IMPERIUMS
AGE OF ALEXANDER

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

Immerse yourself in the *Age of Alexander*!

1. SCENARIO DESCRIPTION

The *Imperiums: Age of Alexander* DLC starts with the treacherous murder of Philip II of Macedon and the moment his young son Alexander is crowned king. His father has left him a legacy of great ambitions, but Alexander hopes to go farther.

Alexander's dreams are not limited to the Hellenic (Greek) world which his father managed to unite under Macedonian auspices. He wants to use the reformed army of his father and challenge the biggest power of the known world, the Persian Empire, to become the greatest conqueror of all time!

However, world events are not limited to Alexander's plans, another stage for conflict is set on the Italian peninsula and the island of Sicily, where Carthage as well as Hellas try to use the endless wars between the local tribes – Samnites and the newborn Roman Republic to strengthen their own positions there.

The eastern Mediterranean is the domain of the great Persian Empire and its satrapies, however, their loyalty to the emperor is about to be tested. Although powerful and backed by the formidable imperial army, the empire is only as strong as the weakest link in its confederate members.

Other intriguing regions include the Pontos Euxinos, which brace against invading nomadic hordes, and the remote environs of the Hyrcanian Sea and the Caucasus Mountains. The remoteness of this region gives peace a good start, but war is never too far.

2. NEW MECHANICS

We have striven to improve the game in many different aspects, and *Age of Alexander* gives us a great opportunity to enhance the game to ensure a very different player experience compared to the base game. Alexander himself dreamed of great conquests and domination, but none of it would have been possible without a strong army, a powerful economy that could feed the war machine, and a governance system that allows administration of newly conquered and remote territories as well as certain diplomatic skills that force smaller and weaker nations to friendly, if not submissive, positions.

All these aspects are reflected in the new mechanics and improvements.

IMPORTANT: All new mechanics are also enabled in the Greek Wars campaign but only if you start it with the *Alexander* mod! So, if you want to try the original campaign but with these enhanced rules, use the *Alexander* mod to start the game (see the base manual for information on how to activate mods).

2.1.   Military in reserves

Maintaining a standing army for prolonged periods was very expensive and so quite unusual in antiquity. Following a campaign (usually seasonal), soldiers were temporarily released from service to return home and carry on with their normal lives. As peasants, merchants, or craftsmen they contributed to the state's economy by the work of their hands, while the state saved on soldiers' pay and other associated costs, such as accommodation, food, and training. However, these men could be called back to service when necessary.

Thus, in the game, military units can be now placed in reserves. They will join the city where they were demobilized, increasing the size of the city and therefore its production. A dismissed unit will require no maintenance costs for the time it is on standby.

Nonetheless, it is important to note that if the city is attacked, the unit will not defend it (the men are working in the fields or elsewhere, not guarding the city). However, if the city is attacked during the time the unit is being reactivated, it will defend the city, but at a reactivation penalty of 50%.

The dismissed unit will stay on the map, waiting **in the city** where it was disbanded. It is marked **red** to clearly indicate that it cannot carry out regular commands; it has a limited number of actions it can execute.

The same color is used in the unit selector and in the Strategic Overview.

Apart from the red color, you'll notice a **grey helmet** in the top left corner of the Unit menu and on the city label.

Note that a unit cannot stay in reserves indefinitely. Over time, its military skills deteriorate, armor and equipment rusts or is lost and its battle readiness diminishes. Its Experience will drop to negative values, and once it reaches -100 it will be permanently disbanded (for more, see Experience section below). This means that its armor and equipment is sold, the unit is removed from the map and cannot be used anymore.

To avoid losing the unit, you can recall it back to active service to be retrained. Reactivation takes several turns when the unit cannot take any orders, but it can defend itself if attacked, albeit with the 50% reactivation penalty noted above.

Once reactivated, the unit will slowly gain Experience until it reaches its default level (see below). However, you can speed up this process, which is especially handy if the unit's Experience is very low (negative), and send it to additional training in a so called Barracks. This improvement can be built only in cities, and units placed here are being drilled until they reach their default Experience level (0 for most units).

