Game Manual

Version 1.23

With Strategy Notes By:

-=Velociryx=-

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Preface

I've been playing computer games since I was twelve, and that was a long time ago.

Typing these words may 'out me' as an old codger, but back then, if you wanted to play a game, you had to break out a code book, type in the code yourself, and then run the thing. I like the way the market has changed.

Different people want different things from the games they play, and right up front, let me be clear: This is not a 'Beer and Pretzel' game. If you don't think and carefully consider the implications of every decision you make as the game unfolds, then you're going to struggle.

If that's not your thing, or that's not what you're looking for, then this isn't the game for you.

If you like having to do that; if you like feeling as though the future of your virtual kingdom is balanced on the edge of a knife or, to borrow a phrase from the Alan Parson's Project, "The turn of a friendly card," then you're almost certainly going to fall in love with Old World, just as I have.

I've had the great pleasure of knowing many of the creative minds behind this game for a very long time – decades, in some cases, and I can tell you that an immense amount of passion went into its design.

Some of you may find that my name has a familiar ring to it. Those who recognize it know that I don't put virtual pen to virtual paper very often. It's got to be a special game indeed to get my attention.

This is one of "those" games, and I was honored to have been asked to write the official manual.

Grab a cold drink, settle into your favorite comfy chair, and hang onto your hat. There's a lot to talk about where this game is concerned, and you're gonna love it.

-=Velociryx=-

Introduction

$\mathcal{A}$re you new to Old World? Feeling a bit overwhelmed and struggling to get a handle on the game? If so, you've come to the right place!

Inside these covers you'll find in-depth coverage of all of the game's major systems, how the various pieces hang together, and how you make use of them to play the game.

In various places, you'll also find strategy notes and tips/tricks to help you find your footing more quickly and ensure that you get off to a solid start, setting you up for success and (I hope) increasing your enjoyment of the game overall.

If that sounds like what you're looking for, read on, and prepare to take a deep dive into Old World!

Two Points Before We Begin...

There are two very important things you should know before we begin: First and foremost, Old World is not like other 4x games.

I'll be saying that a lot. If you've played other 4x games before, do yourself a favor and throw out pretty much everything you think you know about playing this game. Just pitch it over the side.

Of course, you're probably not going to do that because in practice, it's almost impossible to do, so you'll have to go through an adjustment period where you unlearn certain things and re-learn them as they apply to Old World. Hopefully, this book will help with that.

Second, when tips or strategy pointers are mentioned, those are written from the perspective of a single player game on "The Noble" setting. If you're playing on a level below that, those tips will work beautifully. As you increase the difficulty level, they may not work as well. Just be aware of that fact.

I selected that level of play though, because it is my sense that that's where the majority of OW players will wind up, so this guide should serve some 95% of gamers very well.

Okay, enough rambling, let's get into the particulars!

The Menu Screen

The options here are pretty self-explanatory, but I wanted to include a brief section on the topic to draw your attention to the "Advanced Settings" tab, which you can access once you select the Nation you want to play.

You should spend some time exploring these options, as they can greatly change your Old World experience. A few of the advanced setup options to consider are:

- Number of Opponents: You can set this from 0 to 6, and obviously, the more opponents you start with, the less room everyone will have to expand and the more dynamic and complex the political situation will become.

- Mortality: There are three options here. Standard is recommended for most games, but if you want to really develop your leaders, then opting for Lengthy will give you more time to do that, while Realistic will drastically shorten the average lifespan of your leaders, which will make the game significantly more challenging, as anytime the reins of power pass to someone else, there's always a period of adjustment and relative unhappiness on one front or another, so you'll be dealing with much more of that.

- Turn Scale: Changing this to Semesters, rather than years will greatly extend number of turns you get to play with your leaders, so this, combined with the lengthy lifespan option will give your leaders incredible longevity, giving you a more civ-like experience if that's what you're looking for.

- The succession gender and order laws are fun to play around with, but generally not recommended until you've got several games under your belt and fully understand the implications of changing those settings.

- Adjusting the tribal strength upwards will slow everyone's expansion down and give an advantage to Nations that begin with the "Champions" family, as they're just better suited to handling barbarians anyway.

- AI Starting Advantage: In a normal game, the AI doesn't get a big pile of resources at game start to give them an additional leg up (though they do start with some number of established cities, based on difficulty level). This setting changes that and is a bonus in addition to the number of starting cities. Good if you're looking for an extra challenge!

- AI aggression and development: These options will make the AI more likely to attack you sooner, and give them a bigger head start.

- No Characters: Removes all characters, families and events from the game.

- Role Playing: Choosing this option removes popups that help inform your decisions when selecting between various event options. This makes the events much more about intuition than mechanics, which is (or can be) very cool.

- Play to Win: This option alters AI behavior, especially in the late game. As any nation gets closer to victory, the other nations are much more likely to break treaties and dogpile the winning nation to keep it from victory.

The Basics Of Gameplay

Having said earlier that Old World is not like other 4x games, let's start by taking a quick look at how OW is like other 4x games, just to muddy the waters a bit, because that's how I roll.

You start with a settler. You found cities. You explore the map and improve land tiles around your cities. You find landmarks and interesting people (tribes and other Nations) and kill them. All of that sounds pretty familiar, and at a high level, it's true. Old World is in the same genre, so there are going to be similarities when viewed at a high level.

Although broadly similar, the particulars of OW gameplay make it a very different creature than anything else currently in the 4x genre. Let's take a closer look at how that manifests itself in the game:

The Orders System

The first and most notable difference comes in the form of orders.

Orders drive the game in OW.

In most other 4x games, if you wanted to, you could cycle through and move every unit you have, every turn. Good luck with that in OW, except maybe in the first few turns of play (and sometimes, not even then). You have a set number of orders you can issue every turn, and pretty much everything related to your units on the map, and a lot of the stuff related to your cities and your Royal Court, takes at least 1 Order to accomplish, and sometimes more than one.

Want to move a unit of your troops? You'll have to spend one or more orders. Want to improve a terrain tile? You'll have to spend one or more orders now, and every turn your worker is building a given improvement, the game will quietly auto-deduct one order on each of those turns, limiting what else you can do.

So, get used to not being able to do as much "stuff" as you'd like to on any given turn, because you're going to be constrained by how many orders you can issue.

The good news is that there are lots of different ways you can increase your orders count, from exploring the map and discovering landmarks to gain Legitimacy (+2 if you're the first to discover a landmark, +1 otherwise), which gradually increases the number of orders you have available (each 10 points of Legitimacy you earn will generate an additional +1 Order), to building certain tile improvements with your workers that grant additional orders, and even enacting certain laws (like Slavery) which can increase the number of orders you have to work with, at a price.

You can always see how many orders you have currently, and how many you'll have next turn by looking just to the right of your character portrait (lower left hand corner of the screen when you're looking at the game map). Note the area circled in yellow:

In addition to that, hovering your mouse over the "+10" (the number of orders you get next turn) will show you exactly what's generating your orders, and clicking on the scroll graphic just above the number of orders will allow you to buy additional orders if you've got the resources to do so.

