happiness 15%  
 Trade Loss  
 Local Recruitment



**Basilike Arche**

Former Persian Empire  
 Unhappiness -10%  
 Small Local Recruitment  
 Can Establish Colonies



**Eleutheria kai Autonomia**

29% Hellenistic polities  
 Minor Hellenistic Polis  
 NO Hellenistic Military Colonies  
 Happiness 10%  
 Trade Bonus  
 Local Recruitment



**Hyparchia**

Hellenistic Military  
 or Foreign Colony  
 Minor Province  
 Trade Loss  
 Local Recruitment

Large Town



**Satrapeia**

Hellenistic Military  
 or Foreign Colony  
 Satrapy Province  
 Unhappiness -10%  
 Law 5%  
 Local Recruitment  
 Satrap's Retinue:  
 Xystophoroi/Aspidiotai

City



**Epistateia epi Hellenas**

29% Hellenistic polities  
 Minor Hellenistic Polis  
 Katoikia Phrouron  
 Law 5%  
 Trade Bonus  
 Local Recruitment  
 Xystophoroi/Aspidiotai

**Satrap of Arche Seleukia**

Baktria starts as a Satrap of Arche Seleukia and can only build faction governments inside the Satrapy of Baktria (starting regions) and Allied Client Governments elsewhere.

**Baktrian Kingdom**

Only the Baktrian kingdom may govern outside of the Satrapy of Baktria.  
 To gain independence, refuse the tribute, win 4 battles and take 3 regions from Arche Seleukia.



**Basilike Patris**

Baktrian Kingdom  
 Hellenistic Polis  
 Katoikia Komon  
 Satrapy Province or India  
 Limited by Faction Size  
 Happiness 5%  
 Law 10%  
 Hellenistic Elite  
 Siege Weapons



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Katoikia Phrouron

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment

Town

Large Town



### Hellenistic Polis

49% Hellenistic Polities

Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Hyparchia

Satrapeia

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



### Katoikia Komon

25% Hellenistic Polities. Strategic Fortifications, Pedion Agonion.

Basilike Arche or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



Large City

### Katoikia Poleon

45% Hellenistic Polities. Waystations and Garrisons, Pedion Agonion.

Epistateia epi Hellenas

Satrapeia

Basilike Patris

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons

City



### Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Eleutheria kai Autonomia

Epistateia epi Hellenas

Hyparchia

Satrapeia

Basilike Patris

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years



Large City

### Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with increased overall recruitment.



# Foreign Military Colonies

NO Hellenistic Military Colonies  
 NO Hellenistic Metropolis  
 NO Nomadic Enclave  
 \*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Loan

Strategic Fortifications  
 Laarchia or higher  
 Unhappiness -5%  
 Farming Loss  
 Conversion(Eastern Imperial) up to 25%\*  
 Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications  
 Basilike Arche  
 Eleutheria kai Autonomia  
 Hyparchia  
 Satrapeia  
 Unhappiness -5%  
 (-10% with Hellenistic Polis)  
 Farming Loss  
 Free Upkeep  
 Conversion(Eastern Imperial) up to 45%\*  
 Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons  
 Hyparchia  
 Satrapeia  
 Law 5%  
 Unhappiness -10%  
 (-20% with Hellenistic Polis)  
 Farming Loss 2  
 Free Upkeep 2  
 Conversion(Eastern Imperial) up to 60%\*  
 Imported Recruitment



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability (page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability (page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Hayastan

The Armenians have lived in the Caucasus valleys since before the Persian empire. Once a satrapy to the Persians, they have a new found freedom after Alexander conquered the whole empire. The old Persian satrap of Hayastan, Yervan, survived the conquest and started his own Yervanduni dynasty. The kings rely on superior horses from the noble estates and the tribes of the Caucasus, Armenians being one of many. Persians and steppe nomads have influenced their style of warfare.



Phæzægashka



Aznvakan Aspet



Hai Nizagarmatik



# Governments



**Razmakan Tirum**

Law 5%  
Farming Bonus



**Caucasian Tribal Kingdom**

Caucasus Only  
Law 5%  
Happiness 5%  
Free Upkeep  
Local Recruitment  
Aznavakan Aspet in  
Armavir & Shamushat



**Strategiai**

Unhappiness-5%  
Local Recruitment

---  
Town

**Hayastan Caucasus Kingdom**

Own 7 Settlements and Build 4 Caucasian Tribal kingdom  
Dranik Gund recruitment available



**Marz**

Law 5%  
Happiness 5%  
(Conversion up to 35% Imperial Hayastan)  
Local Recruitment  
Satrap's Retinue:  
Ernag Aswar/Aswar I Nezagan  
Aznavakan Aspet in Pokr Hayk & Shamushat

---  
Large Town



**Philhellenic Satrap**

Minor Hellenistic Polis  
Happiness 10%  
Farming loss  
Hellenistic Recruitment  
Siege Weapons  
Satrap's Retinue:  
Ernag Aswar/Aswar I Nezagan



**Nstavayry Ishkhanutyany**

Armavir Only  
Law 10%  
Happiness 5%  
Conversion up to 60%  
Archer and Cavalry Experience  
Hayastan Recruitment  
Siege Weapons

**The Imperial Seats**

Gain a Kayserakan Nstavayry at  
21 Settlements  
15 Settlements and 6 Authority  
8 Authority

**Imperial Hayastan**

Own 15 Settlements including Armavir, Babylon, Ekbatana and Antiocheia.  
Culture is Eastern Imperial



**Nakhnineri Mayrakaghak**

Armavir Only  
60% Eastern Imperial  
Law 15%  
Happiness 5%  
Conversion up to 80%  
Archer and Cavalry Experience  
Hayastan Recruitment



**Kayserakan Nstavayry**

30% Eastern Imperial  
Law 15%  
Happiness 5%  
Conversion up to 60%  
Archer and Cavalry Experience  
Local Recruitment



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt

Town



## Phrourioi Laon

Strategic Fortifications

Caucasian Tribal kingdom or higher

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment



## Katokiai Laon

Strategic Fortifications

Marz or higher

Law 5%

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Philhellenic Satrap

Nstavayry Ishkhanutyan

Kayserakan Nstavayry

Law 5%

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment





# Pontos

Narrowly escaping assassination, Mithridates escaped to a fortress in Paphlagonia and slowly started to expand his realm in Pontos. His family line had extended back to the great Persian satrap of Phrygia, Pharnakes. His realm was a mixture of Greek coastal cities, various Anatolian peoples and an alliance with the recently arrived Celts, the Galatians. The royal family embraced both Hellenistic and Persian aspects of life, eventually becoming descendants of the royal dynasties from both cultures.



Hoplitai Haploi



Aswar I Kuweshawadan



Kamandar I Kappodakia



# Governments



**Doryktete Ge**  
 Law 5%  
 Farming Bonus

## Hellenistic Colonists

Pontos can build Hellenistic Military Colonies. The colonists must come from the Metropolis/Polis you own.

You can also use the Hellenistic Polis but you cannot upgrade it.

## Hellenistic Panoply Reforms

Thureos, large oval shield ~257BC  
 Thorakitai, chainmail ~222BC

Town



**Heirai Chorai**  
 Caucasus, Anatolia  
 NO Hellenistic Polis  
 Happiness 10%  
 Farming Bonus  
 Local Levies  
 (Slow refresh)

Unavailable after reform



**Strategos ton Philon**  
 Law 5%  
 Unhappiness -10%  
 Farming Bonus 2  
 Trade Bonus  
 Conversion up to 35%  
 Local Levies  
 Strategos' Retinue:  
 Asvar i Kuveshvandan  
 Ambaktoi Kington  
 Uzali/Galatianised Spearmen



**Strategiai**  
 Unhappiness -5%  
 Conversion to Eastern Imperial up to 35%  
 Local Recruitment



**Symmachia**  
 Happiness 10%  
 Farming Loss  
 Local Recruitment

## Imperial Pontos

Own 10 Provinces including the eastern side of the Pontic Sea from Sinope to Khersonesos

Win 10 battles against armies lead by Generals of the Hellenistic Factions from Asia and Bosphoros. No auto-resolve.

Culture is changed to Eastern Imperial

Large Town



**Satrapeia**  
 15% Eastern Imperial  
 Law 5%  
 Conversion up to 50%  
 Local Recruitment  
 Satrap's Retinue:  
 Asvar i Kuveshvandan

City



**Basilike Patris**  
 30% Eastern Imperial  
 Anatolia, Bosphoros, Royal or Satrapy Province.  
 Limited by Faction Size.  
 Law 10%  
 Farming Bonus  
 Conversion up to 60%  
 Pontos Elite  
 Siege Weapons



**Hypobasileia**  
 Royal Province  
 Happiness 5%  
 Law 5%  
 Conversion up to 50%  
 Local Recruitment  
 Asvar i Kuveshvandan  
 Ambaktoi Kington  
 Hamata Drepanephora



# Hellenistic & Foreign Military Colonies

## Foreign Military Colony

NO Hellenistic Military Colonies  
 NO Hellenistic Metropolis  
 NO Nomadic Enclave  
 \*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt



### Phrourioi Loan

Strategic Fortifications  
 Strategiai  
 Strategos ton Philon  
 Satrapeia or higher

Farming Loss

Conversion(Eastern Imperial) up to 25%  
 Imported Recruitment



### Katokiai Laon

Strategic Fortifications  
 Strategiai  
 Strategos ton Philon  
 Satrapeia or higher

Law 5%

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%  
 Imported Recruitment



### City Katalogia Laon Katoikon

Way-stations and Garrisons  
 Satrapeia or higher

Law 5%

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%  
 Imported Recruitment

## Hellenistic Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies  
 Conversion to Hellenistic Polities



### Minor Garisoned Settlements

Strategic Fortifications

Law 5%

Farming Loss

Conversion(Hellenistic Polities) up to 30%  
 Hellenistic Professional Recruitment



### Minor Isolated Settlements

25% Hellenistic Polities. Strategic Fortifications, Pedion Agonion.

Strategiai

Strategos ton Philon

Satrapeia or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion(Hellenistic Polities) to 50%  
 Hellenistic Professional Recruitment



### Large City Major Isolated Settlements

45% Hellenistic Polities. Waystations and Garrisons, Pedion Agonion.

Satrapeia or higher

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion(Hellenistic Polities) up to 70%

Hellenistic Professional Recruitment

Siege Weapons



### Large City Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with increased overall recruitment.



# Pahlavâ

These Iranian nomadic tribes living on the edge of the Persian empire were once called robbers, “Dahe”. Now that the Persian empire has been replaced with a Hellenistic one, the Pahlavâ may do more than just raid. Taking advantage of turmoil inside Arche Seleukia, the Pahlavâ with Ahura Mazda's blessing can become the true heirs of the Persian empire. Their nomadic roots remained with them as they reformed the Persian empire, forming a large part of their armies as mounted archers and cataphracts.



Daha Arstibaratae



Aswar i Kamanan



Zrehgen Aswar



# Governments



Êvarz

Law 5%  
Farming Bonus  
Free upkeep 2



**Pahlav Shahwar Zand Dahyu**

Royal Clan Governors  
Nisaya, Assak and Hekatompylos  
Law 5% (-5% after reform)  
Conversion up to 25%  
Free Upkeep  
(Higher in nomadic land)  
Nomadic Recruitment



**Pahlav Zand Dahyu**

Allied Clan Governors  
Happiness 10%  
(-10% after reform)  
Conversion up to 20%  
Farming Loss  
Free Upkeep  
(Higher in nomadic land)  
Nomadic Recruitment

## Become a Settled Kingdom

Own Asaak, Hekatompylos, Ekbatana, Rhagae and build in all of them Large-Scale Farming (Lvl4)  
Culture is changed to Eastern Imperial. Automatic by 211BC

Upgrades to any available



**Subject Nomad Territory**

Pastoral or Nomadic Region  
Law 5%  
Happiness 5%  
Farming Loss  
Conversion up to 30%  
Nomadic Recruitment



**Pahlav Vuzurgan**

Law 5%  
Unhappiness -10%  
Conversion up to 30%  
Local Recruitment

City



**Satrapeia Philellenike**

35% Hellenistic Polities  
Minor Polis  
Happiness 10%  
Conversion up to 30%  
Local Hellenistic Recruitment  
Satrap's Retinue:  
Asvar i Kuveshvandan  
Oxybeles



**Pahlav Shahrab**

25% Eastern Imperial  
Satrapy Province  
Allied Clan Governors  
Law 5%  
Conversion up to 40%  
Local Recruitment  
Satrap's Retinue:  
Asvar i Kuveshvandan



**Pahlav Shahwar Shahrab**

30% Eastern Imperial  
Royal Province  
Royal Clan Governors  
& the Shahrddar  
Law 10%  
Conversion up to 60%  
Local Recruitment  
Pahlava Elite

## The Indo-Parthians

Have a high influence Suren  
Governor in any province of India.



**Indo-Parthian Kingdom**

India  
30% Eastern Imperial  
Law 10%  
Happiness 5%  
Conversion up to 50%  
Farming Loss 2  
Indian Recruitment



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt

Town



## Phrourioi Loan

Strategic Fortifications

Pahlav Vuzurgan or higher

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Pahlav Shahrab

Satrapeia Phillellenike

Pahlav Shahwar Shahrab

Indo-Parthian Kingdom

Law 5%

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Pahlav Shahwar Shahrab

Indo-Parthian Kingdom

Law 5%

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment



## Society

### Shahrdar

Faction Leader

1 Command, 2 Influence, 1 Troop  
morale, 2 Law, 3 Personal Security

### Waspuhr

Faction Heir

1 Influence, 2 Personal Security

## Clans

### Royal Clan:

Arshkânîg

### Allied Clans:

Mihran, Karen, Dahâen, Sûrên-Pahlavîg

The noble houses of the Pahlavâ each had their own land. Characters acting as governors in the wrong province will cause dissent.



# Mercenary Adventures

Under Age 30, stay 1 year in the following settlements to gain the Mizdi Yauza trait. Serving as a mercenary takes 5 years(20 turns). You can only be a mercenary once.

## Indian Mercenary (Taksashila must exist)



Paropamisadai



Gandhara

## Central Asian Mercenary (Baktria must exist)



Sogdiane

## Iranian Mercenary (Arche Seleukia must exist)



Ariea



Gabiene



Parthiaya

## Mesopotamian Mercenary (Arche Seleukia must exist)



Media

### Mizdi Yauza

Having gathered his loyal band of warriors, they become mercenaries.

-10% Movement

### Serving in ...

Away serving as a mercenary for 5 years

-100% Movement (consider him absent)

Success depends on Intelligence and Vigour.

### Victorious in ...

1 Command, 1 Influence,  
5% Looting Bonus

### Hainanu Chabaljaka

2 Command, 2 Influence,  
10% Looting Bonus

### Defeated in ...

-2 Influence

### Injured in ...

-1 Command, -3 Influence, -  
50% Movement, -1 Hitpoints





# Aedui

Although sharing many cultural traits, the Keltoi of Gaul were not a unified people. The Aedui rose to the position of pre-eminent power in Gaul in 123BC following the defeat of the Aruernoi. The Aedui wielded power through diplomacy by allying themselves with powerful Gallic tribes, and controlling river trade with their oppidum Bibracte strategically located between trade routes. An alliance with Roma caused Caesar to intervene in Gallic affairs in 58BC, ultimately leading to the end of the Aedui as an independent people.