The main advantage of placing units in reserves versus recruiting new ones is time and maintenance costs, plus you gain an economic advantage as your city will increase in size. Building and training new units is more expensive and lengthier than recalling reserves, yet you have to keep in mind that dismissed units cannot be used immediately, as a few turns are needed to reactivate them.

2.1.1. Experience

Experience is a bonus that units and objects can receive in war or through training. New units have a default Experience of 0, which can later range from -100 to 100 points. Experience is shown in the Unit menu – positive values are indicated by an orange color, whereas negative Experience is marked in red.

Positive values from 1-100 enhance the fighting skills of the map item both in attack and defense. Higher Experience means greater military bonuses.

Negative Experience has a profound effect on the performance of the military unit once it is deployed, so using such a unit in battle is very risky. As mentioned above, military skills as well as Experience decrease over the time a unit remains in reserves; it can even drop to negative numbers. This replicates the loss of skills necessary for deployment in battle as the unit is neither "used" as military unit, nor it is drilled or trained to keep it battle ready. To increase its Experience to the default level, such a unit can be placed in a city with the Barracks improvement.

2.2. Regional Capitals

The management of a large empire requires a robust administrative organization. The farther away from the seat of power, the more room for a local ruler to find ways to use his delegated power to enrich himself at the expense of the nation. Growing Corruption hurts the state economy and feeds local rebellious moods and unhappiness.

Corruption is a local phenomenon, meaning it is not constant throughout the country but varies depending on local conditions. You can see the average Corruption in the Resource panel and Corruption on a local level in the Resource Usage map (see also Corruption).

The best way to fight corruption and reduce risk of local revolts is to build regional capitals in the remote areas of your state. Both your capital city and regional capitals help mitigate corruption in their vicinities.

There can be only one primary capital city in the country, but many regional capitals (depending on the size of the empire). Any city of a certain size can become a regional capital, although these regional centers have to be a certain distance apart (it depends on the form of government).

Building costs vary depending on the history of the city. If it used to be a capital or regional capital (perhaps as an administrative center of an enemy state that you conquered), the costs will naturally be lower. However, the longer it is 'just' a regular town, the higher the cost to convert it. It is therefore wise to establish new regional centers in recently conquered capitals, not only so you save resources but you effectively fight local corruption and resistance against a new master.

You can manage regional capitals in the Capitals window (*State Window → Capital*).

Here you will see an overview of all the cities that could be considered as a new capital or regional capital. By hovering your cursor over the icons on the map, you will receive additional information on the level of local Corruption, suitability to become a capital or a regional capital (might not be possible due to necessary distance from an existing center), and building costs.