At game start, most of the alternative options for buying orders will be greyed out because they require certain character archetypes (which we'll talk about a bit later) or laws to be in place before they become active, so if you find yourself in need of a few additional orders, your main means of paying for them will be tapping into your Training Points (which we'll also be covering a bit later).

The long and the short of it though, is that nothing happens in the game without Orders. They define how much "stuff" you can do on any given turn. When you run out of orders, that's it, so you've got to think carefully about how you'll spend them.

Do you want or need to conduct diplomacy this year? Do you have idle workers and is your economy in need of a boost?

Are you currently fighting a war, and if so, are you fighting offensively or defensively? All of those things will influence how you choose to spend whatever number of orders you've got from one turn to the next.

Another important thing to remember before we delve too deeply here is the fact that the game does an admirable job of helping new players understand what's going on via tooltips. Most tooltips contain links to portions of the game's help file that explain concepts in more detail.

To be able to click on those links (or at least hover over them) you'll need to "freeze" the tooltip. You do this by holding down the shift key on your keyboard.

Moving Units

We'll touch on this in much more detail later on in the book, but for now, just be aware that every unit has limits on how far it can move each turn, bounded by two things: First, by that unit's "fatigue" rating. Normally, every unit has 3 fatigue, but there are exceptions (all Roman units gain +1 fatigue, Zealot archetypes grant +1 fatigue, Carthaginian hired mercenaries only have 2, and a few others), and Second, each time a unit moves, it soaks up one of your finite number of orders. Taken together, these two things limit how far a given unit can move on a given turn, however…

If you spent 100 Training, you may order a unit to execute a "Forced March." Doing so will allow you to move that unit farther than it would normally be able to, but each point of movement beyond its normal limit takes two orders to execute.

The Old World Economy

There are two "layers" to the Old World economy. The primary layer is resource-based. When you send a worker out to build a mine, farm, quarry, camp, etc., doing so will generate either food, iron, stone, wood, or money.

In addition to the fact that all of the tile improvements your workers build cost some number of the above resources, most buildings and units also have a per turn upkeep that will require you to keep growing these resource totals throughout the game, so you can support more advanced buildings, construct wonders, support more units, and the like. It also bears mentioning here that Population Food/Iron/Wood/Stone costs are now scaled with city culture increases (much more to say about this later).

On top of that, the economy also runs on a number of secondary resources. These include:

- Civics (used for building city projects, conducting diplomacy, and the like)
- Training Points (used by cities for training new troops, or used by you to upgrade existing troops, conduct special field maneuvers if you have certain types of military leaders, handle promotions, etc.)
- And Science (researching new techs)

Orders too, can be seen as a kind of economic resource, and the glue that binds it all together.

Finally, there are also luxuries. Luxuries make managing relationships easier. You can use them to boost relations with your vassal families or with rival nations and tribes, or you can use them to reduce discontent in selected cities. Before you gain access to a luxury, however, you must first build an improvement on the luxury tile (worker action), then train a specialist to work that tile (from the city management screen).

These secondary resources are generated via a number of different sources, including:

- Your cities themselves
- Your Royal court
- Urban improvements
- And specialists

Again, we'll go into much more detail later on, but for now, it's important to at least mention that cities don't grow because you have lots of food.

A big surplus of food can help you in other ways (fielding more units of certain types and giving you a resource you can sell on the open market to get resources you may be lacking in), but the thing that drives city growth is the growth RATE, which can be increased by using your workers to improve food-related special tiles (and/or by building Granaries, which provide a modest boost to growth).

Game Phases

There aren't actually any "phases" to the game, but mentally, I tend to break the game into three phases while I'm playing: Early, Middle, and Late, because doing this helps keep me focused and organized.

Early game activities tend to fall into two categories: Exploration and Expansion against the barbarian tribes. This is when you get an initial "lay of the land," find out who your neighbors are, and what resources you've got to work with on the map.

Most of the ancient ruins get discovered in the early game (by around turn 25 or so) but every now and again, an intrepid explorer will stumble across something much later.
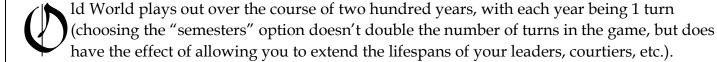
The early game comes to a close when there are no more "easy" expansion options for you, which is to say, when the last barbarian camp you can realistically get to, falls (either to you or to someone else).

The middle game is all about diplomacy and building up your economy. Specifically, it's about you doing any and everything you can to keep the larger, more developed nations from flattening you while you're building and growing strong.

The mid-game ends when you feel that you're strong enough to say no to extortion demands, which is usually about the time you find yourself in a war (almost always as a result of saying no to an extortion demand).

And then, the late game is everything else, but is typified by your nation having access to the best military tech of the era and (hopefully) being able to beat any of your rivals on the field of battle.

Winning the Game

Old World plays out over the course of two hundred years, with each year being 1 turn (choosing the "semesters" option doesn't double the number of turns in the game, but does have the effect of allowing you to extend the lifespans of your leaders, courtiers, etc.).

The number of Victory Points (VPs) in the game varies slightly from one map to the next and is dependent on the total number of city sites on the map.

You can win the game by:

- Surviving to the end of the 200th turn and having the highest number of VPs
- Hitting the max VP threshold before the 200 turn mark
- Or, having more VPs than half the total amount needed, and having twice as many VPs as the Nation in second place (Double Victory)

VPs are generated like so:

- Every city you have with Weak culture = 1 point.
- Every city you have with Developing culture = 2 points
- Every city you have with Strong culture = 3 points
- Every city you have with Legendary culture = 4 points (and you gain +1 additional VP for Legendary II, Legendary III, etc.)
- Every wonder you build is worth 2VP
- Every Holy Site you build is also worth 2 VP
- Every tech you research at the end of the tech tree is also worth 1 VP

In addition to winning the game via Victory Points, you can also win the game by completing ten "ambitions."

Ambitions are semi-random, driven by vassal family selection, and scale quickly in difficulty.

The initial ambitions tend to be quite easy. Things like, "build six mines," or "research six techs" or have three connected cities.

As the game progresses, however, you'll find that the ambitions get radically more difficult, and if you're serious about pursing an Ambition win, it may see you wandering down playstyle paths you had not considered before – for that reason alone, it's a victory path that's well worth exploring.

The Nations Themselves

Another major difference between Old World and other 4x games has to do with whatever civilization you choose to play.

In other 4x games, Civs are generally monolithic entities. Each Civ has unique traits and a leader who is immortal. You have the same leader from start to finish.

That's not how it works in Old World. Yes, each Nation has a set of unique abilities, Pagan shrines, and two Unique Units, but the leader your chosen Nation starts with will inevitably die of old age long before the game ends, and if you haven't produced an heir by the time that happens, that's it.