Arkoi



Kingetoi Uisuparanon



Koxsalotoi



# Governments



## Military Occupation

Law 5%  
Farming Bonus

Upgrades to any available except Vergobretos



## Protectorate

Law 10%  
Farming Bonus  
Free Upkeep 2



## Allied City

Happiness 10%  
Lawless -5%  
Free Upkeep  
Local Recruitment



## Migration

25% Western Tribal States  
0% 30 40 50 100% Culture  
-15% -5% 0% 5% Public Order  
Conversion up to 65%  
Local & Faction Recruitment



## Confederation

Gaul  
75% Western Tribal States  
Happiness 10%  
Law 5%  
Free Upkeep 3  
Gaulish Recruitment  
Each Confederation building reduces the  
Faction Leader authority by 1



## Uergobretos

Bibrakte  
90% Western Tribal States  
Altron Uoglanmens  
Ueramos Landakamios  
Happiness 5%  
Law 10%  
Trade Bonus 2  
Free Upkeep 4  
Gaulish Recruitment  
Aedui Tribal Education

Town

Large Town

City



# Military Reforms

## Age of Chariots and Chieftains

European wide contacts increase wealth for the nobility and the earliest coins are minted. The wealthy are buried along side their chariots and warriors are buried with their sword, shield and javelins. The Keltoi migrations are slowing down.

## The Rise of the Riders

The migrations period up rooted some communities while strengthening others. Panoply becomes more attuned for war with longer armaments and greater protection. Chariots are abandoned on the battlefield but remain prestigious. Cavalry takes its place and slingers make an appearance. The Keltoi migrations are on their last legs.

Fight 5 large land battles (over 12 enemy units, no auto-resolve) against the Mediterranean powers of Senatus Populusque Romanus, Safot Softim biQarthadast, Koinon Hellenon and Epeiros.

Between 260BC ~ 250BC

The Rise of the Riders automatically occurs.

## Armies of the Twilight States

Urbanisation of societies created large fortified settlements. Mediterranean goods reached as far as Britain and a large variety of coinage spread throughout the land. General goods and armaments are mass produced, resulting in streamlined and practical designs. Armour is enhanced to suit protracted combat and archers are used due to fortifications.

By 162BC

Own 1 City (6000 households)

Own 5 Mâros Landakambios (Large markets)

Own 3 Confederation governments.

Between 150BC ~ 90BC

Armies of the Twilight State Riders automatically occurs.



# Society

## Uergobret

Magistrate, Faction Leader

1 Command, 2 Influence, 1 Troop Morale, 2 Law, 3 Personal Security

## Confederate



The elected leader of his people within the Aedui Confederation. Spend 2 Years in a settlement native to his local Ethnicity, with a Confederation government. Kingetos, Charismatic, 4 Influence, Age 30.

1 Command, 1 Confidence, 2 Influence, 1 Law, 5% Tax Bonus, 10% Recruiting Discount

## Remos

Faction Heir

1 Influence, 1 Loyalty, 1 Personal Security

## Protector

Governor of the Protectorate or Allied City

1 Command, 5% Tax Bonus

## Fame & Feasting

Once an uellaunogenos proves himself as a Kingetos, they are able to partake in great feasts and mingle with the greatest heroes of their time.

### Eligible For Feasting

Able to join the feast after recently becoming a Kingetos. Wait in a settlement for 1 turn. Influence, Unselfish, Charismatic, Kingetos and Epas will increase his hierarchy within the feast.

### Third Circle

-1 Influence, -2 Personal Security

### Second Circle

1 Command, 1 Law

### Premier Circle

1 Command, 1 Confidence, 1 Law, 1 Personal Security

### Feast Organizer

1 Influence, 5% Tax Bonus, 2 Law, 2 Personal Security

## Defeat

Never should they be caught fleeing the battlefield for the eternal shame will haunt them for the rest of their life.

### Defeated Kingetos

-5 Command, -1 Confidence, -4 Influence, -3 Troop Morale, -4 Authority, -5 Personal Security, -10 Bodyguard Size.

## Mercenaries

Your warriors will ask permission to go abroad into Mercenary Service in return for a share of their loot. Likewise an uellaunogenos may himself go on a Mercenary Adventure.



# Kingetos

**louantus**

Youth

-3 Command, -2 Influence, -1 Troop Morale, 10% Movement

The time has come for this young man to prove himself as a warrior. He must leave his community behind and demonstrate his battle prowess. To begin, **leave the settlement**, venture forth and...

Travel around your lands  
Expend movement points

Enter enemy lands  
(factions at war)

Become a mercenary  
Mercenary Adventures  
(next page)

**Training to Become a Kingetos**

The trial of manhood begins, blood must be spilt.

-2 Command, -1 Troop Morale, 5% Movement

Expend movement points travelling around. Do not **idle** or travel around the **same province** for years.

**Raid** (page 9) enemy lands, **attack** their armies, **conquer** their settlements and **kill enemies** in the thick of battle. Other **louantus** serving as an auxiliary general for at least 3 years will gain **Kingetos** experience.

**Losing** a battle and **fleeing** are disastrous to your reputation as a kingetos, same as **staying put in a settlement**.

Whatever the circumstance, a **Languorous louantus** will more likely fail while an **Energetic louantus** has a greater chance of becoming a **Kingetos**. He must prove himself by **age 30**.

**Weak Kingetos**

A pitiful man

-3 Command, -3 Influence, -3 Fertility

**Kingetos**

A true man and warrior

1 Command when Attacking, 1 Command, 1 Influence

**Epas**

Revered and respected warrior

1 Command when Attacking, 1 Command, 1 Confidence, 1 Influence, 1 Troop Morale, 5% Recruiting Discount

If he is under **age 36** any **Kingetos** may improve his reputation all the way up to **Epas**.

By leading armies to **Raid** (page 9) enemy lands, **attack** their armies, win **heroic victories**, **conquer** their settlements and **kill enemies** in the thick of battle.



# Mercenary Adventures

Travel the world fighting other peoples wars. **Under Age 30**, stay **1 year** in the following settlements to gain the **Amossos** trait, then be **Recruited** by the clients based on where you stayed. You can only be a mercenary once.

## Hellenic Mercenary



## Carthaginian Mercenary (They must own Qart-hadast)



## Roman Mercenary (They must own Roma)



Step outside any of these settlements after gaining the **Amossos** trait to be a Roman mercenary.

### Amossos

Having gathered his loyal band of warriors, they become mercenaries.

**2 Loyalty**, **-10% Movement**

If you step outside you will be recruited by the Romans next turn.

### Recruited

Serving abroad as a mercenary for 5 Years. Any **louantos** will gain a **Kingetos** status when he returns.

**-100% Movement** (consider him absent)

Success depends on **Intelligence**, **Vigour** and **Kingetos** or **Epas** status.

### Victorious

**1 Command**, **1 Influence**,  
**5% Looting Bonus**

### Defeated

**-2 Influence**

### Injured

**-1 Command**, **-3 Influence**, **-50% Movement**, **-1 Hitpoints**

### Great Victory as a Hellenic Mercenary

**1 Command**, **3 Influence**,  
**10% Looting Bonus**

### Great Victory as a Carthaginian Mercenary

**1 Command**, **2 Influence**,  
**+5% to trading income**,  
**10% Looting Bonus**

### Great Italian Victor

**2 Command**, **2 Influence**,  
**10% Looting Bonus**

Can also be recruited at Kabula, Klepidava and Zermizegetusa.



# Druidae

## Eligible for Druidic Training

Age 18 to 30

To begin **Druidic Training**, stay in a settlement for **1 and a half years** with an...



...and **faction government**...



or



Altron Uoglanmens

Confederation

Uergobretos

## Druidic Training

**-2 Command, -200% Movement, -2 Fertility, 1 Loyalty**

**5 Years** of study. **Charisma, Intelligence and Unselfish** contribute to success.

## Uates

**1 Influence, 1 Troop Morale, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

## Failed Druidic Training

**-1 Command, -2 Influence, -2 Troop Morale,**

## Eligible for Druidic Journey

**Intelligent, Age 26, Failed Druidic Training or Uates.**

To begin the voyage to Belerion, stay in a settlement for **1 year** with an...



Altron Uoglanmens

Lagiokaunos or River port

...and **faction governments** Allied State,  
Confederation or Uergobretos.

## Visiting the Druidic Sanctuary in Belerion

**+1 Command when Defending,**

**-200% Movement(consider him absent).**

**5 year** journey to the island of darkness

## Completed Pilgrimage to Belerion

**1 Influence, 1 Law,**

**Minor Battle Surgery (Recovering casualties)**

A **Uates** may continue down the path of a Druid.

## Druidae

**2 Influence, 2 Troop Morale, 2 Law,**

**2% Construction Discount**

**Moderate Battle Surgery (Recovering casualties),**

**-1 Command When Attacking**

Travel to a different settlement than your previous training (expend movement points)

with an Altron Uoglanmens, and **faction government** Confederation or Uergobretos.

**Druidae** is **15 years** of further training.

**(-200% Movement)**

## Arduodruits

**3 Influence, 3 Troop Morale, 3 Law,**

**4% Construction Discount**

**Master Battle Surgery (Recovering casualties), -1**

**Command, -2 Command When Attacking**

Repeat the same process with a lvl2 academy Altron Ro Uissous, to become a high druid.

**Arduodruits** is **3 years** of further training.

**(-200% Movement)**



# Tribal Education

After **turn 100** the Aedui can specialise in the arts of law, trading and construction. They are not particularly proficient in offensive strategies or command. Only the **Aedui** ethnicity may undergo their particular education.

## Eligible for Tribal Education

**Aedui, Any Kingetos, Age 28 to 40**

To begin training, stay **1 year** in **Bibrakte** with..



Uergobretos

and



Altron Uoglanmens

## Undergoing Tribal Education

**-200% Movement**

**4 Years** of study. **Charisma, Intelligence, Unselfish, Kingetos, Epas** and **Druidae** increase the chances of success.

## Proper Aedui

**1 Influence, 2 Law,**  
**10% Trade Bonus, 10% Construction Discount,**  
**-1 Command, -1 Command when Attacking**

## Exemplary Aedui

**1 Influence, 1 Law,**  
**5% Trade Bonus, 5% Construction Discount,**  
**-1 Command when Attacking**

## Unexemplary Aedui

**-1 Influence, -1 Law,**  
**5% Trade Loss, 5% Construction Cost Increase**





# Aruernoi

The Aruernoi rose to power in Gaul in the 3rd century BC, eclipsing the Bituriges. The Aruernoi hegemony, which reportedly stretched across much of Gaul, endured until 123BC, when the Aruernoi suffered a catastrophic defeat against Roma. They subsequently overthrew their kings, but continued to try and reclaim their hegemony. Their chance came in 52BC when Uerkingetorix was briefly proclaimed king of all Gaul and led a rebellion against the Romani. Ultimately, the Aruernoi lost their status as an independent people.



Nedes Nesamoi



Eporeda Akus



Arpiatoi



# Governments



## Military Occupation

Law 5%  
Farming Bonus

Upgrades to any available except Vergorix



## Protectorate

Law 10%  
Farming Bonus  
Free Upkeep 2



## Allied City

Happiness 10%  
Lawless -5%  
Free Upkeep  
Local Recruitment



## Migration

25% Western Tribal States  
0% 30 40 50 100% Culture  
-15% -5% 0% 5% Public Order  
Conversion up to 65%  
Local & Faction Recruitment



## Confederation

Gaul  
75% Western Tribal States  
Happiness 10%  
Law 5%  
Free Upkeep 3  
Gaulish Recruitment  
Each Confederation building reduces  
the Faction Leader authority by 1



## Vergorix

Gergouia  
90% Western Tribal States  
Happiness 5%  
Law 10%  
Trade Bonus 2  
Free Upkeep 4  
Gaulish Recruitment  
Tribal Education

Town

Large Town

City



# Military Reforms

## Age of Chariots and Chieftains

European wide contacts increase wealth for the nobility and the earliest coins are minted. The wealthy are buried along side their chariots and warriors are buried with their sword, shield and javelins. The Keltoi migrations are slowing down.

## The Rise of the Riders

The migrations period up rooted some communities while strengthening others. Panoply becomes more attuned for war with longer armaments and greater protection. Chariots are abandoned on the battlefield but remain prestigious. Cavalry takes its place and slingers make an appearance. The Keltoi migrations are on their last legs.

Fight 5 large land battles (over 12 enemy units, no auto-resolve) against the Mediterranean powers of Senatus Populusque Romanus, Safot Softim biQarthadast, Koinon Hellenon and Epeiros.

Between 260BC ~ 250BC

The Rise of the Riders automatically occurs.

## Armies of the Twilight States

Urbanisation of societies created large fortified settlements. Mediterranean goods reached as far as Britain and a large variety of coinage spread throughout the land. General goods and armaments are mass produced, resulting in streamlined and practical designs. Armour is enhanced to suit protracted combat and archers are used due to fortifications.

By 162BC

Own 1 City (6000 households)

Own 5 Mâros Landakambios (Large markets)

Own 3 Confederation governments.

Between 150BC ~ 90BC

Armies of the Twilight State Riders automatically occurs.



# Society

## Uerrixs

Over-king, Faction Leader

1 Command, 2 Influence, 1 Troop Morale, 2 Law, 3 Personal Security

## Confederate



The elected leader of his people within the Aruernoi Confederation. Spend 2 Years in a settlement native to his local Ethnicity, with a Confederation government. Kingetos, Charismatic, 4 Influence, Age 30.

1 Command, 1 Confidence, 2 Influence, 1 Law, 5% Tax Bonus, 10% Recruiting Discount

## Orbios

Faction Heir

1 Influence, 1 Loyalty, 1 Personal Security

## Protector

Governor of the Protectorate or Allied City

1 Command, 5% Tax Bonus

## Fame & Feasting

Once a teutotrebos proves himself as a Kingetos, they are able to partake in great feasts and mingle with the greatest heroes of their time.

### Eligible For Feasting

Able to join the feast after recently becoming a Kingetos. Wait in a settlement for 1 turn.

Influence, Unselfish, Charismatic, Kingetos and Epas will increase his hierarchy within the feast.

### Third Circle

-1 Influence, -2 Personal Security

### Second Circle

1 Command, 1 Law

### Premier Circle

1 Command, 1 Confidence, 1 Law, 1 Personal Security

### Feast Organizer

1 Influence, 5% Tax Bonus, 2 Law, 2 Personal Security

## Defeat

Never should they be caught fleeing the battlefield for the eternal shame will haunt them for the rest of their life.

### Defeated Kingetos

-5 Command, -1 Confidence, -4 Influence, -3 Troop Morale, -4 Authority, -5 Personal Security, -10 Bodyguard Size.

## Mercenaries

Your warriors will ask permission to go abroad into Mercenary Service in return for a share of their loot. Likewise a teutotrebos may himself go on a Mercenary Adventure.



# Kingetos

**louantus**

Youth

-3 Command, -2 Influence, -1 Troop Morale, 10% Movement

The time has come for this young man to prove himself as a warrior. He must leave his community behind and demonstrate his battle prowess. To begin, **leave the settlement**, venture forth and...

Travel around your lands  
Expend movement points

Enter enemy lands  
(factions at war)

Become a mercenary  
Mercenary Adventures  
(next page)

**Training to Become a Kingetos**

The trial of manhood begins, blood must be spilt.

-2 Command, -1 Troop Morale, 5% Movement

Expend movement points travelling around. Do not **idle** or travel around the **same province** for years.

**Raid** (page 9) enemy lands, **attack** their armies, **conquer** their settlements and **kill enemies** in the thick of battle. Other **louantus** serving as an auxiliary general for at least 3 years will gain **Kingetos** experience.

**Losing** a battle and **fleeing** are disastrous to your reputation as a kingetos, same as **staying put in a settlement**.

Whatever the circumstance, a **Languorous louantus** will more likely fail while an **Energetic louantus** has a greater chance of becoming a **Kingetos**. He must prove himself by **age 30**.

**Weak Kingetos**

A pitiful man

-3 Command, -3 Influence, -3 Fertility

**Kingetos**

A true man and warrior

1 Command when Attacking, 1 Command, 1 Influence

**Epas**

Revered and respected warrior

1 Command when Attacking, 1 Command, 1 Confidence, 1 Influence, 1 Troop Morale, 5% Recruiting Discount

If he is under **age 36** any **Kingetos** may improve his reputation all the way up to **Epas**.