By clicking on the icon, you will select the city, and one or more options open.
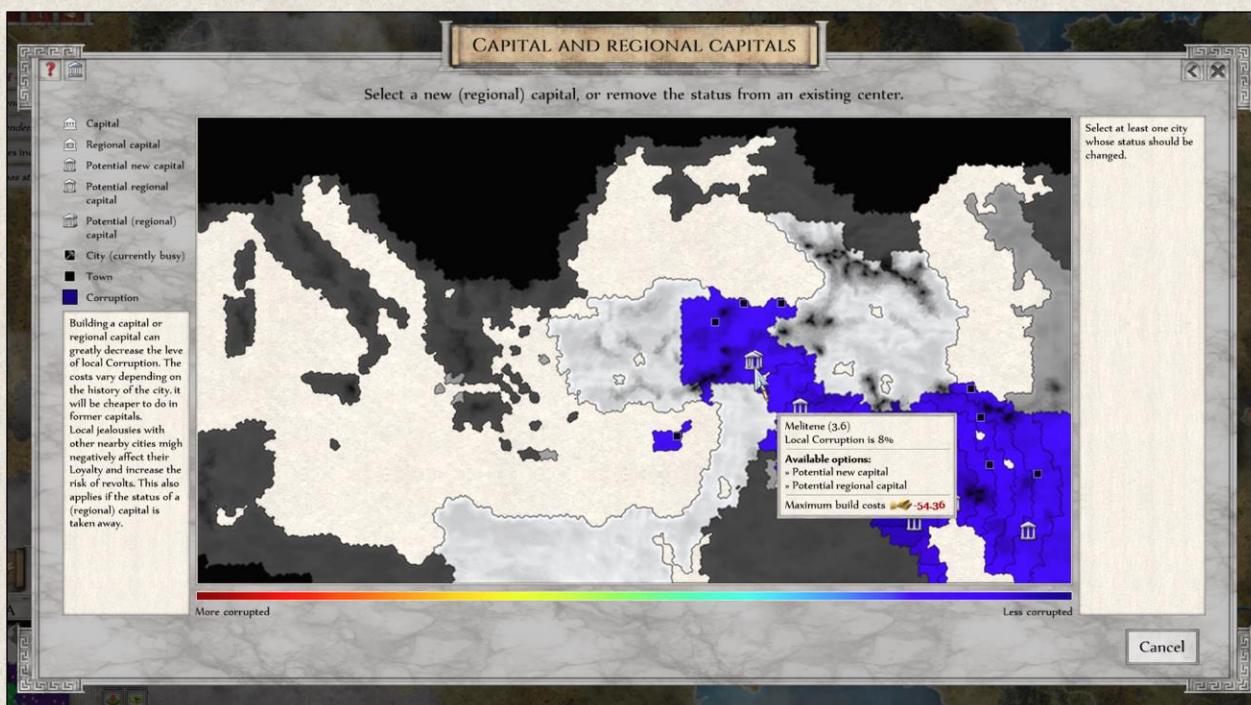
Establishing a regional capital carries some risks, though. Nearby cities might feel overlooked, their pride hurt, and as a result their Loyalty to the throne might decrease, which in turn can lead to lower unit effectiveness and higher odds for revolt. The severity of the Loyalty decrease varies according to the selected government.

Similarly, if you take the status of a regional status away, this will cause a temporary morale decrease in this city and will lead to a higher risk of revolt.

2.3. Emissaries

Diplomacy includes a wide range of actions from clear open statements to subtle pressure, deception and even lies. Similarly, foreign policy might be controlled from central government, but you need ears and eyes in foreign courts both enemy and friendly, to make the right decisions in the right moments.

An Emissary (enhanced version of a Hero) is your extended arm that can further your plans by affecting attitudes of foreign potentates.

Appointment

You can employ a new Emissary by using a State Decision. The number of Emissaries in your service depends on number of Emissaries already employed by you and the number of cities you control. The life of Emissary is limited; he can die of old age.

Movement

The Emissary is a non-conflict unit and so he can freely travel through friendly lands. Similar to Hero, he can provide himself with a boat and travel overseas (*Build and board vessel* and *Disembark* actions).

Actions

Emissaries can perform three actions:

- **Praise** – you can praise another nation to a particular faction and so affect its attitude towards the commended state. There is a minor chance that your action will be revealed to the commended party which can also positively affect the relations between them and your country.
- **Slander** – you can besmirch another state and so negatively affect the attitudes of those two nations. Again, your action might be leaked to the damaged party, and this can in turn have a negative impact on your relations with them.

However, the primary goal of these actions is to shift other state's opinions of one another in the direction that will best serve your plans. For example, by slandering one state to another, you can deteriorate their relations and alienate former friends. This can be of great advantage if you plan a military action against one of them and you need them to cancel their military treaties so your enemy faces your armies alone, without allies.

Of course, this tactic can also be used against you!

- **Insinuate your faction** – your Emissary can openly lobby for your country at the foreign court with the intention of improving mutual relations.

An important aspect of appointing an Emissary abroad is that by simply staying in a foreign capital, your relations with that country improve. On the other hand, performing any of the above- mentioned actions (positive or negative) has a small negative impact on your relations.

As a side effect of his foreign appointment, an Emissary might come across some interesting information regarding the internal affairs of some of your enemies, even if he is not employed as a spy per se.