The game ends.

With that in mind, you'll need to get married and have kids, or adopt someone, and you'll need to do that sooner, rather than later.

Securing an heir by some means or another is of vital importance from one generation to the next. That's how you create and build upon your legacy. It's an important part of how you create the living history of the Nation you're playing.

Also note that Nations in Old World specifically aren't monolithic entities. You're the King (or Queen), yes, but your rule is not absolute, or absolutely certain. Each Nation you can select to play is

made up of four noble families (vassal families), each with their own abilities and interests that stack with your overarching, Nation-specific abilities.

You get to pick any three of these vassal families, combining the family bonuses in different ways to create a Nation that's unique to your game, and ideally suited to how you play. Here's an overview of the nations you can play:

Assyria

Starting Leader: Ashurbanipal (an Educated Zealot)

Starting Techs: Trapping, Administration, Military Drill

- +2 Orders per military unit killed
- New Units start with Focus I
- +100% pillage yield

What they're good at: This Nation excels at warfare. All of their units start with the "Focus I" promotion which gives them a 10% chance of scoring a critical hit in battle for double damage, per attack, and each time they kill a unit, the kill generates +2 orders.

Their special units, the Battering Ram and Siege Tower are the most powerful siege units in the game and can lay waste to even the strongest cities in short order. A tricky Nation for a beginner to play well, but well worth the effort to learn, and one of the "top tier" Nations in the lineup.

Vassal Families:

- The Champions
- The Hunters
- The Patrons
- The Clerics

Vel's Strategy Notes on Babylon

Babylon's early game research is off the charts good, and this was my first favorite Civ before I fell in love with Assyria. You can quickly research all the basic econ techs, grab every bonus card and have a world-class army before everybody else is even firmly established, and once you start mass producing Akkadians and a bit later, Cimmerians, it's game over.

As with the notes on Assyria, having 1-2 Akkadian/Cimmerian archers in the field is interesting. Massing half a dozen or more just makes enemy armies evaporate. You don't even need siege engines. Your Unique Units are good enough to knock down any city's defenses and damage everything around it, to boot. Awesome civ that lets you set the tone and play the game your way.

If you decide not to play as Babylon, watch them carefully in-game and DO NOT let them get too big. If you do, you'll have a tough time taking them out, owing to the immense strength of their Unique Unit.

Stone Cutting first and strongly consider building the Hanging Gardens with your bonus card stone as Babylon gets a 20% growth bonus in all her cities, and this will effectively double it.

On the other hand, steer clear of the Oracle, as this will muck up your ability to control bonus card appearance.

In terms of families, your best games will probably involve Hunter's starts with the Artisans and Sages in support, but with a Hunter's start, the Traders are a viable addition to swap in, rather than the Artisans.

If your starting city site is no good for the Hunters, an Artisan start with Hunters/Sages is the next best, in my view. Very situationally, a Sages start might make sense, and this is the only time that "Centralization" might be a good play, in order to maximize science in your Capital. Otherwise, Sage/Trader cities should almost never be your first city, because your Capital already has to wear multiple hats and adding strategic Inquiries/Caravans can be tricky.

Babylon

Starting Leader: Nebuchadnezzar (A Prosperous Scholar)

Starting Techs: Trapping, Administration, Rhetoric

- All cities +1 science per turn
- +2 culture per turn from Treasuries
- +20% Growth

What they're good at: Another top-tier Nation, Babylon's main early game strength is the Wisdom of King Nebuchadnezzar, which gives Babylon the best early game research in the game. In fact,

playing Babylon can spoil you, in that when you play anybody else, you'll feel like the game is progressing in slow motion because the techs come so quickly here.

It gets better though, because as the Scholar archetype, Good King Neb can "redraw" techs on the tech selection screen, giving him, and you, the ability to navigate through the early game tech tree with a high degree of control, and that's amazing.

On top of that, Babylon's Akkadian and Cimmerian archers are among the best unique units in the game, amounting to nuclear bombs on the battlefield. At game start, they don't have any compelling combat advantages, but you can get those critical early game techs so quickly that you can give yourself any sort of advantage you want or need.

Vassal Families:

- The Hunters
- The Artisans
- The Traders
- The Sages

Carthage

Starting Leader: Dido (A Cunning Diplomat)

Starting Techs: Trapping, Divination, Aristocracy

- New cities +200 Civics
- Can hire Mercenaries from Tribes
- +10 gold per turn for each connected city

What they're good at: Everybody likes Dido, and the fact that she's a diplomat makes it easy for you to stay on everyone's good side during the earliest portions of the game when you're weak and vulnerable.

Although Carthage isn't a top tier Nation, they're incredibly fun to play and they have a completely different "feel" than every other Nation in the game. They don't have any obvious combat-oriented abilities like Assyria or Rome, but honestly, they'd be overpowered if they did, because they have a secret weapon: They're the only Nation in the game that starts with the ability to hire barbarian mercenary units.

That, however, is an undertaking that requires a lot of gold, so your best bet, if you plan on making heavy use of that ability, is to focus on economic families (Artisans, Traders, and Statesmen), so you'll have the money you need to undertake that kind of operation.

Unfortunately, that comes with a trade-off. It means you won't be using the Riders family, and the Riders family is awesome (see below). Without them, if you don't have elephants inside your borders, you won't be able to make use of Carthage's excellent unique unit, an amped up war elephant.

Expansion with Carthage in the early game is usually easy. Just walk up to a barbarian camp, buy any barbarians that may have spawned, and use them to take the camp. Alternately, if you get an event in the early game that leads you down the path of a barbarian alliance, you'll be able to settle cities on barbarian controlled urban tiles, paying for the privilege, naturally. Either way, that ability can easily see you out-expanding everyone around you, setting you up for a spectacular mid-game.

Note: In the strategy notes for this section, the point is made that you can't normally assign generals to Mercenary companies hired from barbarian camps. There is one small edge case to consider. If you hire a Merc from say, a Scythian camp and you have allowed a Scythian character to marry into your Royal Family, those characters with Scythian blood CAN command Scythian mercenary units.

This doesn't apply just to Carthage. If a Zealot leader captures a barbarian unit, or if an Orator leader buys troops, you can assign generals to those units the same way. Allow that tribe to marry into your Realm, and any character with that tribe's blood running through their veins will be able to lead them.

Vassal Families:

- The Riders
- The Artisans
- The Traders
- The Statesmen

Egypt

Starting Leader: Hatshepsut (An Inspiring Builder)

Starting Techs: Ironworking, Stonecutting, Labor Force

- +400 stone at game start
- +40% productivity for farms along rivers
- -25% to the cost of identical, adjacent tile improvements

What they're good at: Egypt is an economic powerhouse and the combination of the Landowners, Sages and Clerics make for a builder dream team, though if you want to guarantee that you'll get to use Egypt's strong, resource light Unique Units, you may want to swap in the Riders for one of the others. Doing this will, however, blunt your economy to a degree, so it is a tradeoff.