By leading armies to **Raid** (page 9) enemy lands, **attack** their armies, win **heroic victories**, **conquer** their settlements and **kill enemies** in the thick of battle.



# Mercenary Adventures

Travel the world fighting other peoples wars. **Under Age 30**, stay **1 year** in the following settlements to gain the **Amossos** trait, then be **Recruited** by the clients based on where you stayed. You can only be a mercenary once.

## Hellenic Mercenary



## Carthaginian Mercenary (They must own Qart-hadast)



## Roman Mercenary (They must own Roma)



Step outside any of these settlements after gaining the **Amossos** trait to be a Roman mercenary.

### Amossos

Having gathered his loyal band of warriors, they become mercenaries.

**2 Loyalty**, **-10% Movement**

If you step outside you will be recruited by the Romans next turn.

### Recruited

Serving abroad as a mercenary for 5 Years. Any **louantos** will gain a **Kingetos** status when he returns.

**-100% Movement (consider him absent)**

Success depends on **Intelligence**, **Vigour** and **Kingetos** or **Epas** status.

### Victorious

**1 Command**, **1 Influence**,  
**5% Looting Bonus**

### Defeated

**-2 Influence**

### Injured

**-1 Command**, **-3 Influence**, **-50% Movement**, **-1 Hitpoints**

### Great Victory as a Hellenic Mercenary

**1 Command**, **3 Influence**,  
**10% Looting Bonus**

### Great Victory as a Carthaginian Mercenary

**1 Command**, **2 Influence**,  
**+5% to trading income**,  
**10% Looting Bonus**

### Great Italian Victor

**2 Command**, **2 Influence**,  
**10% Looting Bonus**

Can also be recruited at Kabula, Klepidava and Zermizegetusa.



# Druidae

## Eligible for Druidic Training

Age 18 to 30

To begin **Druidic Training**, stay in a settlement for **1 and a half years** with an...



...and **faction government**...



or



Altron Uoglanmens

Confederation

Vergorix

## Druidic Training

**-2 Command, -200% Movement, -2 Fertility, 1 Loyalty**

**5 Years** of study. **Charisma, Intelligence and Unselfish** contribute to success.

## Uates

**1 Influence, 1 Troop Morale, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

## Failed Druidic Training

**-1 Command, -2 Influence, -2 Troop Morale,**

## Eligible for Druidic Journey

**Intelligent, Age 26, Failed Druidic Training or Uates.**

To begin the voyage to Belerion, stay in a settlement for **1 year** with an...



Altron Uoglanmens

Lagiokaunos or River port

...and **faction governments** Allied State,  
Confederation or Vergorix.

## Visiting the Druidic Sanctuary in Belerion

**+1 Command when Defending,**

**-200% Movement(consider him absent).**

**5 year** journey to the island of darkness

## Completed Pilgrimage to Belerion

**1 Influence, 1 Law,**

**Minor Battle Surgery (Recovering casualties)**

A **Uates** may continue down the path of a Druid.

## Druidae

**2 Influence, 2 Troop Morale, 2 Law,**

**2% Construction Discount**

**Moderate Battle Surgery (Recovering casualties),**

**-1 Command When Attacking**

Travel to a different settlement than your previous training (expend movement points)

with an Altron Uoglanmens, and **faction government** Confederation or Vergorix.

**Druidae is 15 years** of further training.

**(-200% Movement)**

## Arduodruids

**3 Influence, 3 Troop Morale, 3 Law,**

**4% Construction Discount**

**Master Battle Surgery (Recovering casualties), -1**

**Command, -2 Command When Attacking**

Repeat the same process with a lvl2 academy Altron Ro Uissous, to become a high druid.

**Ardos Druidae is 3 years** of further training.

**(-200% Movement)**



# Tribal Education

After **turn 100** the Aruernoï specialise in the arts of command, defence and trading. They are not a particularly careful people however, making them vulnerable to assassinations and glorious deaths on the field. Only the **Aruernoï** ethnicity may undergo their particular education.

## Eligible for Tribal Education

**Aruernoï, Any Kingetos, Age 28 to 40**

To begin training, stay **1 year** in **Gergouia** with..



Vergorix

and



Altron Uoglanmens

## Undergoing Tribal Education

**-200% Movement**

**4 Years** of study. **Charisma, Intelligence, Unselfish, Kingetos, Epas** and **Druidae** increase the chances of success.

## Proper Aruernoï

**1 Command, 2 Command when Defending**

**2 Influence, 10% Trade Bonus,**

**-2 Personal Security**

## Exemplary Aruernoï

**1 Command, 1 Command when Defending**

**1 Influence, 5% Trade Bonus,**

**-1 Personal Security**

## Unexemplary Aruernoï

**-1 Command, -1 Command when Defending,**

**-1 Influence, 5% Trade Loss**





# Pritanoi

The inhabitants of southern Britain referred to themselves collectively as the Pritanoi. Although they had much in common with the Keltoi of Gaul, the Pritanoi did not consider themselves to be Keltoi. Indeed their culture was a distinct one, having developed from earlier Bronze Age traditions, albeit with significant influences from the continent. By the 1st century BC the Pritanoi had formed into a variety of powerful kingdoms, some of which enjoyed considerable success in resisting Roma.



Toutanakoi



Carbantoi



Gaisokrotiatoi



# Governments

## British Islands Governments



### Tribal Community

Happiness 10%  
 Law 5% (Disappears when a Kingdom is formed)  
 Conversion up to 60%  
 Free Upkeep 2  
 British Recruitment



### Large Tribal Community

Landakambios  
 Happiness 15%  
 Law 5% (Disappears on a medium size kingdom)  
 Conversion up to 80%  
 Free Upkeep 3  
 British Recruitment



### Petty Kingdom

Maros Landakambios  
 Law 5% (Disappears on a British wide kingdom)  
 Unhappiness depending on the size of your kingdom  
 0% at first, up to -30% as you build more Petty Kingdom  
 Conversion to 100%  
 British Recruitment & Elites



### Military Occupation

Law 5%  
 Farming Bonus



### Protectorate

Law 10%  
 Farming Bonus  
 Free Upkeep 2



### Migration

25% Western Tribal States  
 0% 30 40 50 100% Culture  
 -15% -5% 0% 5% Public Order  
 Conversion up to 65%  
 Local & British Recruitment



### Allied City

A Kingdom Arises  
 Happiness 10%  
 Lawless -5%  
 Free Upkeep  
 Local Recruitment

## Continental Governments

### A Kingdom Arises

Own 4 Kuanos (shipyard)  
 2 Mâros Landakambios (Lvl 3 Markets)  
 3 Candron (Lvl 3 Temple)  
 Recruit 10 Cavalry Units

Town

Large Town

City



# Society

## Tigernos

Faction Leader

1 Command, 2 Influence, 1 Troop Morale, 2 Law, 3 Personal Security

## Magalos

Faction Heir

1 Influence, 1 Loyalty, 1 Personal Security

## Protector

Governor of the Protectorate  
or Allied City

1 Command, 5% Tax Bonus

## Fame & Feasting

Once a teutotrebos proves himself as a **Kingetos**, they are able to partake in great feasts and mingle with the greatest heroes of their time.

### Eligible For Feasting

Able to join the feast after recently becoming a **Kingetos**. Wait in a settlement for 1 turn.

**Influence, Unselfish, Charismatic, Kingetos** and **Epas** will increase his hierarchy within the feast.

### Third Circle

-1 Influence, -2 Personal Security

### Second Circle

1 Command, 1 Law

### Premier Circle

1 Command, 1 Confidence, 1 Law, 1 Personal Security

### Feast Organizer

1 Influence, 5% Tax Bonus, 2 Law, 2 Personal Security

## Defeat

Never should they be caught **fleeing the battlefield** for the eternal shame will haunt them for the rest of their life.

### Defeated Kingetos

-5 Command, -1 Confidence, -4 Influence, -3 Troop Morale, -4 Authority, -5 Personal Security, -10 Bodyguard Size.

## Mercenaries

Your warriors will ask permission to go abroad into **Mercenary Service** in return for a share of their loot. Likewise a teutotrebos may himself go on a **Mercenary Adventure**.



# Kingetos

**louantus**

Youth

-3 Command, -2 Influence, -1 Troop Morale, 10% Movement

The time has come for this young man to prove himself as a warrior. He must leave his community behind and demonstrate his battle prowess. To begin, **leave the settlement**, venture forth and...

Travel around your lands  
Expend movement points

Enter enemy lands  
(factions at war)

Become a mercenary  
Mercenary Adventures  
(next page)

**Training to Become a Kingetos**

The trial of manhood begins, blood must be spilt.

-2 Command, -1 Troop Morale, 5% Movement

Expend movement points travelling around. Do not **idle** or travel around the **same province** for years.

**Raid** (page 9) enemy lands, **attack** their armies, **conquer** their settlements and **kill enemies** in the thick of battle. Other **louantus** serving as an auxiliary general for at least 3 years will gain experience.

**Losing** a battle and **fleeing** are disastrous to your reputation as a kingetos, same as **staying put in a settlement**.

Whatever the circumstance, a **Languorous louantus** will more likely fail while an **Energetic louantus** has a greater chance of becoming a **Kingetos**. He must prove himself by **age 30**.

**Weak Kingetos**

A pitiful man

-3 Command, -3 Influence, -3 Fertility

**Kingetos**

A true man and warrior

1 Command when Attacking, 1 Command, 1 Influence

**Epas**

Revered and respected warrior

1 Command when Attacking, 1 Command, 1 Confidence, 1 Influence, 1 Troop Morale, 5% Recruiting Discount

If he is under **age 36** any **Kingetos** may improve his reputation all the way up to **Epas**.

By leading armies to **Raid** (page 9) enemy lands, **attack** their armies, win **heroic victories**, **conquer** their settlements and **kill enemies** in the thick of battle.



# Mercenary Adventures

Join the warriors of Gaul for fame and glory. **Under Age 30**, stay **1 year** in the following settlements to gain the **Amossos** trait. You can only be a mercenary once.

Gallic Mercenary Adventures will cease if the Pritanoi control the Aedui and Aruernoi home provinces of Talaeduoi and Aruernselua.

## Gallic Mercenary



### Amossos

Having gathered his loyal band of warriors, they become mercenaries.

**2 Loyalty**, **-10% Movement**

### Recruited

Serving abroad as a mercenary for 5 Years. Any **louantos** will gain a **Kingetos** status when he returns.

**-100% Movement** (consider him absent)

Success depends on **Intelligence**, **Vigour** and **Kingetos** or **Epas** status.

### Victorious in Gaul

**1 Command**, **1 Influence**,  
**5% Looting Bonus**

### Defeated in Gaul

**-2 Influence**

### Great Gallic Victor

**2 Command**, **2 Influence**,  
**10% Looting Bonus**

### Injured in Gaul

**-1 Command**, **-3 Influence**, **-**  
**50% Movement**, **-1 Hitpoints**

Can also be recruited at Tolosa, Massalia, Albabagena, Felsina and Ariminuim by the Romans, Carthaginians and Hellenistic powers.



# Druidae

## Eligible for Druidic Training

Age 18 to 30

To begin **Druidic Training**, stay in a settlement for **1 and a half years** with an...



Altron Uoglanmens

...and **faction government**...



Tribal Community

or



Large Tribal Community

or



Petty Kingdom

## Druidic Training

**-2 Command, -200% Movement, -2 Fertility, 1 Loyalty**  
**5 Years** of study. **Charisma, Intelligence and Unselfish** contribute to success.

## Uates

**1 Influence, 1 Troop Morale, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

## Failed Druidic Training

**-1 Command, -2 Influence, -2 Troop Morale,**

## Eligible for Druidic Journey

**Intelligent, Age 26, Failed Druidic Training or Uates.**

To begin the journey to the Enisti Dubous in Belerion, stay in a settlement for **1 year** with an...



Altron Uoglanmens



Lagiokaunos or River port

## Visiting the Druidic Sanctuary in Belerion

**+1 Command when Defending,**  
**-200% Movement(consider him absent).**  
**5 year** journey to the island of darkness

## Completed Pilgrimage to Belerion

**1 Influence, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

...and any **faction government** except Military Occupation and Protectorate.

A **Uates** may continue down the path of a Druid.

## Druidae

**2 Influence, 2 Troop Morale, 2 Law,**  
**2% Construction Discount**  
**Moderate Battle Surgery (Recovering casualties),**  
**-1 Command When Attacking**

Travel to a different settlement than your previous training (**expend movement points**) with an **Altron Uoglanmens**, and **faction government** Tribal Community, Large Tribal Community or Petty Kingdom.

**Druidae is 15 years** of further training.  
**(-200% Movement)**

## Arduodruits

**3 Influence, 3 Troop Morale, 3 Law,**  
**4% Construction Discount**  
**Master Battle Surgery (Recovering casualties), -1**  
**Command, -2 Command When Attacking**

Repeat the same process with a lvl2 academy Altron Ro Uissous, to become a high druid.  
**Ardos Druidae is 3 years** of further training.  
**(-200% Movement)**



# Tribal Education

After **A Kingdom Arises**, the Pritanoi specialise in the arts of ambush, night fighting and trading. They are not skilled in the art of defence though, perhaps owing to the general lack of defensive equipment found among the Pritanoi. Only the **Pritanoi** ethnicity may undergo their particular education.

## Eligible for Tribal Education

**Pritanoi, Any Kingetos, Age 28**

To begin training, stay **1 year** in **Maidunon** or **Pennocrugon** with...



Petty Kingdom

and



Altron Uoglamens

## Undergoing Tribal Education

Stay **1 year** in a **Petty Kingdom** with an **Altron Uoglamens**

**-200% Movement**

**4 Years** of study. **Charisma, Intelligence, Unselfish, Kingetos, Epas** and **Druidae** increase the chances of success.

## Proper Pritanoi

**2 Command** when fighting at night,  
**2 Influence, 1 Ambush, 10% Trade Bonus,**  
**-2 Command** when Defending

## Exemplary Pritanoi

**1 Command** when fighting at night,  
**1 Influence, 1 Ambush, 5% Trade Bonus,**  
**-1 Command** when Defending

## Unexemplary Pritanoi

**-1 Influence, -1 Ambush, 5% Trade Loss,**  
**-1 Command** when fighting at night



# Leusitane

At the end of the world are the Leusitane. A people native to this land, as old as the valleys and hills where they rear their flocks. A product of the lands and seaways of the great Oceanus, their language and culture is both local yet also displays many a foreign influence. Leusitane words may be heard from the mouths of the Keltiberoi, their weapons would be familiar to the Iberii, and even their art finds kindred folk in far off Iuerion and Albion. Yet these are a local people, and a fiercely independent folk at that.



Ippone Aeiste



Fonacorate



Brateres Coso





# Governments



## Military Occupation

Law 5%  
Farming Bonus

Upgrades to any available



## Protectorate

Law 10%  
Farming Bonus  
Free Upkeep 2



## Allied City

Happiness 10%  
Lawless -5%  
Free Upkeep  
Local Recruitment



## Migration

25% Urbanised Tribal States  
0% 30 40 50 100% Culture  
-15% -5% 0% 5% Public Order  
Conversion up to 65%  
Local & Faction Recruitment



## Confederation

Iberian Peninsular  
75% Urbanised Tribal States  
Happiness 10%  
Law 5%  
Free Upkeep 3  
Local Tribal Recruitment & Leusitane Elites  
Each Confederation building reduces the  
Faction Leader authority by 1

Town

Large Town

### Iberian Panoply Reform

Introduction of Scutarii units for southern/western Iberian regionals  
237-230BC



## Society

### Coropoto Arimo

Highest commander of the host,  
Faction Leader

2 Command, 2 Influence, 2 Troop Morale,  
2 Personal Security

### Corogeni

Son of War, Faction Heir

1 Influence, 1 Loyalty,  
1 Personal Security

## Trophy Hands

Generals fighting in the thick of battle may have the opportunity to collect the right hand of their enemy. Depending on how deadly the battle was, they may gain or lose their right hand. The Emporites and the 'Amm Gader don't collect trophy hands.