<u>Impact</u>

The impact of Emissary's actions increases with his level of Experience and with the size of the city where he is appointed. Using an Emissary in a small town will have much smaller impact on relations than if he is positioned in a big city or a capital where his impact is greatest.

<u>Loyalty</u>

If the Emissary stays too long in a foreign land, he might grow too fond of it and his Loyalty to you will diminish. If you then decide to send him elsewhere or order him to come home, he might change his mind at the border and leave your service. It is therefore vital to keep an eye on all your Emissaries stationed abroad, and once you feel they are becoming too attached to their place of temporary residence, you should recall them home and leave them there for a while (to regain suitable perspective).

2.4.   Resource Management

To enhance economic transparency and simulate the building of economic infrastructure more realistically in key regions, we decided to implement new improvements for cities and blacksmiths that increase the production of mines depending on their type.

Each of these improvements will boost the production bonus of one type of mine in effect due to the connection between the mine and the city/blacksmith by land, dirt, or paved road. This will allow the player more strategic decisions as to where to build these processors, since the more of them a particular city or blacksmith has, the more expensive every other refinery gets. It will also force the player to carefully plan and defend production facilities that are threatened by war.

Detailed information on individual improvements in the <u>Improvements</u> section.

3. RESOURCES

3.1.   Corruption

Unlike the Corruption mechanic in the original campaign of *Imperiums: Greek Wars*, Corruption in this expansion is treated as a separate resource. It represents resources that are stolen or misplaced due to bureaucratic inefficiencies, lack of control, or bribes.

Small states can be ruled from one center, but the management of a larger empire requires a different administrative organization.

Remote areas are prone to corruption by the local elite, who manage their affairs using the motto 'what the eye doesn't see, the heart doesn't grieve about'. Corruption therefore varies depending on location, and its severity is affected by several factors such as the size and power of the state and distance from a capital city or a regional capital (see also Regional Capitals).

You can see the rising levels of Corruption in the Resource Usage map.
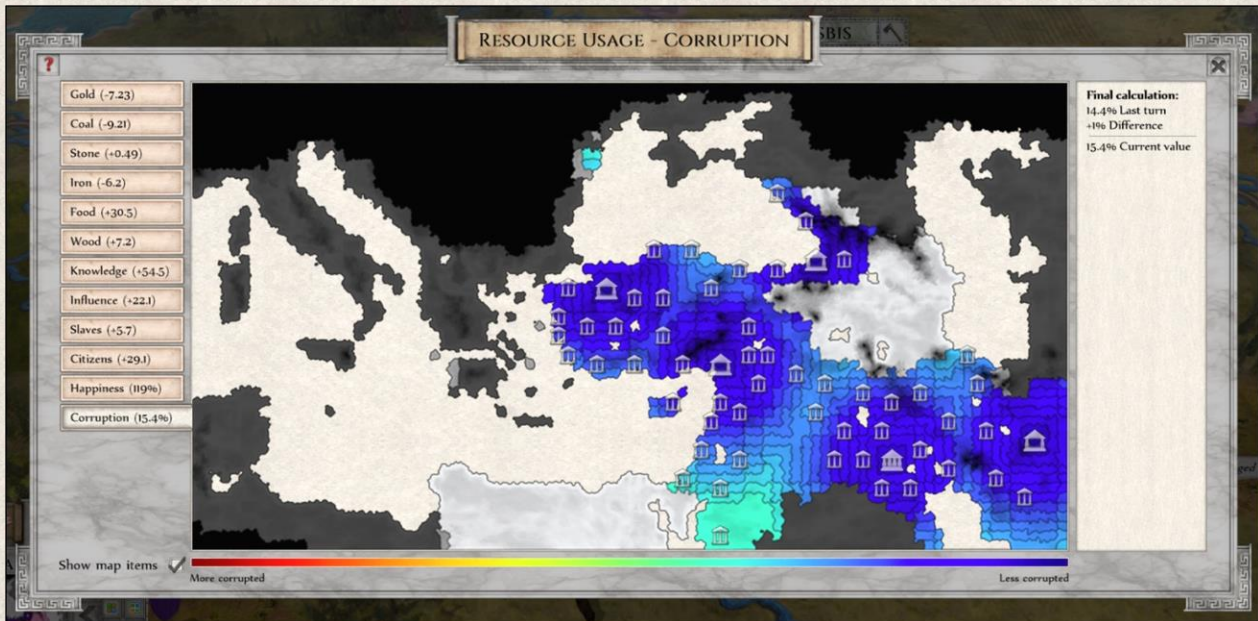
You can fight Corruption by delegating power and building Regional Capitals.