Egypt gets a bonus of 400 stone at game start, which is basically a free pass for the early game wonder of your choice. You can build an entire early game strategy around your wonder selection and run with it, if you like, and your starting techs allow you to start building quarries on turn one, and make sure all your cities are road-connected early.

You get a starting warrior, so although this is not a combat oriented Nation, you'll generally have an easier time than some of your neighbors, since the early game barbarian tribes that aren't horse-based start with missile units and you can cut their effectiveness in half by simply taking to trees adjacent to camps you're attacking.

(If you start with a slinger, and given that the AI knows enough to take cover, you can find yourself in an uphill battle as the AI will simply head to trees or scrub tiles and dramatically reduce the amount of damage you can deal – warriors don't have this limitation).

Egyptian farms built on rivers are a whopping 40% more productive, and you'll see a 25% reduction in cost when creating identical, adjacent tile improvements. What's more, as a builder, you can throw multiple workers at Wonders and finish them off very quickly, which is a nice perk that probably gets underutilized. Also note that as long as Hatshepsut keeps her Builder archetype, all of Egypt's workers will be produced 50% faster.

Vel's Strategy Notes on Egypt

In the early game, do everything you can to make nice with your neighbors, keep your head down and build your economy. With your bonuses, and the wonder (or wonders) of your choosing, you can very quickly build up an utterly dominant economy and use that to build up an utterly dominant army, IF you stay focused. If you don't, you'll muddle through the middle game until you find your footing. Egypt basically plays itself if you keep your eye on the economy and your diplomatic relations.

Their Unique Units are good but fall short of being great. They do have the advantage of being delightfully resource light though, and that, paired with Egypt's resource generation advantages, is a powerful one-two punch.

This is the only civ in the game that allows you to build a strategy around one or more early game wonders, because you're the only civ in the game that's guaranteed to get the one you want. Use that to your advantage. A Pyramids/Ziggurat play (both if you can get both) is heinously powerful, and plays into your civ's natural strengths…

Vassal Families:

- The Riders
- The Landowners
- The Clerics
- The Sages

Greece

Starting Leader: Philip (A Bold Commander)

Starting Techs: Ironworking, Stonecutting, Drama

- Unlocks Olympiad
- All cities get +2 Culture per turn
- -25% to the cost of building Settlers

What they're good at: Greece is a militaristic Nation that can walk and chew gum at the same time.

Since their powers are divided between military and culture, I'd rate them as falling just shy of top tier. Very good, very strong Nation, but not quite head of the class in the same way that Babylon, Assyria, and Rome are.

Greece starts with a warrior and has access to the Champions family, which gives them a fairly easy early game vs. the barbarian tribes. Their Unique Units are excellent, and deadly against cavalry units, but more oriented toward defense than most other Unique Units. If you try to use them purely as a sword against anything other than cavalry units, you won't be getting the most out of them that you could be.

Additionally, Prince Alexander is a fearsome leader indeed, with a staggering Courage score, which makes him a devastatingly effective general. His stats, combined with his "Launch Offensive" ability gives the Greeks a huge leg up.

Greece gets extra culture in all their cities, their settlers are 25% cheaper and they can build the Olympiad, which provides extra Training Points, giving you a wonderfully well-rounded (guns and butter!) set of abilities.

Vel's Strategy Notes on Greece

Since Greece's abilities straddle both the offensive and defensive side of things, you've almost got to take a balanced approach to gameplay. Starting with a warrior and Champions (there's almost never a reason not to found your Capital as Champions) gives you an easy time against early tribal sites which makes early game expansion a snap, and if you start near someone with a cavalry-based Unique Unit, or a civ that's just know for using mounted units heavily, you're in luck, because your Unique Unit will eat them for lunch.

You don't fare as well against Legions and Cimmerians, however, and if you start near Babylon or Rome, and you let them get too big, it could spell trouble, because you can't research as well as Babylon, and you're not as militarily oriented as Rome, but a steady, balanced, sensible approach, applied consistently over time will set you up for success.

Also note that since you generate culture faster than just about everybody, your cities will get culture boosts and cultural events that much more quickly and you'll be able to build mid and late game wonders before others, for the most part, which should help you carve out a path to victory.

In terms of families, Champions are a must, but after that, it's a wide open field and all three of the other families are excellent pairings, depending on the kind of game you're interested in playing. Greece is probably the most balanced civ of the lot, which is mostly a good thing but it does mean that you'll likely want to adopt a very balanced playing style with them.

Tech-wise, I'd recommend Divination first. Greece has some very good shrines that boost money, Civics, science, and orders, and you need more of all of the above, as quickly as you can get them.

Vassal Families:

- The Champions
- The Artisans
- The Patrons
- The Sages

Persia

Starting Leader: Cyrus (A Tough Hero)

Starting Techs: Ironworking, Trapping, Animal Husbandry

- +50% yields from resource harvesting
- -25% cost for ranged units
- +0.5 order for each Pasture improved

What they're good at: Although I wouldn't rate Persia as a top-tier Nation, they only miss that mark by a half step or so (like Greece in that regard).

Persia presents a wide open field of play. They get a 50% bonus to harvested resources (harvesting special tiles outside your territory) which gives you a nice, if orders-intensive way of picking up extra resources to speed economic development.

They're also the only Nation in the game that can train both warriors and slingers from turn one, which gives you a tremendous amount of early game flexibility, and although they don't have any obvious combat advantages like Nations that have access to the Champions family, they do have an ace in the hole in the form of Cyrus himself.

Cyrus is a Hero archetype, and if you make him the general of one of your units, then he can do something absolutely magical. He can "Launch Offensive" if you spend 500 Training Points.

That means that he, and any units immediately adjacent to him can attack, then Launch offensive and (orders permitting, of course) everybody can attack a second time in the same turn.

That's huge. That's powerful. Used well and wisely, that ability alone can put you in a dominant position during the course of Cyrus' life.

Persia also gets an extra half an order from every pasture they build. That doesn't sound like much, but it's a passive bonus that's "always on" and not combat dependent like Assyria's, and it grows over time, so by the mid game, you'll probably find yourself with a comfortable cushion of orders, allowing you to accomplish more from turn to turn than your rivals…

Then there's the Persian Unique Units. While these aren't quite as amazing as Babylon's they run a very close second and are the only unit in the game that can "rout" an enemy unit from range. Crazy, hatefully powerful units that will allow you to simply steamroll the opposition.

Vel's Strategy Notes on Persia

Where Greece's abilities are divided between peace and war, Persia's abilities are divided between those you can make good use of in the early game, and those you can make good use of later on.

In my view, it takes patience to play Persia, because it takes a while for them to grow into their full suite of abilities. Take harvesting. It may be tempting to harvest heavily early on, but that's an orders-intensive process that will leave you economically under-developed if you do too much of it in the early game.

On the other hand, waiting until you have two dozen pastures up and running can make harvesting an integral part of your mid-game strategy, bringing in a hefty cache of resources on a regular basis.