### Enemy Right Hand

2 Command, 2 Influence, 10% Unit Discount

### Amputated Right Hand

-3 Command, -4 Influence, -2 Hitpoints,  
+10% Unit Cost

## Fame

Become a famous warrior with high **Vigour** and **Charisma**, **Raiding** (page 9) and **fighting enemies** in the thick of battle.

### Famous Man

1 Confidence

### Chief of a Band of Warriors

1 Command, 1 Troop Morale,  
1 Confidence

### Ex-Chief of a Band of Warriors

1 Influence, 5% Law, -1 Unrest



# Herds

## Modest Herds

15% Movement, -2 Influence

## Respectable Herds

5% Movement

## Enviably Herds

Farming Bonus

## Great Herds

1 Confidence, 1 Influence, Farming Bonus, -5% Movement

## Boundless Herds

2 Confidence, 1 Influence, 2 Farming Bonus, -15% Movement

## Herd size increase

Win battles, Capture settlements and Raid(page 9). A Poor Raider will end up losing more of his herd. Auxiliary generals will gain a reward after 5 years of service.

A governor upgrades the herds or farms buildings in a settlement.

Stay outside a settlement in winter on your land (looking after your herds in winter).

A Dull character or below 4 Command may suffer losses. No effect on Great or Boundless herds.

## Herds size decrease

Ending turn in enemy lands (Leaving your herd behind to attack enemy territory). Worse in winter with a chance of a disastrous winter loss.

Losing a battle.

Being a Poor Raider while raiding.

A Dull character or below 4 Command while staying outside a settlement in winter on your land (herds were stolen or died during the winter).



# Sweboz

The Germanic tribes live in small communities where loyalty to your kin is more important than anything. The young men of the Sweboz must prove themselves in battle before they are allowed to tie their hair in a Swebic knot and wield a spear, the sign of a fully grown man and freedom. Their primitive panoply including fire hardened javelins and clubs, is made up for by their ferocious nature in battle. Caesar fought against Sweboz tribes trying to migrate into Gaul and they eventually spread out of Germania over running the Boii.



Ridandiz



Halithoz



Slahandiz



# Governments



Regional Pacification  
Gauji Frithajondz

Law 5%  
Farming Bonus

Upgrades to any available



Swebic Semi-Autonomous Vassal State  
Frijdomoz Audwaldoz Leudeso Swebiskeso

Germanic Tribes Absent  
Law 10%  
Farming Bonus  
Free Upkeep 2



Lesser Swebic State  
Frijdomoz Buhstemoz Swebiskeso

0% 25 50 75 100% Culture  
-10% -5% 0% 5% Public Order  
Local Recruitment  
Can Establish Germanic Tribes only in  
Belgic, Baltic & Germanic Lands



Swebic Homeland  
Heimuoti Swebiskeso

Germanic Tribes Present  
Belgic, Baltic & Germanic Lands  
70% Pastoral Tribalism  
Free Upkeep 4  
Germanic Elite

Town



# Sweboz Clan Tribal Migration



Lesser Swebic State

Frijdomoz Buhstemoz Swebiskeso

This government can migrate Germanic tribes into new provinces

## Sweboz Clan Tribal Migration

This Tribal Migration building unlocks all the various Germanic tribes. These are built 1 at a time and only in **Belgic, Baltic & Germanic Lands**



Celto-Germanic Tribes

Fast Conversion up to 25%  
Population growth below 25%  
**Farming loss -2**



Germanic Tribes

Various Germanic tribes



Germanic Tribes

Various Germanic tribes

Choose 1 tribe



Kembrozez (Cimbri) Tribe

**15% Pastoral Tribalism**  
Conversion up to 70%  
Population growth below 25%  
**Happiness 5% in Celtic Lands**  
Germanic Recruitment based on Pastoral Tribalism  
Full Recruitment at 50%



The other tribes offer slightly different bonuses based on their history. Such as law and trade bonus



You can choose to build Sweboz Clan Tribal Migration up to 3 times so that the 3 tribes accumulate their recruitment and bonuses together. Only 3 tribes can exist anywhere at a time, so to move tribes around destroy the tribe building then build the Sweboz Clan Tribal Migration.



# Mercenary Adventures

Gallic recruiters are looking for the most fierce warriors. After **Turn 150** and **Under Age 30**, stay **1 year** in the following settlements to gain the **Hagastaldaz in Walhiskammai Landai** trait. You can only be a mercenary once.

Gallic Mercenary Adventures will cease if the Sweboz control the Aedui and Aruernoi home provinces of Talaeduoii and Aruernselua.

## Gallic Mercenary



Bachelor mercenary in foreign lands  
Hagastaldaz in Walhiskammai Landai  
Serving in Gallic lands as a mercenary for 5 Years.  
**-100% Movement (consider him absent)**  
Success depends on **Intelligence** and **Vigour**.

Victorious in Gaul  
Sigizode in  
Walhiskammai Landai  
**1 Command, 1 Influence,**  
**5% Looting Bonus**

Defeated in Gaul  
Laus in  
Walhiskammai Landai  
**-2 Influence**

Great Gallic Victor  
Mikilaz Sigizondz in  
Walhiskammai Landai  
**2 Command, 2 Influence,**  
**10% Looting Bonus**

Injured in Gaul  
Wundodaz in  
Walhiskammai Landai  
**-1 Command, -3 Influence, -**  
**50% Movement, -1 Hitpoints**



# Getai

The Getai are cousins to the Thracian tribes to the south. They have fought against many different people, the Persian empire, Makedonians, Skythians, the Celtic Galatians and Boii. Each of these people have influenced their fighting style, though they have a preference for their own curved blades the sica and the falx. They have a fearsome reputation in battle and are not afraid to die, for Zalmoxis preached to the Getai their immortal soul. A strong Tarabostes may unite the tribes under his rule and become king.



Mezenai



Drapanai



Komatai





# Governments



**Kalas**  
 Law 5%  
 Farming Bonus



**Gavas**  
 Not Nomad Camps  
 Law 10%  
 Farming Bonus  
 Free Upkeep 2



**Dentu**  
 European Settled Tribal Regions  
 Happiness 15%  
 Free Upkeep 3  
 Farming loss  
 Local Recruitment



**Raza Kalas**  
 Dacia, Thrakia  
 Law 5%  
 Free Upkeep  
 Local Recruitment or  
 Getai Elite & professionals in Dacia

Complete Missions: A Cry for Help(Landa Skordisoi) and  
 Becoming Protectors(Skythian invasion.)

Sack Streuinta, the homeland of the Boii.  
 Defend against the Bastarnae invasion.

Own Getai, Moisia and Landa Skordiskoi  
 Razas is a Living Legend (7 Authority)



**Getam Kalas**  
 Inner Dacia  
 Law 10%  
 Free Upkeep  
 Getai Elite & professionals

Town

Large Town

City



# Saba'u wa-gawwam

The Sabaeans in south Arabia have built an enormous dam at their capital Maryab. Each year the storm season fills up the dam so that they may have water all year round. It has become the envy of their neighbours. Their armies are drawn from the urban population, the tribal hinterland, nomadic Arab Bedouins, Ethiopians and the king's own professional warriors. The cities share in the lucrative incense trade that heads north to Alexandria. They form temporary protective alliances so no one can control all of south Arabia.



Khamis



'Ahzay



Qadub



# Governments

Can not upgrade port or build fleets until after reform.

Town



## Client-Servant Abd

20% Eastern Tribal States OR  
20% Eastern Imperial  
Happiness 10%  
(15% with Mhrmthmw Athtar)  
Farming loss  
Conversion up to 40% only  
with Baytum Li-Almaqahu  
Tribal Recruitment



Asht  
Law 5%  
Farming Bonus

## Temple Effects

Almaqah slowly converts to Eastern Imperial.  
Athtar has synergy with governments to increase happiness.



## Royal Governor Aqib

25% Eastern Tribal States OR  
25% Eastern Imperial  
Law 5%  
Unhappiness -10%  
(-5% with Mhrmthmw Athtar)  
Farming Bonus 2  
Trade Bonus  
Conversion up to 50%  
(70% with Baytum Li-Almaqahu)

Large Town



## Tribal Assembly Masharat

40% Eastern Imperial  
Happiness 5%  
(10% with Mhrmthmw Athtar)  
Local Recruitment



## Bondsmen of the King Adim Malkan

40% Eastern Imperial  
Arabia, Ethiopia  
Law 10%  
Conversion up to 50%  
(70% with Baytum Bahitum  
Li-Almaqahu)  
Local & Sabai Recruitment

## Imperial Saba

Have an Aharun(Sabai Noble) in a South Arabian city-size settlement with, less than 30% Eastern Tribal States and an Adim Malkan government. Not Maryab. Control at least 6 provinces.  
Culture is changed to Eastern Imperial. Can now upgrade ports and build fleets.

City



## Royal Court Mahrab Malkan

60% Eastern Imperial  
South Arabia  
Lvl 5 Farms (Royal Estates)  
Law 10%  
Happiness 5%  
Free Upkeep  
Conversion up to 70%  
Sabai Elite, Ethiopian & Local  
Recruitment



# Saka Rauka

The Saka migrated long ago from the east to the pastures north of the heavenly mountains. For these nomadic people the herds are their life and everyday on horseback produces master horsemen. When the royal Saka can gather enough support they bring horse archers, lancers and cataphracts to battle. Their settled kin fight more as infantry but still retain their superior archery. The Saka spread out all over central Asia, some being absorbed in to the Tocharian kingdom others went into Persia or India.



Saka Ashwabara



Saka Rauka Ashwabara



Saka Guhadurnabara



# Governments



**Maiya Kshaharæ** Upgrades to any available except Shavanæ Kshaharæ  
**Law 5%**  
 Farming Bonus  
 Free Upkeep  
 Income from map resources



**Nadi Alasht hæ**  
 20% Steppe Nomadism  
 Pastoral or Nomadic Region  
 Nomadic Saka: Settled Saka:  
**Happiness 15% Happiness 10%**  
**Law 10%**  
 Free Upkeep (Higher in nomadic land)  
 Conversion up to 20%  
 Nomadic Recruitment



**Shahiyæ Alasht hæ**  
 15% Steppe Nomadism  
 Bukharak, Rudhtadaræ & Sakanu Agu  
 Nomadic Saka: Settled Saka:  
**Happiness 10% Law 10%**  
**Law 15%**  
 Farming Bonus  
 Free Upkeep(Higher in nomadic land)  
 Conversion up to 25%  
 Nomadic Recruitment

## Saka Settled Tribe

Gain 5 points. Capturing the settlements Shahr, Chach, Bukharak or Khiva give 1 point each  
 Converting the camps Nisaya or Haomavarganu Agu to a settlement gives 2 points each  
 Have a Murundæ(Faction Leader) that leads a Settled life(Trait)  
 Culture is Eastern Tribal States

Town

Upgrades to any Satrapy



**Kanthuanda Kshaharæ**  
**Unhappiness -10%**  
 Conversion up to 30%  
 Saka & Local Recruitment

## Saka Kingdom

10 Years after settling down the tribe, own 8 Settlements and 4 Medium-Scale farming(LVL3)  
 Have a Murundæ(Faction Leader) that leads a Settled life(Trait) and 4+ Authority  
 Culture is Eastern Imperial

Large Town

City



**Shavanæ Kshaharæ**  
 30% Eastern Imperial  
**Happiness 15%**  
**Lawless -5%**  
**Farming loss 2**  
 Conversion up to 40%  
 Saka & Local Recruitment



**Shavanæ Kanthuanda Kshaharæ**  
 Satrapy Province  
 40% Eastern Imperial  
**Happiness 10%**  
**Farming loss**  
 Conversion up to 50%  
 Saka & Local Recruitment



**Shahiyæ Kshaharæ**  
**Law 10%**  
 Conversion up to 60%  
 Saka Elite  
 Elephants in India  
 Baktrioi Hoplitai in Bactria

## Shahiyæ Kshaharæ

To build a Saka Royal Satrapy have a Murundæ(Faction Leader) with great Authority and gain more territory.



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt

Town



## Phrourioi Laon

Strategic Fortifications

Shavanæ Kshaharæ

Shavanæ Kanthuanda Kshaharæ

Shahiyæ Kshaharæ

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Shavanæ Kanthuanda Kshaharæ

Shahiyæ Kshaharæ

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Shahiyæ Kshaharæ

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment



# Mercenary Adventures

Under Age 30, stay 1 year in the following settlements to gain the Mizdi Yauza trait. Serving as a mercenary takes 5 years(20 turns). You can only be a mercenary once.

Indian Mercenary  
(Taksashila must exist)



Paropamisadai



Gandhara

Central Asian Mercenary  
(Baktria must exist)



Sogdiane

Iranian Mercenary  
(Arche Seleukia must exist)



Ariaia



Gabiene

Mesopotamian Mercenary  
(Arche Seleukia must exist)



Media

## Mizdi Yauza

Having gathered his loyal band of warriors, they become mercenaries.

-10% Movement

## Serving in ...

Away serving as a mercenary for 5 years

-100% Movement (consider him absent)

Success depends on Intelligence and Vigour.

## Victorious

1 Command, 1 Influence,  
5% Looting Bonus

## Hainanu Chabaljaka

2 Command, 2 Influence,  
10% Looting Bonus

## Defeated

-2 Influence

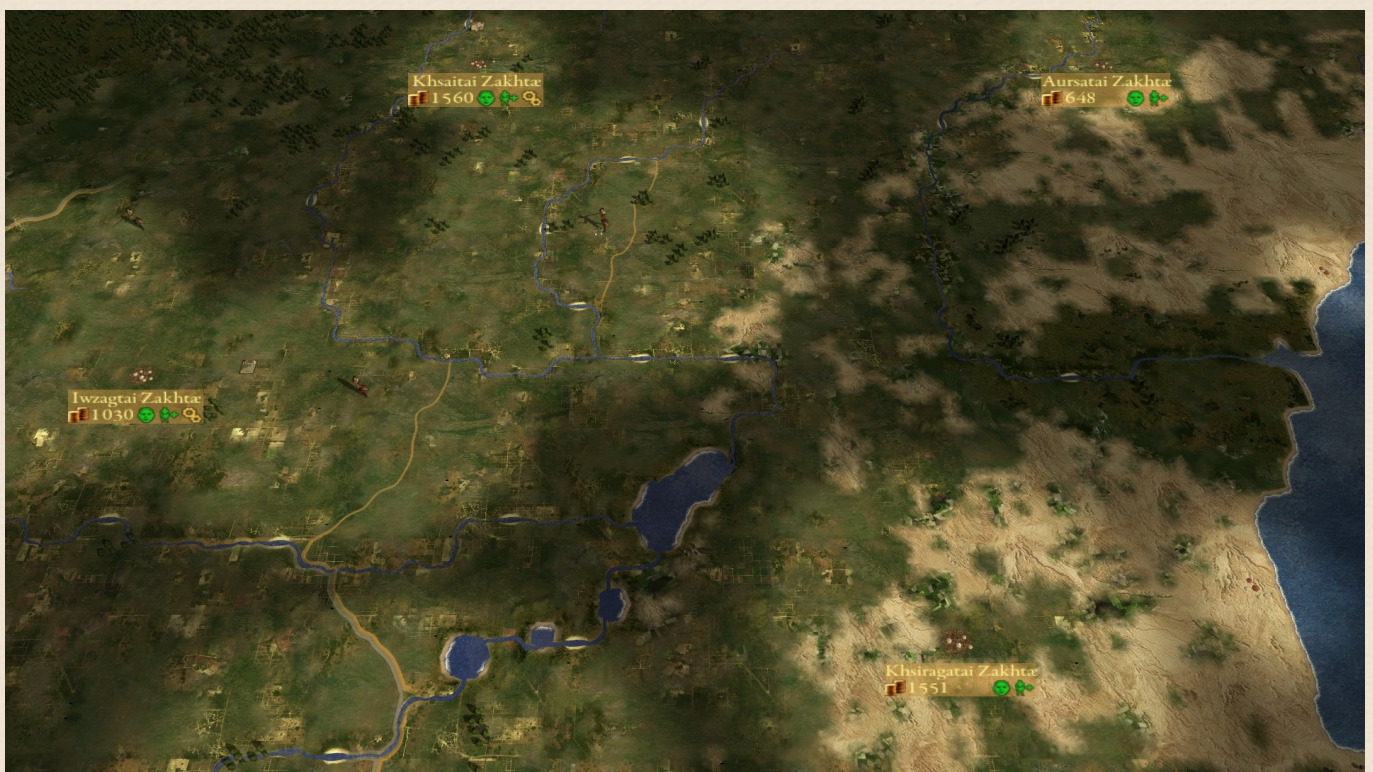
## Injured

-1 Command, -3 Influence, -  
50% Movement, -1 Hitpoints



# Sauromatae

The Sauromatae attacked from the east and replaced the Skythians as the dominant nomadic tribal confederation. The Khsaitae tribe are the rulers of the confederation by leading them in battle and providing wealth to all. They demand tribute from the settled people, encourage trade networks over the steppe and launch raids far into wealthy lands. The most daring and profitable adventuring raider is considered to be a hero. Their livestock is their life and living on horseback produces master horsemen.