The selected form of government affects:

- maximum impact of corruption
- time it takes to reach maximum impact
- minimum distance required between regional capitals
- severity of the Loyalty decreased in cities around regional capitals

However, smaller countries will still be able to operate effectively under more types of governments than larger countries or empires.

3.2.   Resource Refineries

As mentioned above, a number of new improvements have been added to make the economic growth of a state more dynamic.

These so-called refineries are associated with a particular mine type. This means that, e.g. gold mine production can be increased by a goldsmith built in a city, and/or a gold refinery built in a blacksmith. The rule of a maximum 3- tile range between a city/blacksmith and the still applies.

Note that each mine can benefit from a single refinery, so even if there are two goldsmiths in the vicinity, the bonus will be received only once for a nearby city.

Location of these facilities is a key factor. You can build all of them in one city, but with every other local refinery the building costs will dramatically increase. On one hand you would be able to create an economic nexus, and one such place is easier to defend that many smaller ones. However, the costs to do so will be very high, and losing such a strategically important location could lead to a complete economic collapse.

Distributing refineries to several centers and blacksmiths spreads the risk of economic breakdown, but it also means that you will be forced to spread your defenses over several locations.

CONNECTION	INCREASE
Outside 3-tile range around a city or blacksmith	-
Within 3-tile range around city	0.16
Within 3-tile range around city connected by dirt road	0.16
Within 3-tile range around city connected by paved road	0.16
Refinery built in a city within 3-tile range	0.16
Within 3-tile range around blacksmith	0.16
Within 3-tile range around blacksmith connected by dirt road	0.16
Within 3-tile range around blacksmith connected by paved road	0.16
Refinery built in a blacksmith within 3-tile range	0.16

4. UNITS

The map of the *Alexander* DLC extends farther west to cover the central Mediterranean, and so two new army groups have been added: Carthaginian and Roman.

4.1.   Roman Units

Milites

	3 ♥ 3 ⚡ 4				
Desert	-30%	-20%	2	1.5	1
Forest	-50%	-40%	2	1.5	1
Grass	+30%	+40%	1	0.75	0.5
Hill	-40%	--	2	1.5	1
Mountain	-10%	+20%	n/a	2	1
Plains	+30%	+40%	1	0.75	0.5
Scrub	-20%	-10%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-40%	-40%	4	3	2
Woodlands	-40%	-30%	2	1.5	1

Principes

	4 ♥ 4 ⚡ 4				
Desert	-20%	-10%	2	1.5	1
Forest	-40%	-30%	2	1.5	1
Grass	+50%	+60%	1	0.75	0.5
Hill	-30%	+10%	2	1.5	1
Mountain	-10%	+20%	n/a	2	1
Plains	+50%	+60%	1	0.75	0.5
Scrub	-10%	-10%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-30%	-30%	4	3	2
Woodlands	-30%	-20%	2	1.5	1

Legionaries

	⚔ 6	♥ 5	⚡ 4		
Desert	−10%	−10%	2	1.5	1
Forest	−30%	−20%	2	1.5	1
Grass	+50%	+60%	1	0.75	0.5
Hill	−20%	+20%	1.5	1.25	1
Mountain	−10%	+20%	n/a	2	1
Plains	+50%	+60%	1	0.75	0.5
Scrub	−10%	−−	2	1.5	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	−20%	−20%	4	3	2
Woodlands	−20%	−10%	2	1.5	1