Early on, and specifically for as long as Cyrus lives and remains a Hero archetype, that's the ability you want to focus on, so military drill should be a big priority (though you can't research it on turn one), so I recommend stonecutting as your initial tech to help get the economy rolling.

The more barracks you build, the more Training Points you'll have at your disposal, and the more often you can use Launch Offensive. In the very early game, its best use is stealing a barbarian camp from a rival AI, or defensively, if you get attacked in the early game by someone. Being able to launch a second wave of attacks can crush an incoming enemy force.

Focus relentlessly on building your economy and by the mid-game, you should have plenty of orders to make full use of Cyrus' amazing Unique Units and reap maximum benefit from scouts set to periodically harvest outside your territory.

As to families, this is a wide-open field, though given that horses are relatively common on the map, the riders may not be your first choice. All of the combinations are good and can be effective.

Vassal Families:

- The Riders
- The Hunters
- The Clerics
- The Statesmen

Rome

Starting Leader: Romulus (A Ruthless Tactician)

Starting Techs: Ironworking, Stonecutting, Polis

- +50% XP for all units during combat
- +1 Fatigue limit
- All cities get +2 Training per turn

What they're good at: As you play more games of Old World, you'll start noticing a trend. Pretty much any time Rome is in the game, they're at, or near the top of the power chart.

That's because Rome is one of the strongest, if not the absolute strongest Nation in the game. Playing as Rome is almost like playing at a difficulty level lower than the one you selected.

This isn't just a combat-oriented Nation, everything about Rome is geared toward making killing your rivals easier.

You have access to the Champions family, which gives you access to units with Steadfast for a +25% bonus against barbarians.

All your units get an extra point of movement and level up 50% faster than anybody else's units, gaining more promotions, more quickly.

All your cities generate +2 additional Training Points each turn.

Not enough for you? Okay, well, owing to the fact that Romulus is a Tactician archetype, all your ranged units are invisible in friendly or neutral trees, and if you put Romulus in charge of a military unit, an attack from his unit will "stun" whatever you hit, rendering it unable to counter attack on the following turn.

Simply put, Rome was designed to bring death to anybody they run across, but especially to barbarians, which makes the early game a breeze.

Even Rome's Pagan shrines are combat oriented with two of the four providing yet more Training Points. This Nation can fight. Anyone. Everyone. They're amazing.

There is one potential drawback, however. The techs they start with unlock two bonus cards, so there is a chance that you'll miss out on some freebies as you may be forced to choose between the free stone or the free settler. In that case, you're almost always better off to take the free settler and expand more quickly, but that means you may miss an important early game wonder.

Vel's Strategy Notes on Rome

The best way to leverage Rome's combat strengths is to work on improving your research capabilities from turn one and don't take your foot off the gas pedal till you've got better tech than everyone else.

The combination of your inherent military strength plus better tech spells doom for literally everyone.

Roman zealot leaders in the mid/late game are terrifying because that leader archetype will give all Roman units FIVE points of movement every turn, or almost double what everybody else has, allowing you to march anywhere, seem to be everywhere at once, and to exterminate absolutely anything that gets in your way.

Your Unique Units are exactly what you'd expect them to be. They're not flashy or showy, but they are brutally effective at carving giant, gaping holes into the enemy's ranks, and Testudo gives them protection against enemy missile units. Tough customers.

Rome is literally the only Nation in the game you'd even consider passing on the Champions family. It's entirely possible to take all three of the others, and focus on the economy because your inherent civ strengths mean you don't really NEED Champions (though if you take that family, then you'll be even more militarily focused, which isn't a bad thing at all).

My personal favorite combination is Champions/Statesmen/Landowners, though Patrons can be swapped in for Landowners and you won't lose a bit of effectiveness (it will just shade your game differently). A super robust, durable civ that's fun to play.

Tech-wise, I'd start with Divination to unlock Shrines and give you yet more sources for Training Points and some cash. Turn one, start hunting and don't stop!

Vassal Families

- The Champions
- The Landowners
- The Patrons
- The Statesmen

Vassal Families

In the section above, we just gave a brief mention to each of the vassal families that the playable nations have access to. In this section, we'll go into each one in more detail.

The Artisans

- +4 culture per turn in all Artisan cities

- New Siege and Ship units start with the Ingenuity promotion (+20% attack strength)

- Mines and Lumbermills in Artisan cities are 20% more productive

- When you found the family seat, you get a free worker, and all urban improvements in the family seat take -2 turns to build.

Keeping the Artisans Happy:

The artisans don't like pillaged tiles in their territory (-20 relationship penalty). They love all luxuries and any luxury you send them will grant an additional +20 relationship bonus, over and above the normal boost. They also love the law "Guilds" and if you adopt it, you'll see a +50 relationship boost.

Where luxuries are concerned, their favorites are gems and dyes.

The Champions

- City defense bonuses

- +2 Training Points per turn in each city

- All units trained in Champions cities get the "Steadfast" promotion, giving a +25% bonus vs. Barbarians

- And the Family Seat (first Champions city founded) gets a free Garrison, allowing you to promote a governor, possibly on turn one!)

Keeping the Champions happy:

You'll get a +40 relationship bonus if they have the most military units of any vassal family, and a +20 bonus if you adopt the law "Volunteers." They also have a preference for Wine and Dye luxuries. You'll get a -40 relationship penalty if they have the smallest number of military units of any vassal family.

The Clerics

- -1 unhappiness per turn in Cleric cities.

- Can build improvements on Sand tiles.

- Monasteries and Temples built around Cleric cities gain a +20% bonus to their output

- And when you found the family seat, you also found a religion.

Keeping the Clerics Happy:

You get a +20 relationship bonus per holy city this family controls, but a -20 penalty for each city without a religion. The Clerics have a love of Incense and Lavender, and they love the law Divine Rule, which provides a +30 relationship bonus if you adopt it.

The Hunters

- +2 Training Points per turn in each Hunter city

- Ranged units trained in Hunter's cities start with the "Sentinel" promotion, which gives them a +20% bonus when inside their own borders

- And all Hunter's cities get a +100% bonus to the output of camp and net tiles.

- When you found the first Hunter's city, you get +50 each, wood, stone, and iron, and the family seat may perform the "Hunt" city project.

Keeping the Hunters happy:

You'll get a +20 relationship bonus for having defended cities (a Hunter family unit inside the city's borders), but suffer a -10 penalty anytime there are hostile units inside your territory.

The Hunters love the Exploration law, and you'll get a +10 relationship bonus for adopting it. Their preferred luxuries are Honey and Fur.

The Landowners

- All Landowner cities get +2 growth per turn

- All Landowner cities get +2 culture from each crop resource

- All Landowner cities get a 50% reduction in the time it takes to train rural specialists

- When you found the family seat, you gain +2 citizens

Keeping the Landowners Happy:

The Landowners like to have the most cities, and you'll get a +40 relationship bonus if they do, and suffer a -40 penalty if they don't.