Særægwækha



Sauroma Baragatae



Sauroma Wazdatae





# Governments



## Military Occupation

Æfsadai Khsaran

Law 5%

Farming Bonus

Free Upkeep

Income from map resources

Upgrades to any available

## Kinsmen Land

Ærbadaltai Ubastra



20% Steppe Nomadism

Pastoral or Nomadic Regions

Happiness 15%

Law 10% above 50% Steppe Nomadism

Free Upkeep (Higher in nomadic land)

Nomadic Recruitment

## Royal Land

Khsayaga Ubastra



Khsaitai Ubastra, Varustana, Sakasthanae, Tyragetia

Law 10%

Happiness 5% above 50% Steppe

Free Upkeep (Higher in nomadic land)

Local Recruitment with Elites

## Learn the settled ways

Extract tribute(Æfsadai Khsaran) from 5 settlements Town or higher

Town

## Urban Land of the Sauromatae

Sauromatai Kantaga Ubastra



Agrarian Land Settlements

(NOT Pastoral or Nomadic Regions)

Law 5%

Happiness 5%

Conversion up to 30%

Nomadic Elite & Local Recruitment

Can establish Native Colonies



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt  
Sauromatai Kantaga Ubastra

Town



## Phrourioi Loan

Strategic Fortifications

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment



# Society

## Titles

### Sauromatai Amdara

Faction Leader

3 Influence 2 Command 2 Confidence

### Protector

A governor of Ærbadaltai Ubastra

1 Command 5% Tax bonus

### Tribute Collector

A governor of Æfsadai Khsaran

10% Tax bonus

### Aladara (Tribal Leader)



Elected from anywhere when the character has 5 Influence, 5 Command, Charismatic and is not a Faladesana.

Each tribe of the Sauromate confederation has an Aladara.

2 Influence, 2 Command

10% Looting Bonus

10% Recruiting Discount

## Ardawa

### The Practice

Ardawa is the Sauromatian code of honour. A just and righteous person is seen as the embodiment of what a Sauromatai should be. Maintaining high influence increases the odds of gaining positive societal traits that are linked with each other, while selfish characters stray from the Ardawa through their behaviour.

## Toggin

Selfish characters are more likely to be involved in blood feuds. A successful outcome depends on their Natural Ability(page4).

### Toggin

A blood feud has started.

-2 Hit Points

### Ghænæ

Judged as the offender and has been punished with a permanent wound.

-1 Hit Points, -1 Influence

### Faladesana

Submitted to the enemy and now lives the life of a body-servant.

-2 Influence -20% movement

### Kænga Læppo

Submitted to the enemy's family in fear of his life and serves them from now on.

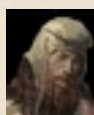
-1 Influence

### Won an Arbitration

His name has been cleared of any wrong.

1 Influence

### Acquired a Faladesana



His enemy is now his body-servant.

1 Unrest



### Acquired a Kænga Læppo

He has adopted his enemy who has pledged allegiance instead of being killed.

1 Command when Defending



## The Sauromatian Bala



Specific to the Skythian and Sauromatian cultures was, since their earliest times, the custom of the Bala. This was an expedition of assembled young men, under the command of aristocratic youths, who left their families and goods behind to go on long and distant raids. Indications of such activities can be found in the accounts of both Herodotos and Pompeius Trogus, as well as in direct mentions of the Bala as a social institution preserved in Ossetian epics.

It was during the Bala that youths became men and learnt to operate as a unit of companions, obeying direct orders as an efficient military force. Keeping in mind Chinese accounts of how every child learnt to ride and shoot from the age of three, individualistic skills were acquired by the age of fifteen, but what is missing from these reports, which state how every man and woman between the age of fifteen and thirty was capable of serving as a horseman, are coordinated unit skills.

In the epics, stolen cattle were driven to the plain of distribution after a lengthy Bala, where the raiders were welcomed with feasting and, as befitted the name of the place, a communal division of the loot took place. To reach the highest rank in the warrior class, a man had to participate in three Bala: one of one year, one of three years and one of seven years. Shorter raids or social enterprises occurred constantly in between, but those three specific periods marked defining moments in the lives of nomadic warriors.

The first Bala was the necessary initiation to become an adult and be able to marry, while the longest one of seven years was considered a great honour, of which only the best warriors were capable. An interesting feature was that if the men did not return within the seven years, they were considered dead, and after a year of mourning the women were free to remarry and even encouraged to do so.



# Bala

## Nala

This man is ready to enter society after raiding enemy territory for a year.

5% Movement, 2 Fertility

## Setting out on bal

The time has come prove his worthiness to the Sauromatae.

Leave the camp immediately to raid enemy territory.

Staying 3 turns in a settlement/camp ends the bal in failure.

5% Movement, 2 Fertility

## Kamitsa

This man dislikes raiding and did not go out on bal.

2 Fertility, -10% Movement -2 Influence, -1 Troop Morale

## Zinada

An enormous dowry has completely stopped his motivation for raiding.

10% Tax bonus, 10% Trade income  
-15% Movement, -2 Influence, -2 Troop Morale

## Balai Tsawan (First Bal)

Departed on a 3 year bala(12 turns).

Characters on bal must **devastate** (page 9) enemy lands or **sack settlements**.

Staying 3 turns in a settlement/camp ends the bal in failure.

1 Command during Ambush or Attack  
1 Confidence  
15% Movement  
30% Looting Bonus

## Balai Tsawan (Second Bal)

Must be a **Namagyada** and 25 or older.

Departed on a 7 year bala(28 turns) for eternal fame.

Characters must **devastate** (page 9) enemy lands as well as **sack settlements** to achieve Nart status.

Spending 3 turns in a settlement/camp changes his status back to Namagyada.

1 Command  
1 Command during Ambush, Attack or Assaulting settlements.  
2 Confidence  
15% Movement  
30% Looting Bonus

## Namagyada

Successfully raided for 3 years and has distributed the loot among his followers.

1 Command  
2 Confidence  
10% Movement  
20% Looting Bonus

## Nart

After 7 years of raiding he has achieved legendary fame.

2 Command  
2 Command during Ambush  
3 Confidence  
2 Personal Security  
2 Map Vision  
15% Movement  
25% Looting Bonus



# Mamla ha biMassylim

The Massylians are a Numidian tribe living inland from Carthage. The native people of the African coast live a semi nomadic existence. The Numidians are famous for their javelin skirmishers and cavalry being highly sought after by Carthage and Rome. The Phoenician colonies have interacted with the Numidians for centuries. Parts of their religion have been absorbed from the Phoenicians. The Massylian dynasty became allies of Rome, intermarried with them and had a philosopher king who wrote many books.



Parashim Mashliyim



Mizaraqim Mashliyim



Igallidan



# Governments



## Spear-won Land

Law 5%  
Farming Bonus  
Free Upkeep

Upgrades to any available, except Royal Administration



## Tribute Paying Territory

Unhappiness -15%  
Farming Bonus 2  
Income from map resources  
Free Upkeep 2



## Governed Tribe

50% Steppe Nomadism  
Numidia, Lybia, Arabia

Happiness 5%  
Law 5%  
Free Upkeep 2  
Cavalry focused Recruitment  
Qarthadast Peace Tribute



## Urban Administration

Numidia, Lybia, Arabia  
Law 5%  
Free Upkeep  
(Conversion up to 20%  
Only before settled reforms)  
Infantry focused Recruitment

### Settled Reforms

Convert the Capsa and Sigan Camps into Settlements  
Culture is changed to Western Mediterranean Polities

If you own a province in the Atlas mountains, elephant stables will be available in Kirtan.



## Satrapy

Settlements  
Law 10%  
Conversion up to 30%  
Massyli & Local Recruitment



## Royal Administration

Settlements  
Numidia, Punic Lands  
Law 15%  
Conversion up to 30%  
Massyli Elite, Elephants &  
Local Recruitment

Town

Large Town



# Foreign Military Colonies

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt Satrapy or Royal Administration

Town



## Phrourioi Laon

Strategic Fortifications

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment





# Pergamon

Philetairos was the lieutenant of one of Alexander's generals, Lysimachos the regent of Thrace and west Anatolia. Philetairos was to look after the treasury stored at the Pergamon fortress. Soon after Lysimachos died in battle and opportunity presented him with 9000 talents. He decided to start his own realm using the money to expand his influence beyond the town of Pergamon, which grew into a city state. His dynasty the Atallids wisely sided with the Seleukids until they were strong enough to be independent.



Hippomachoi



Peltastai Logades



Uazali



# Governments



## Doriktete Ge

Law 5%

Farming Bonus

Upgrades to any available, except Strategieia

## Pergamon Kingdom

### Fight against the Galatians

Defeat 6 large Galatian armies (8+ units) inside Galatia to provoke an invasion of Pergamon. (no auto resolve)  
 Defeat the Galatian invasion and own Ephesos, Sardis and Ipsos to declare yourself Basileus. Galatian raids cease.

Alternative

### Pergamon Hegemony

The Seleukids are no longer in Anatolia and Pergamon owns the western half up to Ankyra after ~257 BC.  
 Galatian raids cease.



## Epi tes Poleos

(Before Pergamon kingdom:  
 29% Hellenistic Politics  
 Anatolia)

Unhappiness -10%

Small Local Recruitment

Can establish Hellenistic Colonies

Upgrades to any available, except Dynastike Khora

Town

## Pergamon Kingdom

### Hellenistic Governments



#### Patros Poletea

Minor Hellenistic Polis  
 NO Hellenistic Military Colonies  
 Hellas and their old colonies  
 Happiness 10%  
 Trade Bonus  
 Small Local Recruitment  
 Epilektoi Hoplitai

### Native Governments



#### Hegemon ton Philon

NO Hellenistic Colonies  
 except Minor Polis  
 Happiness 15%  
 Trade Loss  
 Local Recruitment

Large Town



#### Kharakes kai Proastion

Minor Hellenistic Polis  
 Metoika Katoikon  
 Law 5%  
 Trade Bonus  
 Local Recruitment  
 Xystophoroi/Aspidiotai



#### Strategieia

NO Hellenistic Colonies  
 except Minor Polis  
 Trade Loss  
 Local Recruitment

City



#### Dynastike Khora

Hellenistic Polis  
 Isoteleia Katoikon  
 Hellas and their old colonies  
 Alexandria, Antiochia  
 Limited by Faction Size  
 Happiness 5%  
 Law 10%  
 Hellenistic Elite  
 Siege Weapons

### Hellenistic Panoply Reforms

Thureos, large oval shield ~257BC  
 Thorakitai, chainmail ~222BC



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Metoikia Katoikon

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment

Town

Large Town



### Hellenistic Polis

49% Hellenistic Polities

Market

Patros Poleteia

Kharakes kai Proastion

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



### Isoteleia Katoikon

25% Hellenistic Polities. Strategic  
Fortifications, Pedion Agonion.

Epi tes Poleos or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



### Large City Sympoliteia Katoikon

45% Hellenistic Polities. Waystations  
and Garrisons, Pedion Agonion.

Kharakes kai Proastion

Dynastike Khora

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons

City



### Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Patros Poleteia

Kharakes kai Proastion

Dynastike Khora

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years



### Large City Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with  
increased overall recruitment.



# Foreign Military Colonies

NO Hellenistic Military Colonies  
 NO Hellenistic Metropolis  
 NO Nomadic Enclave  
 \*Conversion to Eastern Imperial only in India  
 and the former Persian Empire, except Egypt

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Loan

Strategic Fortifications

Epi tes Poleos or higher

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Hegemon ton Philon

Strategeia

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Strategeia

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability(page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability(page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Taksashila

Taksashila is a vibrant city in the Indus river valley where Sanskrit was standardised. Darius expanded the Persian empire to include Taksashila. Alexander, who was determined to take the whole empire passed through here where he met a young Chandragupta, the future Mauryan Emperor. Chandragupta and then his son Bindusara held the Mauryan empire but Bindusara had too many heirs for a smooth transition. One of his sons Susima is located in Taksashila, but Ashoka is determined to become the next Mauryan emperor.



Ksatriya Gadáhasta Yoddah



Váru



Lahgu Asvánika



# Governments



## Military Occupation

Law 5%  
Farming Bonus

Town



## Direct Mauryan Government

India  
Outside India after independence

Over 45% Pastoral Tribalism:

Unhappiness -10%

Lawless -10%

Over 35% Pastoral Tribalism:

Lawless -10%

Under 35% Pastoral Tribalism:

0% 15 25 45 60 100% Urban Tribal States

-10% -5% 0 5% 10% Public order

Conversion up to 40%

Local Recruitment



## Tribal Government

35% Pastoral Tribalism

India

0% 30 35 50 100% PT

-10% -5% 5% 10% Public order

Farming Loss

Trade Loss -2

Free Upkeep 2

Tribal Recruitment

### Taksashila Independence from the Mauryan Empire

Refuse to pay tribute to the Carakravartin Asoka (or take 3 new settlements) then defeat 3 Mauryan armies.

Can now establish Yavana Guilds

City



## Mauryan Urban Government

India

Under 40% Pastoral Tribalism

Law 15% under 30% Pastoral Tribalism

Unhappiness -5% over 20% Pastoral Tribalism

Conversion to 100%

Indian Recruitment



## Semi Autonomous Viceroyalty

30% Urban Tribal States

Outside India

Law 10%

Conversion up to 40%

Indian Kshatriya Nobles &

Local Recruitment

### Taksashila Cavalry Reform

Chariots are replaced with Lancers

Witness 5 battles with the enemy using cavalry with horse armour. No auto resolve.

5 large land battles against Saka Rauka. No auto resolve. OR success if they are a horde or extinct.