Milites Cavalry

	⚔ 2	♥ 2	⚡ 12		
Desert	−30%	−20%	2	1.5	1
Forest	−50%	−40%	3	2.25	1.5
Grass	+30%	+40%	1	0.75	0.5
Hill	−40%	−−	3	2.25	1.5
Mountain	−10%	+20%	n/a	2	1
Plains	+30%	+40%	1	0.75	0.5
Scrub	−20%	−10%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	−40%	−40%	6	4	3
Woodlands	−40%	−30%	2.5	2	1.5

Principes Cavalry

	⚔ 3	♥ 3	⚡ 12		
Desert	−20%	−10%	2.5	2	1.5
Forest	−40%	−30%	3	2.25	1.5
Grass	+50%	+60%	1	0.75	0.5
Hill	−30%	+10%	3	2.25	1.5
Mountain	−10%	+20%	n/a	2	1
Plains	+50%	+60%	1	0.75	0.5
Scrub	−10%	−10%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	−30%	−30%	6	4	3
Woodlands	−30%	−20%	2.5	2	1.5

Legionary Cavalry

⚔ 3 ♥ 3 ⚡ 12

Terrain	⚔	♥	⚡	👢	👢
Desert	-10%	-10%	2	1.5	1
Forest	-30%	-20%	3	2.25	1.5
Grass	+50%	+60%	1	0.75	0.5
Hill	-20%	+20%	3	2.25	1.5
Mountain	-10%	+20%	n/a	2	1
Plains	+50%	+60%	1	0.75	0.5
Scrub	-10%	--	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-20%	-20%	6	4	3
Woodlands	-20%	-10%	2.5	2	1.5

4.2. Carthaginian Units

Melee Infantry

⚔ 3 ♥ 3 ⚡ 3

Terrain	⚔	♥	⚡	👢	👢
Desert	+10%	+20%	2	1.5	1
Forest	-10%	--	3.5	2.5	1.5
Grass	--	+20%	1	0.75	0.5
Hill	--	+20%	3	2.25	1.5
Mountain	-10%	+20%	n/a	2	1
Plains	+20%	+20%	1	0.75	0.5
Scrub	+20%	+20%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-30%	-20%	6	4	3
Woodlands	-30%	-20%	2.5	2	1.5

Swordsmen

⚔ 4 ♥ 3 ⚡ 6

Terrain	⚔	♥	⚡	👢	👢
Desert	+10%	+20%	1.5	1.25	1
Forest	--	+10%	3.5	2.5	1.5
Grass	+10%	+30%	1	0.75	0.5
Hill	+10%	+30%	2	1.5	1
Mountain	-10%	+20%	n/a	2	1
Plains	+30%	+30%	1	0.75	0.5
Scrub	+20%	+30%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-20%	-10%	6	4	3
Woodlands	-20%	-10%	2.5	2	1.5

Sacred Band

⚔ 4 ❤ 4 ⚡ 6

Terrain	⚔	❤	⚡	👟	👟
Desert	+20%	+20%	1.5	1.25	1
Forest	--	+10%	3.5	2.5	1.5
Grass	+10%	+30%	1	0.75	0.5
Hill	+10%	+30%	2	1.5	1
Mountain	-10%	+20%	n/a	2	1
Plains	+40%	+30%	1	0.75	0.5
Scrub	+30%	+30%	1.5	1.25	1
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-10%	-10%	6	4	3
Woodlands	-20%	--	2	1.5	1

Melee Cavalry

⚔ 2 ❤ 2 ⚡ 14

Terrain	⚔	❤	⚡	👟	👟
Desert	+10%	+20%	1.5	1.25	1
Forest	-10%	--	3.5	2.5	1.5
Grass	--	+20%	1	0.75	0.5
Hill	--	+20%	3	2.25	1.5
Mountain	-10%	+20%	n/a	2	1
Plains	+20%	+20%	1	0.75	0.5
Scrub	+20%	+20%	1	0.75	0.5
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-30%	-20%	7	4.5	3.5
Woodlands	-30%	-20%	2	1.5	1