They also like Serfdom, and adopting that law grants you a +20 bonus, but they don't abide being ruled by children and you will suffer a -20 relationship penalty if your ruler is not an adult. Luxury-wise, they prefer Honey and Olives.

The Patrons

- +2 Civics per turn in family cities

- +2 culture per turn in specialists in family cities

- Can hurry projects with money.

- The family seat gets -1 Discontent level per Culture Event,

- And on founding you get a free Court Minister (who adds per turn Civics points for you).

Keeping the Patrons Happy:

The Patrons like it when members of their family are appointed as governors (+10 relationship bonus for each Patron family member governor), and they like it when you build Wonders (+20 per

Wonder). They also like the law Calligraphy (+40 bonus), and they like it when the nation's leader or heir is from their family (+20). Where luxuries are concerned, they prefer Gems and Incense.

The Riders

- All Riders cities generate +2 extra Training Points per turn

- Riders cities are always considered to be connected.

- New mounted Unites start with the Saddleborn promotion (+25% vs. melee)

- Can build units that normally require the presence of horses, camels or elephants, even if none are present.

- On founding the Family seat, you gain a Scout

Keeping the Riders Happy:

The Riders like being in charge. You'll get a +10 relationship bonus for every Riders general in the field, and you'll get a +20 bonus if you run "Vassalage." Unfortunately, you'll suffer a -40 penalty if your spouse is from a foreign Nation.

Where luxuries are concerned, the Riders gravitate toward Salt and Furs.

The Sages

- Sage cities generate +2 Civics per turn and +1 science per turn, per specialist

- Sage cities enjoy a -20% cost reduction for urban specialists

- The Sages family seat unlocks "Inquiry" which can speed your research further.

- On founding the family seat for this family, you get a free (random) technology.

Keeping the Sages Happy:

If your ruler marries a member of one of the barbarian tribes, you'll suffer a -40 relationship penalty. You get a +40 bonus if the Sages have more specialists than anyone else, and they love the law "Freedom," so you'll get a +10 bonus for enacting it.

Where luxuries are concerned, the Sages gravitate toward Salt and Lavender.

The Statesmen

- All Statemen cities generate +1 Order per turn

- All family cities generate +1 Civic per Family Opinion Level

- The Family Seat can conduct a Decree

- All family cities gain Treasure 1 on founding

- On founding the Family Seat, you gain +400 Civics

Keeping the Statesmen Happy:

The Statesmen are unhappy when the ruler of the nation is unmarried (-20), and they don't like it when they don't have a seat on the Council (-20)—Council positions being Ambassador, Chancellor or Spymaster. They do like the law "Constitution" though (+10 relationship bonus) and they enjoy Wine and Pearls where luxuries are concerned.

The Traders

- If Trader cities contain any bullion specials (gold/silver), you gain +20 gold per turn from those tiles once you improve them.

- -10 years on the upgrade time of Hamlets

- The family seat can build the Caravan unit

- On founding the family seat, you get a free Court Merchant

Keeping the Traders Happy:

You get a +10 relationship bonus with this family for each connected city, but a -20 penalty for each damaged city. They love the laws Trade League and Monetary Reform, and adopting either will give you a +20 relationship bonus.

Where luxuries are concerned, their favorites are Olives and Pearls.

Characters

The addition of families and the need to produce an heir brings us inevitably to the topic of Characters, and this is another striking difference between other 4x games and Old World.

Each family you select as a vassal family is populated with a number of individuals who can marry and have children of their own (with your approval, naturally). Some like you, and some don't, so at least some of your diplomatic efforts must be inwardly focused, because keeping your

vassal families happy is key to your long-term success. Should they get too upset with you and your rule, you'll find yourself facing open rebellion, which can and will diminish your ability to deal with external threats.

In addition to keeping your vassal families as a whole happy, your relationship with individual characters within each family matters too. If you appoint someone to be an Ambassador, for instance, and that person despises you, then you'll find that diplomatic missions are more expensive to run.

On top of that, there are other National leaders to interact with, and religious leaders, once religions begin to take root and spread in the game world.

That's a lot of people to keep happy, and the equation is constantly shifting and changing as the in-game situation evolves, which means that you're going to have your hands full just dealing with the intricacies of diplomacy in Old World (both internal and external) which is quite unlike anything you've ever experienced in Civ.

Characters are defined by four in-game stats: Charisma, Courage, Discipline and Wisdom.

The higher these stats are, the more effective that character is at certain things. In brief, here's what the stats do:

Charisma: If the character in question is a leader, spouse, governor, or on your diplomatic staff (Ambassador, Chancellor, Spymaster) then each point of Charisma will increase your nation's Civics, each turn.

If the character in question is a general, then each point of Charisma will increase the defensive strength of the unit that the general is leading.

Courage: If the character in question is a leader, spouse, governor or on your diplomatic staff, then each point of Courage will increase your military training point total, each turn.

If the character in question is a General, then each point of Courage will increase the attack strength of the unit that the general is leading.

Discipline: If the character in question is a leader, spouse, governor or on your diplomatic staff, then each point of Discipline will increase your nation's gold, every turn.

If the character in question is a General, then each point of Discipline will increase the XP of the unit that the General is leading, each turn.

Wisdom: If the character in question is a leader, spouse, governor, or on your diplomatic staff, then each point of Wisdom will increase your research rate, each turn.

If the character in question is a General, then each point of Wisdom will increase the % chance of that unit scoring a critical hit, each attack.

Note that your leader's stats, and the stats of the leader's spouse "count for more" in terms of additions to the top line of your economy. While the other members of your Court will add nominally to your total national output, they won't do so at the same level as your leader and his/her spouse.

Also note that the bonuses gained via stats progression is not linear, which is to say, you get a bigger bonus by moving from 4 Wisdom (or whatever stat) to 5 than you do when you move from 1 to 2. You'll find a table in the Appendix that spells this out in more detail (see Table 1.0, in the Appendix).

There are more than three thousand events in the game so far, and many of these are events that give you an opportunity to shape and mold the members of your Royal Court to your liking, usually in the form of increasing one of the stats above by +1 point (and note that these stats can be negative, in which case, they would reduce your Civics, Training Points, research, money, etc, rather than increasing those totals).

In addition to that, each character may have up to three negative traits and up to three positive traits that will modify their stats and abilities. For instance, you might have a Drunk, Blessed, Slothful grandson, and all of those traits would stack, modifying his or her abilities.

Finally, when characters come of age, you may select an archetype for them. Archetypes are powerful and also modify the characters core stats that we just talked about.

In addition to that, however, archetypes provide a raft of powerful bonuses for whatever Nation you're leading that last as long as your current leader lives, and maintains the archetype in question.