# Yavana & Foreign Military Colonies

## Yavana Guilds

Taksashila Independence

## Foreign Military Colony

NO Hellenistic Military Colonies

NO Hellenistic Metropolis

NO Nomadic Enclave

\*Conversion to Eastern Imperial only in India and the former Persian Empire, except Egypt

Town



## Minor Indo-Greek Guilds

15% Eastern Imperial

India, Baktria

Law 5%

Farming Loss

Trade Bonus

Free Upkeep

Indo-Greek Medium Infantry



## Phrourioi Loan

Strategic Fortifications

Semi Autonomous Viceroyalty

Mauryan Urban Government

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Indo-Greek Guilds

25% Eastern Imperial

Taksashila Cavalry Reform

India, Baktria

Law 10%

Unhappiness -5%

Farming Loss

Trade Bonus 2

Free Upkeep

Indo-Greek Recruitment



## Katokiai Laon

Strategic Fortifications

Semi Autonomous Viceroyalty

Mauryan Urban Government

Law 5%

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Major Indo-Greek Guilds

40% Eastern Imperial

Taksashila Cavalry Reform

India, Baktria

Law 10%

Unhappiness -5%

Farming Loss -2

Trade Bonus 2

Free Upkeep

Increased Indo-Greek Recruitment



## Katalogia Laon Katoikon

Way-stations and Garrisons

Semi Autonomous Viceroyalty

Mauryan Urban Government

Law 5%

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment





# Lougiones

The Lougiones confederation live a pastoral tribal existence, living in hamlets and towns throughout the countryside. They live close to the source of amber on the Baltic coast and facilitate trade towards the south. In return comes Celtic material culture but over time their culture had become more Germanic in character. News from the south brings opportunity. Though the Lougiones remained, the Bastarne tribe would migrate towards Makedonia and centuries latter the Vandali would “vandalise” Rome.



Magosos



Marhazkalkos



Korogdmonoi



# Governments



## Occupied Nation

Law 5%  
 Farming Bonus  
 Upgrades to any available except Court of the Riks



## Conquered Nation

Law 10%  
 Farming Bonus  
 Free Upkeep 2



## Tributary Nation

Outside Baltic  
 25% Pastoral Tribalism  
 0% 40 50 60 100% Pastoral Tribalism  
 -15% -5% 0 5% Public Order  
 Conversion up to 70%  
 Local & Faction Recruitment

Every 3 Tributary Nation building reduces the Faction Leader authority by 1



## Wertegernos

Not available after Przeworsk Stabilisation 200BC  
 25% Western Tribal States  
 0% 40 60 80 100% Pastoral Tribalism  
 -30% -25% -15% 0 Unhappiness  
 5% Law  
 Local & Celtic Recruitment

### Przeworsk Stabilisation

200BC



## Frijondlika Fulka

Happiness 10%  
 Lawless -5%  
 Free Upkeep  
 Local Recruitment

Town

Large Town



## Sibjos

Baltic, Germania  
 60% Pastoral Tribalism  
 Law 10%  
 -5% Unhappiness  
 Farming Bonus  
 Local Recruitment

### Przeworsk Expansion

110BC-90BC, Loughones panoply reform



## Rikis Hufa

Baltic, Germania  
 75% Pastoral Tribalism  
 Law 15%  
 -5% Unhappiness  
 Farming Bonus 2  
 Free Upkeep 2  
 Loughones Recruitment

Each Court of the Riks building reduces the Faction Leader authority by 1



# Kimmeros Bosphoros

Centuries earlier the Greek cities from Asia minor sent their colonists around the Pontic Sea. Pantikapaion is a colony of Miletos. These ripe lands export grain to feed the cities to the south. When Spartokos became tyrant of the city, he started to expand his realm to include all of the Greek bosphoros colonies. His dynasty would continue this expansion under Leukon and Pairisades. The Kimmeros Bosphoros integrated nomadic and Hellenistic warfare together. The local tribes have likewise adopted some Hellenistic panoply.



Doryphoroi Potikoi



Thureopherontes Hippeis



Skuda Azdata



# Governments



## Diallage Enchorios

Law 5%  
Farming Bonus

## Nomadic Governments



## Symmakhoi Nomades

20% Steppe Nomadism  
Nomadic Camp  
Skythia, Sarmatia  
Law 10%  
(Happiness 5% over 50%  
Steppe Nomadism)  
Conversion up to 15%  
Trade Bonus 2  
Nomadic Free Upkeep  
Nomadic Recruitment



## Arkhe Tyrranou

25% Hellenistic Polities  
Law 15%  
Unhappiness -10%  
Local Recruitment  
Tyrannos' Retinue:  
Xystophoroi/Aspidiotai Hippeis



## Arkhe Oligarkhou

35% Hellenistic Polities  
Pontic Coast, Hellas, Thrakia & Asia  
Law 10%  
Unhappiness -20%  
Local Recruitment



## Nikamenoι Nomades

Nomadic Camp  
Skythia, Sarmatia  
Law 10%  
Unhappiness -5%  
Trade Bonus 2  
Conversion up to 30%  
Nomadic Free Upkeep  
Nomadic Recruitment



## Arkhe Paradynastou

45% Hellenistic Polities  
Minor Hellenistic Polis  
Pontic Coast, Hellas & Anatolia  
Law 5%  
Unhappiness -15%  
Trade Bonus 2  
Local Recruitment  
Xystophoroi/Aspidiotai Hippeis  
Epilektoi Thorakitai & Logades



## Satrapeia Hellenon kai Nomadon

29% Hellenistic Polities  
Large Town Settlement  
Steppe near Bosphoros  
Conversion up to 45%  
Nomadic Free Upkeep  
Local Recruitment  
Xystophoroi/Aspidiotai Hippeis



## Satrapeia Basilike

55% Hellenistic Polities  
Hellenistic Polis  
Satrapy or Royal province  
Law 10%  
Trade Bonus 3  
Local Recruitment  
Satrap's Retinue:  
Xystophoroi/Aspidiotai Hippeis  
Epilektoi Thorakitai  
Siege Weapons

## Hellenistic Panoply Reforms

Thureos, large oval shield ~257BC  
Thorakitai, chainmail ~222BC

Large Town

City



# Hellenistic Colonies

## Polis (Hellenistic city state)

NO Foreign Colonies,  
except Phrourioi Loan



### Minor Hellenistic Polis

Need Colonists

Small Market

29% Hellenistic Polities

Happiness 5%

Conversion up to 10%

Hellenistic Citizen Recruitment

### Hellenistic Polis

49% Hellenistic Polities

Market

Arkhe Oligarkhou

Satrapeia Hellenon kai Nomadon

Happiness 10%

Free Upkeep

Conversion up to 15%

Hellenistic Citizen Recruitment

3 Hellenistic Polis, accumulates

Colonists every 4 years



### City Hellenistic Metropolis

69% Hellenistic Polities

Large Market

Arkhe Paradyrastou

Satrapeia Basilike

Happiness 15%

Free Upkeep 2

Conversion up to 20%

Hellenistic Citizen Recruitment

Accumulates Colonists every 4 years

## Military Colony

All levels Need Colonists.

NO Foreign Colonies or Carthaginian colonies



### Metoikia Katoikon

Strategic Fortifications

Law 5%

Farming Loss

Conversion up to 30%

Hellenistic Professional Recruitment



### Isoteleia Katoikon

25% Hellenistic Polities. Strategic  
Fortifications, Pedion Agonion.

Arkhe Tyrranou or higher

Law 5%

Farming Loss 2

Free Upkeep

Conversion up to 50%

Hellenistic Professional Recruitment



### Large City Sympoliteia Katoikon

45% Hellenistic Polities. Waystations  
and Garrisons, Pedion Agonion.

Arkhe Paradyrastou

Satrapeia Basilike

Law 10%

Farming Loss 3

Free Upkeep 2

Conversion up to 70%

Hellenistic Professional Recruitment

Siege Weapons



### Large City Military Reform

Same as above. Idiotike Ge

Replaces Phalangite recruitment with  
increased overall recruitment.

Town

Large Town



# Foreign Military Colonies

NO Hellenistic Military Colonies  
NO Hellenistic Metropolis  
NO Nomadic Enclaves  
\*Conversion to Eastern Imperial only in India  
and the former Persian Empire, except Egypt  
Arkhe Tyrranou or higher

Foreign colonies bring the warriors of the surrounding regions into the province. For the Hellenistic factions this is a quicker option than waiting for Colonists from your Polis.

Town



## Phrourioi Laon

Strategic Fortifications

Unhappiness -5%

Farming Loss

Conversion(Eastern Imperial) up to 25%\*

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Unhappiness -5%

(-10% with Hellenistic Polis)

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%\*

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Law 5%

Unhappiness -10%

(-20% with Hellenistic Polis)

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%\*

Imported Recruitment



## Minor Hellenistic Offices

These offices are for a **1 year** term. They are good for undeveloped characters but they are chosen by chance. Not for the Faction Leader or Faction Heir.

### Ergepistates

Supervisor of Public Buildings

Sharp, Akademia, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Construction Discount,

20 Build Points for siege equipment

Selfish, Corrupt, and Languorous characters increase the chance of failure

### Emporiarches

Supervisor of Trade

Outstanding Speaker, Lvl2 Market, < 5 Command and Influence, 5% Chance

5% Trade Bonus

Selfish, Disloyalty, low Natural Ability (page 4) and High Taxes encourage a Corrupt Emporiarches

Unselfish, Loyalty, high Natural Ability (page 4) and Low Taxes encourage an Upright Emporiarches

### Hieropoios

Supervisor of Religious Practices

Revoked when leaving the settlement

Temple in settlement, Reverent, 5% Chance

1 Influence

### Panegyarches

President of the Festivals

Charismatic, Vigorous, 25% Chance

Unselfish and Generous characters can gain

1 Influence if he becomes Popular.

### Eirenarchos

Warden of the Peace

Green, < 2 Command, 10% Chance

1 Law



# Areuakoi

The Areuakoi are paramount among the Keltiberoi, a collection of peoples in central northern Iberia who speak a language related to those of Britain and Gaul, but whose origins are local. Influenced by other Iberian peoples, as well as outsiders such as the Hellenes, Roma and Qarthadast, by the 2nd century BC the Keltiberoi had formed into complex city states who, despite never unifying into a single nation, proved imperious in their ambitions and determined to defend their independence.



Ekualakoi Sunimoum



Neizes



Brigantinoi





# Governments





# Celtiberian Migration

No Hellenistic or Native Military Colonies  
Colonisation benefits needs Aliotirezes  
Colonists from Trebna Brigaum



## Celtiberian Arrival

Needs Colonists  
5% Law  
Can retrain units



### Band of Raiders

Iberian Peninsula  
Lawless -15%  
Farming Loss -2  
Trade Bonus  
Free Upkeep 4  
Conversion up to 50%  
Celtiberian Raiders



### Band of Mercenaries

Law 5%  
Unhappiness -10%  
Trade Bonus  
Free Upkeep 3  
Conversion up to 40%  
Celtiberian & Local Mercenaries

Town

Large Town



## Area of Mercenary Recruitment

35% Urbanised Tribal States  
Iberian homelands  
(Mediterranean coast of the peninsula)  
Unhappiness -5%  
Trade Bonus 2  
Free Upkeep 2  
Celtiberian & Iberian Recruitment



## Established Community

Needs Colonists  
35% Urbanised Tribal States  
Leusitane & Celtiberian homelands  
0% 40 50 100% Culture  
-15% -10% 0 Law  
Trade Bonus 2  
Conversion up to 80%  
Free Upkeep  
Celtiberian elite & professionals with  
Leusitane recruitment.



## Established Community (Mercenary Land Grants)

Needs Colonists  
35% Urbanised Tribal States  
Corsica, Sardinia & Sicily  
0% 40 50 100% Culture  
-15% -10% 0 Happiness  
5% Law  
Farming loss  
Conversion up to 65%  
Free Upkeep  
Celtiberian & Local Recruitment

City



## Celtiberian City-State

Needs Colonists  
70% Urbanised Tribal States  
Happiness 10%  
Law 10%  
Farming Bonus 2  
Cavalry Experience  
Free Upkeep 2  
Conversion up to 80%  
Increased Celtiberian elite & professionals

## Expand Celtiberian Society (next page)





# Expand Celtiberian Society

Sekeiza has expanded to a City

Kontebria has  League of Cities  
Trebna Brigaum

Moroika has  Pact of Hospitality OR  Coalition  
Kortika Karuo Konzuratus

At least 1 of these settlements, **Ilgergetia**, **Edetania** or **Bastetania** have

 Allied Client State (Kar Areuakum)  OR  Area of Mercenary Recruitment

The equestrian oligarchs will consolidate society into urban centres enabling the Celtiberian City-State.



Celtiberian City-State

This will occur automatically some time after 237BC

## Society

### Uiros Ueramos

Supreme man, Faction Leader

1 Command, 2 Influence, 1 Troop Morale, 2 Law, 2 Personal Security

### Ekuarezaks

Horse Lord, Faction Heir

1 Influence, 1 Loyalty, 1 Personal Security

### Coalition Leader

Leader of a Konzuratus or Karantiom Enigenum

1 Command when defending, 1 Influence, 5% Law, -1 Unrest, 5% Tax bonus

A Souadsezios with the greatest **Natural Ability**(page 3) will be chosen sooner than others. It may take up to 5 years.

A Governor who is well known in the region by governing for 4 Years straight, will be chosen if he upgrades the government to **Konzuratus** or **Karantiom Enigenum**.

NOT AmmGader or Emporites

Lost when leaving the province.

### Biglobular Dagger



The **Uiros Ueramos** and the **Ekuarezaks** gift one of their personal daggers to those they consider commendable.

Move these ancillaries to others to receive the trait. Has no effect on the **Uiros Ueramos** or the **Ekuarezaks**.

### Gifted a Biglobular Dagger

1 Loyalty from the **Ekuarezaks**  
2 Loyalty from the **Uiros Ueramos**



# Society

## Fame

Become a famous warrior with high **Vigour** and **Charisma**, by **Raiding** (page 9) and **fighting enemies** in the thick of battle, or being a **Mercenary**. Additionally, leading the first group of raiders by building the “Band of Raiders” colony as the governor will gain him fame with small chance of future governors gaining this trait.

Famous Man

1 Confidence

Chief of a Band of Warriors

1 Command, 1 Troop Morale,  
1 Confidence

Ex-Chief of a Band of Warriors

**Senizamus**

1 Influence, 5% Law, -1 Unrest

Helps the **Senizamus** gain office.

## Pact of Hospitality

Apart from being great warriors, the Celtiberians are renowned for their hospitality. Characters with **Influence** and **Natural Ability**(page 3) have a chance of entering in pacts of hospitality.

### Non- Celtiberians

Stay in a settlement with Anetlom or lower  
(NOT Trebna Brigaum or Karantiom Enigenum.)

Karantiom Kontrebiai

Pact of hospitality with a Celtiberian community.

-1 Unrest, 1 Loyalty

Stay in a settlement with Trebna Brigaum or  
Karantiom Enigenum. Be an auxillary general.

Karantiom Arouratui

Pact of hospitality with a Celtiberian aristocrat.

1 Influence, 1 Loyalty

### Celtiberians

Stay in a settlement with Trebna Brigaum or  
Karantiom Enigenum. Be an auxillary general.

Karantiom Kombrogei

Pact of hospitality with a Celtiberian aristocrat.

1 Influence, 1 Loyalty

## Mercenaries

Your warriors will ask permission to go abroad into **Mercenary Service** in return for a share of their loot. Likewise a Souadsezios may himself go on a **Mercenary Adventure**.



## Society

### Champion

A **louantus** who has **Demonstrated Warrior Values** has the chance to be idolised as a **Champion**. With high **Command, Influence, Vigour** and **Charisma** or by **winning great battles**, he will be chosen as the champion of his people.

### Champion

**1 Command, 1 Confidence, 1 Influence, 1 Troop Morale,  
1 Hitpoint, 10% Recruiting Discount**

Non Celtiberians of the Iberian peninsula with similar culture may also become champions. This excludes the Turdetani, Bastetani, Arsesk, Ilergetae, Emporites and the 'Amm Gader.

### Duelling

A **Champion** has the option to duel other champions for a trophy hand. Move him to **Sekeiza** to begin. **Champions** in **Sekeiza** will settle disputes for their community in a trial by combat. A **Champion** will not be interested if he already has a trophy hand.

**Warning:** This is a high risk, high reward event that may gain your champion more prestige or leave him utterly ruined and handless.

### Trophy Hands

Warriors fighting in the thick of battle may have the opportunity to collect the right hand of their enemy. Depending on how deadly the battle was, you may gain or lose a right hand. The Emporites and the 'Amm Gader don't collect trophy hands.