Swordsman Cavalry

⚔ 3 ❤ 3 ⚡ 14

Terrain	⚔	❤	⚡	👟	👟
Desert	+10%	+20%	1.5	1.25	1
Forest	--	+10%	3.5	2.5	1.5
Grass	+10%	+30%	1	0.75	0.5
Hill	+10%	+30%	3	2.25	1.5
Mountain	-10%	+20%	n/a	2	1
Plains	+30%	+30%	1	0.75	0.5
Scrub	+20%	+30%	1	0.75	0.5
Sea	n/a	n/a	n/a	n/a	n/a
Swamp	-20%	-10%	7	4.5	3.5
Woodlands	-20%	-10%	2	1.5	1

Numidian Cavalry

	⚔ 3	❤ 3	⚡ 14						

	⚔		❤		⚡		👢		👢
Desert		+10%		+20%		1.5		1.25	1
Forest		--		+10%		3.5		2.5	1.5
Grass		+10%		+30%		1		0.75	0.5
Hill		+10%		+30%		3		2.25	1.5
Mountain		-10%		+20%		n/a		2	1
Plains		+30%		+30%		1		0.75	0.5
Scrub		+20%		+30%		1		0.75	0.5
Sea		n/a		n/a		n/a		n/a	n/a
Swamp		-20%		-10%		7		4.5	3.5
Woodlands		-20%		-10%		2		1.5	1

4.3. Special Units

Emissary

	❤ 1	⚡ 12	

	⚔		❤		⚡		👢		👢
Desert		n/a		-10%		2		1.5	1
Forest		n/a		-40%		3		2.25	1.5
Grass		n/a		+40%		1		0.75	0.5
Hill		n/a		--		3		2.25	1.5
Mountain		n/a		+20%		n/a		2	1
Plains		n/a		+40%		1		0.75	0.5
Scrub		n/a		--		2		1.5	1
Sea		n/a		n/a		n/a		n/a	n/a
Swamp		n/a		-40%		3		2.25	1.5
Woodlands		n/a		-30%		2.5		2	1.5

5. ACTIONS

5.1. Return to Reserves

This action allows you to place a unit on standby. This can be done only when unit is on a city tile. The unit will be deactivated, meaning that it cannot perform any further action, but will require no more maintenance costs. As a side effect, the city size will increase.

5.2. Recall to Active Service

It allows you to reactivate units that were placed in reserves. This will take several turns, and attention should be paid to its Experience level which could have dropped to negative numbers during the time it was on standby. Note that the city size will decrease as the unit is reformed.

5.3. Praise

This action is available to an Emissary appointed abroad only. By positive acclaim, you can improve the attitude of the commended faction and the state where Emissary dwells.

5.4. Slander

This action is available to an Emissary appointed abroad only. By negative casting aspersions, you can damage the attitude of the besmirched faction and the state where the Emissary dwells.

5.5. Insinuate your Faction

This action is available to an Emissary appointed abroad only. It can positively affect the attitude of another faction toward you.

6. IMPROVEMENTS

6.1. City improvements

6.1.1. Barracks

This improvement increases a unit's Experience to its default level (0) at no cost. This only works for units whose Experience is negative (see Military in Reserves).

6.1.2. Coalyard

It doubles production bonus of connected coal mine(s).

6.1.3. Goldsmith

It doubles production bonus of connected gold mine(s).

6.1.4. Granary

It reduces the amount of Food thrown away every turn.

6.1.5. Lumber Mill

It doubles the amount of Wood harvested from tiles in the city range.

6.1.6. Smelter

It doubles production bonus of connected iron mine(s).

6.1.7. Stonemasonry

It doubles production bonus of connected stone mine(s).

6.2.   Blacksmith improvements

6.2.1. Colliery

It doubles production bonus of connected coal mine(s).

6.2.2. Gold Refinery

It doubles production bonus of connected gold mine(s).

6.2.3. Quarry

It doubles production bonus of connected stone mine(s).

6.2.4. Foundry

It doubles production bonus of connected iron mine(s).

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