Note that other characters have archetypes too, and this may impact their relationship with your leader (some archetypes get on well with each other, and some don't), but only the leader's archetype provides Nation-wide bonuses in the game. Here's a quick overview of the archetypes that currently exist:

Builder
These guys get a +3 bonus to Discipline, can serve as Governors or Chancellors, and if your leader is a Builder, all your workers can add Urban tiles for 10 gold per tile. Also, you can set multiple workers to building improvements (including Wonders) so they get done faster, and all of your cities will see built times for workers cut by 50%.

Builders like Slavery (+10 relationship bonus if you're running it), and they like other Builder characters (+40), but they don't like Heroes (-60 relationship penalty).

Commander
If your leader is a Commander, then idle military units get +10 XP per year (this stacks with the XP you get from barracks/ranges), and you'll be able to hurry the training of units in all your cities with Orders. Also, Infantry units see a +10% defensive bonus.

If you have a Commander archetype General, the unit he leads gets a +20% bonus to attack and defense if there's a unit of the same type immediately adjacent to him (so, if you have two spearmen parked next to each other and the Commander General is leading one of them). Further, if the General is also your leader, then the unit he's leading will gain an additional +20% to its attack strength if he's flanking (see combat section for details).

When you choose the Commander archetype, the character in question will gain +2 Courage and +2 Discipline, in addition to all of the above.

Commanders are quite fond of the law "Autarky" (+50 relationship bonus if you're running that), and they like other Commanders (+40), but they don't like Tacticians (-60).

Diplomat

When you select the Diplomat archetype for a character, that character immediately gains +3 Charisma.

As leader, these characters may perform Alliance Missions, both with barbarian tribes and with AI Nations. You immediately gain a +60 relationship bonus with all AI Nations.

If the character in question is a Governor, then your relationship with the family that character belongs to will increase by +20.

Diplomats like the law "Colonization" (+20) and they like other Diplomats (+40), but they're not fond of Orators (-60).

Hero

When you choose the Hero archetype for a character, that character immediately gains +3 Courage.

If the leader of your realm is a Hero, then you get +50 Training Points each time you kill a military units and all of your melee units gain +10% to their attack strengths.

If a General has the Hero archetype, he can heal in neutral territory and if he's also the leader of your Realm, he can "Launch Offensive" for 500 Training Points.

Heroes like the law "Epics" (+10, and they like other Heroes (+40), but they're not fond of Builders (-60).

Judge

Choosing the Judge archetype for a character immediately grants that character +2 Charisma and +2 Discipline. If you have a Judge Leader, you may "Hold Court" which is a way of converting Training Points to Civics, and the cost of switching laws is decreased by 50%. Judge leaders may also upgrade existing improvements (so if you have a garrison, instead of building a separate stronghold, you can just upgrade your garrison TO a stronghold).

If the character in question is a governor, then you may hurry specialists with money at the city the Judge is in charge of.

Judges like Legal Code (+30), and they like other Judges (+40), but they don't like Schemers (-60).

Orator

Selecting the Orator archetype for a character immediately grants that character +4 Charisma and -1 Discipline.

If you have an Orator Leader, then you'll gain a +40 relationship bonus with the heads of all of the world's religions (including the heads of Pagan religions), and you'll be able to recruit tribal mercenaries with Legitimacy. Further, you'll gain +2 orders per year from each Friendly city.

If the Orator in question is a governor, then you'll be able to hurry city projects (walls, treasuries, archives, etc.) with Orders in the city that the Orator controls.

Orators like Tyranny (+10) and other Orators (+40) but they don't like Diplomats (-60).

Schemer

Selecting the Schemer archetype for a character immediately grants that character a +4 bonus to Wisdom, but also a -1 penalty to Courage.

Schemer leaders may adopt children, and buy Orders with Legitimacy. They also get +2 Orders per year, per War and their Scouts are always invisible, regardless of the terrain they're on, allowing you to infiltrate any rival's territory at will.

Schemers like Elites (+20) and other Schemers (+40), and are fond of the law "Coin Debasement" (+20), but they don't like Judges (-60).

Scholar

Selecting the Scholar archetype for a character immediately grants that character +3 points of Wisdom. Scholarly leaders unlock the "Tutor Child" mission, and for as long as your Leader keeps the Scholar archetype, Inquiry will be available in your Capital, and you'll have the ability to redraw tech cards when it's time to select a new tech to research.

As governors, Scholarly leaders get a -1 discontent bonus from Archives.

Scholars like the law "Engineering" (+40) and other Scholarly characters (+40) but they don't like Zealots (-60).

Tactician

Selecting the Tactician archetype for a character immediately grants that character +2 Wisdom and +2 Discipline. If you have a Tactician leader, then all of your units will gain +2 vision, and ranged units in friendly or neutral trees will be invisible. Invisible ranged units gain a +10% to their attack strengths.

A General who is a tactician makes the unit he's in command of immune to critical hits, and if the General is also your leader, then when the unit he commands attacks, the unit attacked is stunned and unable to take any action on the following turn (which is a devastating combat ability – not quite as good as Launch Offensive, but very powerful indeed). Note that to help offset the power of this ability, the unit the Tactician leader is commanding will deal 25% less damage.

Tacticians are fond of the law "Professional Army" and other Tacticians (+40) but they don't like Commanders (-60).

Zealot

Immediately on selecting the Zealot archetype for a character, that character loses -1 Wisdom and gains +4 Courage.

If your leader is a Zealot, then all of your units will gain +1 Fatigue, and your cities can always build State Religion Improvement. Also, if a city has your State Religion, then you can hurry production from that city via Training Points.

If the Zealot is a general, then the unit he commands cannot die with 2 or more Hit Points, and if he's both your leader and a General, then you've got a 10% chance to enlist the unit you're attacking (take control over it) when your attack would kill that unit.

Zealots like the law Holy War (+40), and they like other Zealots (+40) but they don't get along with Scholars (-60).

Keep these archetypes and the abilities very much in mind as you respond to events and shape your current monarch and all of the members of the Court you get events for.

You'll want to start thinking strategically about what sort of ruler you'll want your heir to be, pretty much from the moment you have an heir, and start grooming him or her down that path right away.

Bear in mind that even though some of the archetypes may not like you, they've all got their uses, and you'll probably want a broad cross section of archetypes in your various vassal families so you can appoint governors and generals with certain abilities and take advantage of the full range of possibilities, then figure out ways to placate them later.

You'll find a summary of the above in Table 4.0, in the Appendix.

The interplay between relationships can really matter, because there are some people you just have to keep happy. In particular, you want to watch your relationship scores with the heads of religion and heads of families. Every point you can improve your relationship with these important folk translates into a +1 relationship improvement with the family or religion in question.

Also note that if all three of your families have adopted the same religion, then every +1 you improve your relations with that religion will ALSO improve relations with each family following that religion by +1, which makes homogenous religion in your Realm a very powerful tool for control.

Let's Talk Tech!

At this point, since we've already mentioned starting techs and the best first techs to research in the section on the Nations themselves, we should probably pause for a moment and talk about the tech tree itself.