#### Enemy Right Hand

**2 Command, 2 Influence, 10% Unit Discount**

#### Amputated Right Hand

**-3 Command, -4 Influence, -2 Hitpoints,  
+10% Unit Cost**

### Military Defeat

Any **louantus** in command during a defeat will have his reputation ruined.

### Defeated Katueidonts

**-5 Command, -1 Confidence, -4 Influence, -4 Authority,  
-3 Morale, -5 Personal Security, -10 Bodyguard size**

Can never become a Katueidonts.



# Herds

## Modest Herds

15% Movement, -2 Influence

## Respectable Herds

5% Movement

## Enviably Herds

Farming Bonus

## Great Herds

1 Confidence, 1 Influence, Farming Bonus, -5% Movement

## Boundless Herds

2 Confidence, 1 Influence, 2 Farming Bonus, -15% Movement

## Herd size increase

Win battles, Capture settlements and Raid (page 9). A Poor Raider will end up losing more of his herd. Auxiliary generals will gain a reward after 5 years of service.

A governor upgrades the herds or farms buildings in a settlement.

Stay outside a settlement in winter on your land (looking after your herds in winter).

A Dull character or below 4 Command may suffer losses. No effect on Great or Boundless herds.

## Herds size decrease

Ending turn in enemy lands (Leaving your herd behind to attack enemy territory). Worse in winter with a chance of a disastrous winter loss.

Losing a battle.

Being a Poor Raider while raiding.

A Dull character or below 4 Command while staying outside a settlement in winter on your land (herds were stolen or died during the winter).




# Age Class

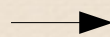
## Youth

The louantus, though less influential in politics are responsible for the military action of their city state. During times of war the Assembly of free men elects a Chief of the army to lead them.

**louantus**  
Celtiberian Youth  
Celtiberian, Below Age 50  
1 Command, 10% Movement, -1 Influence

**Kontrebnai**  
Member of the youth assembly  
Celtiberian louantus  
1 Attack, -5% Law

**Youth Assembly Commander**  
 Move this ancillary to an louantus to choose him as the Katueidonts.



**Katueidonts**  
Cheif of the army  
Celtiberian louantus,  
Youth Assembly Commander Ancillary  
2 Command, 1 Confidence, 2 Loyalty,  
1 Personal Security, 10% Recruiting Discount

## Elder

The Senizamus have retired from the fighting. They now join in on the politics of their city-state through the senate and leave the fighting to the louantus.

**Senizamus**  
Celtiberian Elder  
Celtiberian, Age 50  
5% Law, 5% Tax Bonus, -1 Command, -15%  
Movement, -1 Troop Morale

**Senator**  
Senizamus, 1 Influence  
Elected in a Karantiom Enigenum or  
Trebna Brigaum  
1 Influence, 1 Personal Security, 5% Law,  
5% Tax Bonus, -5% Movement  
He will be accepted faster if he is Charismatic,  
Intelligent or an Ex-Chief of a band of warriors.

After the Celtiberian Society has expanded (237BC), the Senizamus can become an Ueizos or a Bindis. They will be accepted faster if they are Charismatic, Intelligent, have high Influence or an Ex-Chief of a band of warriors.

**Ueizos**  
Diplomat  
Senizamus, Senator, 1 Influence,  
Elected in a Karantiom Enigenum,  
Trebna Brigaum or City State Colony  
1 Influence, 5% Law,  
10% Trade Bonus, -10% Movement

**Bindis**  
Magistrate  
Senizamus, Senator, 1 Influence,  
Elected in a Karantiom Enigenum,  
Trebna Brigaum or City State Colony.  
2 Influence, 5% Law,  
10% Trade Bonus, -10% Movement



## Celtiberian Warrior Values

True Celtiberian men are warriors. They should desire to find their death on the battlefield and have the honour of being devoured by vultures. The Arevaci, Belli, Pelendones and Lusones follow this warrior ethic.

### Celtiberian Warrior Values

Leave the safety of your home and prove your self to the community.

Expend movement points travelling around. Do not **idle**.

Enter enemy lands (factions at war) to **Raid** (page 9) and **fight enemies** in the thick of battle. **Capture** a settlement. Serving as an auxiliary general for at least 3 years may gain warrior values. Being a coward and **NOT fighting enemies** in the thick of battle will be frowned upon.

Or

Become a Mercenary.

**Mercenary Adventures** (next page)

Whatever the circumstance, **Languorous** will more likely fail while **Energetic** has a greater chance of success. He must prove himself by **age 30**.

### Ignored Warrior Values

An embarrassment

-1 **Command**, -1 **Influence**, -  
5% **Law**, -1 **Fertility**

### Adequate Warrior Values

A true Celtiberian man

### Demonstrated Warrior Values

The pinnacle of the Celtiberian way

**+1 Influence**, **+1 Fertility**

He has the opportunity to become a **Champion** of his people.

## Iberian Rite of Passage

The Arsesk and Bastetani must learn how to hunt, ride and fight before becoming an adult. This takes **1 year** to complete.

### Rite of Passage

-1 **Influence**, -1 **Command**,  
-200% **Movement**

Iberian Adult

**+5% Movement**

Exceptional Iberian Adult

**+1 Influence**, **+1 Fertility**





# Mercenary Adventures

Under Age 50, stay 1 year in the following settlements to gain the **Amostos** trait, then be **Recruited** by the clients based on if you stayed inside or outside the settlement. You can only be a mercenary once. Only the Ilbergetae, Bastetani and Turdetani seek mercenary employment outside of the Celtiberians.



Edetania

Arsé available only after 220BC



or earlier with "Area of Mercenary Recruitment" colony.



Bastetania



Ilbergetia



Htirta needs "Area of Mercenary Recruitment" colony.



Turdetania-Baeturia

## Amostos

Having gathered his loyal band of warriors, they become mercenaries.

2 Loyalty, -10% Movement



Step outside the settlement to be a mercenary here in Iberia.

After gaining the **Amostos** trait,



Stay inside the settlement to be a mercenary in Sicily.

## Ambatos en Iberui, Serving in Sicily

Serving abroad as a mercenary for 5 Years, any **louantos** will gain their **Celtiberian Warrior Values**.

-100% Movement (consider him absent)

Success depends on **Intelligence**, **Vigour** and **Command**.

### Victorious

1 Command, 1 Influence, 5% Looting Bonus

### Great Victor

2 Command, 2 Influence, 10% Looting Bonus

### Defeated

-2 Influence

### Injured

-1 Command, -3 Influence, -50% Movement, -1 Hitpoints



# Boii

The Boioi of central Europe were one of the most powerful groups north of the Alps. Perfectly situated to access a variety of important trade routes, combined with fertile farmland, they became the most powerful Keltoi in the region. The Boioi established communities in northern Italy which would long resist Romani expansion. Despite their reputation in warfare, and their large defended settlements, the Boioi were unable to resist the rise of the Getai in the 1st century BC, and moved west in search of a new homeland.



Eporeda Donnoi Boion



Ulassoi



Kondamantes



# Governments



## Military Occupation

Law 5%  
Farming Bonus



Upgrades to any available



## Protectorate

Law 10%  
Farming Bonus  
Free Upkeep 2

-----  
Town



## Allied City

Happiness 10%  
Lawless -5%  
Free Upkeep  
Local Recruitment



## Migration

25% Western Tribal States  
0% 30 40 50 100% Culture  
-15% -5% 0% 5% Public Order  
Local & Faction Recruitment  
Can establish Colonies  
& enable colony benefits.

-----  
Large Town



## Confederation

Central Europe  
75% Western Tribal States  
Happiness 10%  
Law 5%  
Free Upkeep 3  
Boii Recruitment  
Colonists every 4 Years  
Each Confederation building reduces  
the Faction Leader authority by 1



# Colonies

Colony bonuses active on Migration government.  
When the migration stops only recruitment remains.

Needs Colonists

Migration Government

Outside Boii Homelands

NO Hellenistic Military Colonies

NO Foreign Military Colonies

NO Carthaginian Settler Colonies

Town



## Small Boii Colony

Law 5%

Unhappiness -5%

Farming loss

Conversion up to 50%

Free Upkeep

Boii Nobility & Local Recruitment

## Colony Traits

### Colony Founder

This breunarinanon started the foundation of a Boii Colony.

1 Influence

Large Town



## Large Boii Colony

Law 5%

Unhappiness -5%

Conversion up to 75%

Free Upkeep

Increased Boii Nobility

& Local Recruitment

### Large Colony Founder

This breunarinanon started the foundation of a Large Boii Colony. He receives tribute from the settlers.

2 Influence, 5% tax bonus

The original **Founder** of the colony has the first priority as Colony Leader. Colony Leader is lost when you leave the province and can be succeeded by,

A **Kingetos** or **Druidae** with the highest **Natural Ability**(page 3). It can take **3 to 6 years** to be chosen.

Higher **Natural Ability** will be chosen quicker.

An **ArDOS Druidae** or **Epas** have almost guaranteed success taking just **2 years**.

### Rixs Alloteutonon

Colony Leader

1 **Command** when defending, 1 **Influence**, 1 **Law**, 5% **tax bonus**, 1 **Unrest**, -1 **Loyalty**

**Lost** when leaving the province or if you **demolish** the colony.



# Military Reforms

## Age of Chariots and Chieftains

European wide contacts increase wealth for the nobility and the earliest coins are minted. The wealthy are buried along side their chariots and warriors are buried with their sword, shield and javelins. The Keltoi migrations are slowing down.

## The Rise of the Riders

The migrations period up rooted some communities while strengthening others. Panoply becomes more attuned for war with longer armaments and greater protection. Chariots are abandoned on the battlefield but remain prestigious. Cavalry takes its place and slingers make an appearance. The Keltoi migrations are on their last legs.

Fight 5 large land battles (over 12 enemy units, no auto-resolve) against the Mediterranean powers of Senatus Populusque Romanus, Safot Softim biQarthadast, Koinon Hellenon, Epeiros, Makedonia, Kimmeros Bosphoros or Pergamon.

Between 260BC ~ 250BC

The Rise of the Riders automatically occurs.

## Armies of the Twilight States

Urbanisation of societies created large fortified settlements. Mediterranean goods reached as far as Britain and a large variety of coinage spread throughout the land. General goods and armaments are mass produced, resulting in streamlined and practical designs. Armour is enhanced to suit protracted combat and archers are used due to fortifications.

By 172BC

Own 1 City (6000 households)

Build 5 Mâros Landakambios (Large markets)

Own 3 Confederation governments.

Between 150BC ~ 90BC

Armies of the Twilight State Riders automatically occurs.



# Society

## Boiorix

King of the Boii, Faction Leader

1 Command, 2 Influence, 1 Troop Morale, 2 Law, 3 Personal Security

## Orbios

Faction Heir

1 Influence, 1 Loyalty, 1 Personal Security

## Confederate



The elected leader of his people within the Boii Confederation. Spend 2 Years in a settlement native to his local Ethnicity, with a Confederation government. Kingetos, Charismatic, 4 Influence, Age 30.

1 Command, 1 Confidence, 2 Influence, 1 Law, 5% Tax Bonus, 10% Recruiting Discount

## Protector

Governor of the Protectorate or Allied City

1 Command, 5% Tax Bonus

## Fame & Feasting

Once a brenuarinanon proves himself as a Kingetos, they are able to partake in great feasts and mingle with the greatest heroes of their time.

### Eligible For Feasting

Able to join the feast after recently becoming a Kingetos. Wait in a settlement for 1 turn. Influence, Unselfish, Charismatic, Kingetos and Epas will increase his hierarchy within the feast.

### Third Circle

-1 Influence, -2 Personal Security

### Second Circle

1 Command, 1 Law

### Premier Circle

1 Command, 1 Confidence, 1 Law, 1 Personal Security

### Feast Organizer

1 Influence, 5% Tax Bonus, 2 Law, 2 Personal Security

## Defeat

Never should they be caught fleeing the battlefield for the eternal shame will haunt them for the rest of their life.

### Defeated Kingetos

-5 Command, -1 Confidence, -4 Influence, -3 Troop Morale, -4 Authority, -5 Personal Security, -10 Bodyguard Size.

## Mercenaries

Your warriors will ask permission to go abroad into Mercenary Service in return for a share of their loot. Likewise a brenuarinanon may himself go on a Mercenary Adventure.



# Kingetos

**louantus**

Youth

-3 Command, -2 Influence, -1 Troop Morale, 10% Movement

The time has come for this young man to prove himself as a warrior. He must leave his community behind and demonstrate his battle prowess. To begin, **leave the settlement**, venture forth and...

Travel around your lands  
Expend movement points

Enter enemy lands  
(factions at war)

Become a mercenary  
Mercenary Adventures  
(next page)

**Training to Become a Kingetos**

The trial of manhood begins, blood must be spilt.

-2 Command, -1 Troop Morale, 5% Movement

Expend movement points travelling around. Do not **idle** or travel around the **same province** for years.

**Raid** (page 9) enemy lands, **attack** their armies, **conquer** their settlements and **kill enemies** in the thick of battle. Other **louantus** serving as an auxiliary general for at least 3 years will gain **Kingetos** experience.

**Losing** a battle and **fleeing** are disastrous to your reputation as a kingetos, same as **staying put in a settlement**.

Whatever the circumstance, a **Languorous louantus** will more likely fail while an **Energetic louantus** has a greater chance of becoming a **Kingetos**. He must prove himself by **age 30**.

**Weak Kingetos**

A pitiful man

-3 Command, -3 Influence, -3 Fertility

**Kingetos**

A true man and warrior

1 Command when Attacking, 1 Command, 1 Influence

**Epas**

Revered and respected warrior

1 Command when Attacking, 1 Command, 1 Confidence, 1 Influence, 1 Troop Morale, 5% Recruiting Discount

If he is under **age 36** any **Kingetos** may improve his reputation all the way up to **Epas**.

By leading armies to **Raid** (page 9) enemy lands, **attack** their armies, win **heroic victories**, **conquer** their settlements and **kill enemies** in the thick of battle.



# Mercenary Adventures

Travel the world fighting other peoples wars. **Under age 30**, stay **1 year** in the following settlements to gain the **Amossos** trait, then be **Recruited** by the clients based on where you stayed. You can only be a mercenary once.

## Carthaginian Mercenary (They must own Qart-hadast)



Step outside any of these settlements after gaining the **Amossos** trait to be a Roman mercenary.

## Roman Mercenary (They must own Roma)

## Pontic Mercenary



## Hellenistic or Asia Minor Mercenary



Step outside the settlement after gaining the **Amossos** trait to be a Asia Minor mercenary.

### Amossos

Having gathered his loyal band of warriors, they become mercenaries.

**2 Loyalty**, **-10% Movement**

### Recruited

Serving abroad as a mercenary for 5 Years, any **louantos** will gain a **Kingetos** status.

**-100% Movement** (consider him absent)

Success depends on **Intelligence**, **Vigour** and **Kingetos** or **Epas** status.

### Victorious

**1 Command**, **1 Influence**,  
**5% Looting Bonus**

### Great Victor

**2 Command**, **2 Influence**,  
**10% Looting Bonus**

### Defeated

**-2 Influence**

### Injured

**-1 Command**, **-3 Influence**, **-50% Movement**, **-1 Hitpoints**

Can also be recruited at Tolosa and Massalia.





# Druidae

## Eligible for Druidic Training

Age 18 to 30

To begin **Druidic Training**, stay in a settlement for **1 and a half years** with an...



Altron Uoglanmens

...and **faction government**...



Confederation

## Druidic Training

**-2 Command, -200% Movement, -2 Fertility, 1 Loyalty**  
**5 Years** of study. **Charisma, Intelligence and Unselfish** contribute to success.

## Uates

**1 Influence, 1 Troop Morale, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

## Failed Druidic Training

**-1 Command, -2 Influence, -2 Troop Morale,**

## Eligible for Druidic Journey

**Intelligent, Age 26, Failed Druidic Training or Uates.**

To begin the voyage to Belerion, stay in a settlement for **1 year** with an...



Altron Uoglanmens



Lagiokaunos or River port



...and **faction governments** **Allied State or Confederation.**

## Visiting the Druidic Sanctuary in Belerion

**+1 Command when Defending,**  
**-200% Movement(consider him absent).**  
**5 year** journey to the island of darkness

## Completed Pilgrimage to Belerion

**1 Influence, 1 Law,**  
**Minor Battle Surgery (Recovering casualties)**

A **Uates** may continue down the path of a Druid.

## Druidae

**2 Influence, 2 Troop Morale, 2 Law,**  
**2% Construction Discount**  
**Moderate Battle Surgery (Recovering casualties),**  
**-1 Command When Attacking**

Travel to a different settlement than your previous training (expend movement points) with an Altron Uoglanmens, and **faction government** Confederation.

**Druidae is 15 years** of further training.  
**(-200% Movement)**

## Arduodruits

**3 Influence, 3 Troop Morale, 3 Law,**  
**4% Construction Discount**  
**Master Battle Surgery (Recovering casualties), -1**  
**Command, -2 Command When Attacking**

Repeat the same process with a lvl2 academy Altron Ro Uissous, to become a high druid.

**Arduodruits is 3 years** of further training.  
**(-200% Movement)**



# Tribal Education

After **turn 100** the Boii specialise in the arts of attack, taxation, mining and trading. They are not particularly proficient in defensive strategies. Only the **Boii** ethnicity may undergo their particular education.

## Eligible for Tribal Education

**Boii, Any Kingetos, Age 28 to 40**

To begin training stay **1 year** in **Streuinta** with an...



Altron Uoglanmens



Landakambios



Menakos Bikkos

## Undergoing Tribal Education

**-200% Movement**

**4 Years** of study. **Charisma, Intelligence, Unselfish,**

**Kingetos, Epas and Druidae** increase the chances of success.

## Proper Boii

**1 Command when Attacking, 1 Influence**

**10% Mining Bonus , 10% Trade Bonus , +5% Tax Bonus**

**-2 Command when Defending**

## Exemplary Boii

**1 Command when Attacking,**

**5% Mining Bonus , 5% Trade Bonus , +5% Tax Bonus**

**-1 Command when Defending**

## Unexemplary Boii

**-1 Command when Attacking, -1 Influence,**

**5% Mining Loss, 5% Trade Loss**



# Halmalkot ha'Nabati

The nomadic Nabataean tribe controls the land of Edum. The spices and incense that come from the south pass through here on their way to Alexandria and Damascus. The aristocracy protects the spice merchants and seeks to control the trade. Their knowledge of desert warfare enabled them to defeat a Seleukid army and retain their independence well into the Roman period. They became wealthy enough to build magnificent structures and manipulate water sources out in the desert, Petra being the most famous.



Reglaya Mehrebay



Farashaya Qontaray



Reglaya Rumhay



# Governments

Can not upgrade port or build fleets until after reform.



## Military Occupation

Law 5%  
Farming Bonus

Upgrades to any available except Basilike Patris & Phil-hellenic Satrapy



## Arab Tribal Confederacy

Arabia  
Happiness 5%  
Happiness 10% above 50% Arid Nomadism  
Free Upkeep 4  
Conversion up to 30%  
Nabataean cavalry & Local Recruitment



## Tribute Paying Territory

Law 5%  
Unhappiness -10%  
Free Upkeep 2  
Farming Bonus 2  
Conversion up to 30%

### Nabataean Settled Tribe

The Malka Qenu Malek(Faction leader) prefers the settled life(Trait)  
Build Large-Scale Farms in Rekem, Dedan and Bostra.  
Culture is Changed to Eastern Tribal States.

Town



## Nabataean Administration

Law 5%  
Happiness 5% above 50% Eastern Tribal States  
Conversion up to 45%  
Local Recruitment  
Farashaya Qontaray

### A Hellenistic Malek Arises

The Malka Qenu Malek(Faction leader) prefers the Hellenistic life(Philhellen Trait)  
Own 3 Large markets and 3 Hellenistic Polis after 222BC  
Culture is Changed to Eastern Imperial. Can now upgrade ports and build fleets.

Large Town



## Nabataean Satrapy

Happiness 10%  
Farming Loss  
Free Upkeep 2  
Conversion up to 60%  
Hellenistic Infantry &  
Local Recruitment  
Farashaya Qontaray

City



## Nabataean Phil-hellenic Satrapy

Minor Hellenistic Polis  
Law 10%  
Happiness 10% above 40% Hellenistic Polities  
Free Upkeep 2  
Conversion up to 60%  
Hellenistic Recruitment  
Satrap's Retinue:  
Farashaya Qontaray Arabes Thureophoroi  
Machairophoroi Thorakitai



## Basilike Patris

The coast of Syria to Egypt & Nabataean Homelands  
Limited by Faction Size  
Happiness 5%  
Law 10%  
Hellenistic-Nabataean Elite with  
Hellenistic Recruitment  
Elephants (Antiochia & Alexandria)  
Siege Weapons



# Native Military Colonies

NO Hellenistic Military Colonies  
NO Hellenistic Metropolis  
NO Nomadic Enclaves  
\*Conversion to Eastern Imperial only in India  
and the former Persian Empire, except Egypt

Town



## Phrourioi Laon

Strategic Fortifications

Nabataean Administration

Farming Loss

Conversion(Eastern Imperial) up to 25%

Imported Recruitment

Large Town



## Katokiai Laon

Strategic Fortifications

Nabataean Administration

Unhappiness-5% with Hellenistic Polis

Farming Loss

Free Upkeep

Conversion(Eastern Imperial) up to 45%

Imported Recruitment

City



## Katalogia Laon Katoikon

Way-stations and Garrisons

Nabataean Satrapy

Unhappiness -10% with Hellenistic Polis

Farming Loss 2

Free Upkeep 2

Conversion(Eastern Imperial) up to 60%

Imported Recruitment

# Getting Started

## 1. M2TW Installation Instructions

### Installing Medieval 2 Total War & Kingdoms CD

- [Mac and Linux] it is assumed that you have the Feral Interactive version of M2TW Kingdoms. For people who do NOT have the Feral Interactive version, you will need wine to run the game.
- Install Medieval 2 Total War and the Kingdoms expansion (at least 1 mod) outside of C:\Program Files. Use a short directory such as C:\Games\M2TW as an example.
- Update the game to version 1.5. Kingdoms expansion is 1.4
- Start the game and start a campaign, then quit.
- You can change the game settings to your favourite key bindings, graphics, unit size, camera, ect.

## Installing Medieval 2 Total War & Kingdoms STEAM

- [Mac and Linux] Steam has the Feral Interactive version of M2TW Kingdoms which will run better on your operating system. You still need to complete the post installation instructions after installing M2TW Kingdoms and Europa Barbarorum II.
- Do NOT Install Medieval 2 Total War and the Kingdoms expansion in the standard library C:\Program Files\Steam...
- Create a game library outside of C:\Program Files\Steam.  
Official Steam instructions:  
[https://support.steampowered.com/kb\\_article.php?ref=7418-YUBN-8129](https://support.steampowered.com/kb_article.php?ref=7418-YUBN-8129)  
Gigantus Total War Center instructions:  
<http://www.twcenter.net/forums/showthread.php?749098>

Steam Menu > Settings > Downloads > Steam Library Folders > Add Library Folder > Select a different drive other than C:\ our example will be "F:" (It is recommended to use a different drive if you have one, otherwise use C:\) > add New folder and name it something short such as "Steam Games". The new library should be "F:\Steam Games"

- Install or move Medieval 2 Total War and the Kingdoms expansion in your new Steam Library "F:\Steam Games"

### Install

You can make "F:\Steam Games" the default install before you download Medieval 2 Total War and the Kingdoms expansion, then change it back when you are done.

Steam Menu > Settings > Downloads > Steam Library Folders > right click "F:/Steam Games" > Make Default Folder.

### Move

You can move Medieval 2 Total War Kingdoms from C:\Program Files\Steam to your new library folder "F:\Steam Games". It is recommended to create a backup first.

View Library > right click Medieval 2 Total War Kingdoms > Properties > Local Files > Move Install Folder > Select your new library folder "F:\Steam Games" > Move folder

- Update the game to version 1.5. Steam should do this automatically, or the game is already 1.5
- Start the game and start a campaign, then quit.
- You can change the game settings to your favourite key bindings, graphics, unit size, camera, ect.
- Installing other mods is not recommended

## 2. EB2 Installation Instructions

### Installing Europa Barbarorum II

[Mac] Mac users are assumed to have wine to run the installer exe with. If not there is a ZIP version to download which means you will not have to use the exe.

- Uninstall any previous versions of EBII (there's a shortcut for it in your start menu).
- The downloaded file is a zip archive, which means you need to unpack the installer files from the zip file. Windows Explorer should allow you to simply copy the contents out. If not, you can download 7-zip for the purpose.
- Run EBII.exe
- Step through the install wizard. Make sure the installer is pointed at your M2TW directory such as in our CD example "C:\Games\M2TW" or Steam example "F:\Steam Games\steamapps\common\Medieval 2 Totalwar" You need to change it from the default if it is pointing at Program Files.
- Wait for the installer to copy all the files.
- If you did not start a M2TW vanilla campaign after installing it, run that now. Start a campaign from Medieval.exe, then quit.
- Run the mod using the shortcut placed in your start menu or desktop.

[Steam] You will need to insert a short code (4. Starting EB2 for the first time)

[Mac & Linux] If you do NOT have Feral Interactive M2TW You will need wine to launch the mod using the wine console command. (4. Starting EB2 for the first time)

[Windows 10] You will need to download and install Microsoft packages (3. Additional "O/S Specific" Mandatory Instructions)

- Start a EB2 campaign. Wait for the game to generate the world, the game has not frozen, then quit.
- There will be a "Fatal Graphics Error" and crash to the desktop when you start the campaign only on the very first time.



### 3. Additional "O/S Specific" Mandatory Instructions

[Windows 10]

- Create a new folder on your desktop
- Download [DirectX End-User Runtimes \(June 2010\)](#).
- Run the exe file that you downloaded and extract it into the new folder
- Run the exe from the extracted contents in the new folder to install
- For 64 bit Operating Systems:  
Install "Microsoft Visual C++ 2005 SP1 Redistributable Package (x64)" first  
Then install "Microsoft Visual C++ 2008 SP1 Redistributable Package (x64)" second
- For 32 bit Operating Systems:  
Install "Microsoft Visual C++ 2005 Redistributable Package (x86)" first  
Then install "Microsoft Visual C++ 2008 Redistributable Package (x86)" second

[Linux]

- Copy no\_banner.mesh from share/data/mods/ebii/data/banners to share/data/data/banners (yes outside of the mod's folder).
- Delete your settlements folder in share/data/mods/ebii/data. You play with vanilla settlements.

[Mac]

- Move the no\_banner.mesh in medieval2data/mods/ebii/data/banners onto your desktop
- Navigate to medieval2data/data then create a new folder named banners
- Move or paste the no\_banner.mesh into medieval2data/data/banners (the folder you just created)
- Move your settlements folder in m2tw/data/mods/ebii/data to your desktop.
- If you have a problem saving the game you can create the following folder in the following directory:  
Library/Application Support/Feral Interactive/Medieval II Total War/  
VFS/Local/mods/EBII/saves
- Once you have created it, give permission to all users so that they can each read and write to the folder.

## 4. Starting EB2 for the first time

The game is started using this launch batch file.

[Windows] M2TW\mods\EBII\launch.bat

[Linux] share\data\mods\ebii\launch.bat

[Mac] medieval2data\mods\ebii\launch.bat

There should be a shortcut on your desktop.

- [Windows] Creating a shortcut  
Right click launch.bat > Send to > Desktop(create shortcut)
- [Steam] Launching Mods  
View Library > right click Medieval 2 Total War Kingdoms > Properties > Set Launch Options
- Insert this code:  
--features.mod=mods/EBII
- Click on OK
- Close the Properties window
- Start Medieval II Total War

[Mac and Linux] The following instructions are for those who do NOT have the Feral Interactive version of Medieval 2 Total War Kingdoms.

- [Linux ]  
You will need wine to launch the mod using the wine console command  
(note this directory must match what you named them) Code:  
wine cmd < share/data/mods/ebii/launch.bat
- [Mac]  
You will need wine to launch the mod using the wine console command.  
(note this directory must match what you named them) Code:  
wine cmd < medieval2data/mods/ebii/launch.bat

## 5. Preparation

Download [Notepad++](#) to cleanly edit files. Windows Notepad will randomly insert characters when editing files causing errors. Never use it.

### The Error Log

Make sure your error log is working properly so you can properly report any issues. Open this file, [your M2TW directory]\mods\EBII\EBII.cfg with Notepad++ and make sure it has this code:

```
[log]
to = mods\ebii\logs\eb.system.log.txt
#level = * trace
level = * error
```

This means the log will be stored as eb.system.log.txt in [your M2TW directory]\mods\EBII\logs\. We will need this log any time you report an error.

If you get a consistent reoccurring error change the code to:

```
[log]
to = mods\ebii\logs\eb.system.log.txt
level = * trace
```

This will record every process the game makes and hopefully help us identify the exact causes. Don't forget to change it back when you are done because this detailed level of recording takes up lots of memory and causes crashes.

Report your errors and post the Error log(eb.system.log.txt) file to the Total War Center EB Bug Reports and Technical Help:

<http://www.twcenter.net/forums/forumdisplay.php?2076-EB-Bug-Reports-and-Technical-Help>

The Error Log is sometimes very large so compressing it into .zip or .rar archives is a good idea.

## Windowed, borderless mode

It's highly recommended that you play on windowed, borderless mode. It will increase the stability of the game. Open this file, [your M2TW directory]\mods\EBII\EBII.cfg with Notepad++ and make sure it has this code:

```
[video]
windowed = 1
borderless_window = 1
```

If "1" doesn't work, try "true" instead. Note you'll have to enter your native resolution in there to get a proper-sized window. You also need to ensure your medieval2.preferences.cfg doesn't have conflicting values.

Alternatively, we've bundled a windowed mode/fullscreen mode switcher program in with the installation, it looks thus:



All you should need to do is click the Windowed button.

## Auto Save Corruption

The game auto saves at the end of every turn but there is a chance of corrupting the save file and crashing the game. Autosave can not be relied upon to save a long campaign.

Open this file, [your M2TW directory]\mods\EBII\EBII.cfg with Notepad++ and make sure it has this code under [Game]:

```
Auto_save = 0
```

Save often and keep a trail of saves. You can use Ctrl+S for quicksave

## 6. Older Software & RAM addressing

### Old Software

It's common users encounter technical issues while using old software like M2TW. It's only designed to address 2GB of RAM regardless of the users actual hardware capabilities and that limitation can cause stability problems with large mods like EB2.

There are 3rd party utilities which can address this problem, but there might be legal ramifications and any software modification is potentially problematic, so users should do their own research and make their own independent decisions.

### Memory Leaks

The game will increasingly hog more memory as the turns pass by. After a few hours the game may crash or cause the graphics to switch around. If you see buttons that are replaced with faces or buildings immediately save the game and quit to avoid imminent crash. It is a good idea to save and quit every few hours to empty out the memory.

### Keep error log on \*error

In the [your M2TW directory]\mods\EBII\EBII.cfg file you should be playing with the following code that is set to log errors only:

```
[log]
to = mods\ebii\logs\eb.system.log.txt
#level = * trace
level = * error
```

Leaving the log on trace takes up lots of memory and eventually causes crashes:

```
[log]
to = mods\ebii\logs\eb.system.log.txt
level = * trace
```

Though it is useful for tracking down consistent errors, don't leave it on when you are enjoying the game.