Vel's Strategy Notes on Research

I'd sum it up this way: "Don't fight City Hall." The game is straight up TRYING to give you free stuff. Let it. Don't research techs that unlock more than one bonus card at a time. If you research Stonecutting, you unlock bonus stone, so don't research Drama (free settler) until you've taken Bonus Stone and gotten it out of your queue or you may find yourself having to choose between them.

Do that, and you'll maximize the amount of free stuff you get, which will help put you in a stronger position more quickly.

Broadly speaking, my priorities are: Stone cutting (free stone), Polis (free worker), Drama (free settler – rapid expansion!), Aristocracy (border bump and Ambassador so you can get out of an early game war if someone attacks you), then Husbandry (free food), Labor Force (roads), and Forestry (lumbermills) to round out your economy.

From there, Spoked Wheel (free chariot and chancellor), and Portcullis (spymaster) are big, and after that, I like beelining for libraries to build an unassailable tech and research lead but by the time you get Forestry, you'll have a better sense of what direction your game is heading in and can plan accordingly.

Again, there are some differences here between the Old World tech tree and the tech trees you commonly find in other 4x games.

For starters, you can't just pick from all of the techs you're technically able to research.

Tech selection is handled via Tech Cards, and Nations only get a "hand size" of 4 different tech cards (5 if you've built the Oracle), and at game start, you only get to pick from three different options.

Also note that the techs you don't select are placed in the discard pile, so you won't see them again until the draw pile is exhausted and a reshuffle of available techs is needed.

Further, some techs unlock "Bonus Cards" that provide one-time bonus resources to your Nation, if you choose to research them. For instance, researching the tech Polis unlocks a free worker. Researching Stonecutting unlocks a stone boost. Researching Animal Husbandry unlocks a food boost, and so on.

These bonus resources are powerful and it's absolutely recommended that you take them, but be warned: If a freebie pops up on your tech selection screen and you don't take it, then that's it. You won't see it again. You lose it forever.

Spend some time studying the tech tree and figure out exactly what you want to accomplish in your current game, then figure out which techs you'll need to do that, and what order you'll need to get them in to best accomplish your goals.

If you like, you can click on a tech deep in the tech tree to flag it. Then, when one of the techs leading to your target tech comes up on your selection screen, it will bear a mark – a graphical indicator that this tech is an important steppingstone to the one you flagged, which will help you navigate through the tree more efficiently.

Discontent

In most 4x games, unhappy citizens reside in your cities, and at some point, if your unhappy factors outweigh your happy factors, you get a chance of rebellion.

Things are very different (and much more complicated) in Old World, and unhappiness can take a variety of different forms and have many different consequences.

For example, if all of your vassal families are happy with you, you'll find that the troops they have fielded on your behalf fight more effectively. The bonus can range from a modest 5% to a much more impressive 20% in the case of incredibly happy families, so it's certainly significant, and making sure your families are happy before you march off to war is a key component of planning a successful military campaign.

Conversely, if one or more of your families is unhappy with you, the combat effectiveness of troops they've provided will begin to fall off (-5% to -20% depending on exactly how unhappy they are), and if not dealt with, this could wind up crippling your ability to actually defend your realm.

In addition to that, if a given family is angry enough (-100 relationship score, or worse), you'll have a per turn chance of seeing rebel units appear around cities that the unhappy family controls, further degrading your ability to defend your nation against external threats.

If that wasn't enough, each city you found starts with a per turn level of discontent that increases as you increase the game's difficulty level.

This per turn discontent builds up over time, slowly increasing the Discontent Level of every city you have (all cities begin with a Discontent Level of 0).

At each level of Discontent, the city in question will suffer a -5% penalty to its growth rate, the amount of science it generates, and its upkeep costs will increase by 5%, so if you have a city with a Discontent level of 8, then it will suffer a staggering 40% penalty to the factors mentioned above. That's painful.

In addition to that though, each level of discontent also hits you with a -20 relationship penalty with the family that controls the city in question, so, using the example above, in addition to the penalties already outlined, you'd also suffer a -160 relationship penalty with the family that controlled that city.

Each city's discontent level is tracked individually, and you can view any given city's current level of discontent, and how much per turn discontent that city is suffering, by going into the city detail screen.

The good news is that the game provides you with all sorts of easy ways to reduce city per turn discontent. Among these include:

- Connecting a city to your Capital, so it's on your Kingdom's Trade Network.

- Putting a military unit in a city that is from the same family as the city itself, and building a wall. Note that building wall upgrades (moats and towers) will reduce per turn discontent by an additional point.

- Certain laws will reduce per turn discontent.

- Certain urban improvements your workers can build will reduce per turn discontent (cold baths, warm baths, amphitheaters, and the like).

- Some religious buildings may reduce per turn discontent, or at the very least, allow you to train specialists that can reduce per turn discontent, depending on how you opt to develop your religion).

The bottom line is, while discontent is definitely something to guard against, the game gives you plenty of tools to deal with it. Used well and wisely, you can create a happy, prosperous kingdom.

So while you're growing and expanding, you'll have to keep a watchful eye on your Nobles, keeping them happy with gifts, assassinating troublesome leaders, sometimes offering the carrot, and other times, beating with the stick.

That's just life in OW. That's what it means to be the King (or Queen).

A Closer Look At Gameplay

Exploring the UI

Really, all of the above has just been a giant, extended introduction. The stuff you just read lays the groundwork and foundation, but before we can dig any deeper, we need to press pause for a moment and take a closer look at the game's interface, which will be critical to understanding some of the material that comes later.

With that in mind, let's take a quick look at the screen you'll spend the vast majority of your time looking at while you're playing the game.

The image you see below was taken at game start. Year one, just after founding our very first city.

So let's dissect this screen and talk about the basics of navigation so you'll be able to navigate your way around the world with relative ease. Note that even if you've been playing the game for a while, you may pick up a thing or two that you didn't know, so I promise that this section won't be boring!

Here's the main interface:

I've highlighted the Leader Panel (bottom left) in this first screen shot in order to draw your attention to it. Here's the closeup view of that same panel we took a look at earlier on in this book:

This little panel contains a lot of densely packed information. Obviously, the thing that catches your eye is the leader portrait, but just to the left of that, you'll see a symbol representing the leader's archetype. Hovering your mouse pointer over that symbol will bring up a popup that gives you a quick reminder of the powers of that archetype.

Below that are two additional panels which will contain graphics if the leader is a member of a particular family, or is currently assigned as a general, etc.

Staying on the left-hand side of this panel, just above the "Next Turn" button, you'll see the undo/redo buttons, which allow you to undo up to your last five moves. The undo button is incredibly handy in single player games, because if you move a unit where you didn't intend, you can always take it back via the undo button. That little button might be your new best friend, especially when you're just starting out!

Finally, at the bottom of the leader portrait you'll find the leader's stats and his/her religion (if applicable).

On the right-hand side of the leader portrait you'll find your current number of orders, with the number of orders you're on deck to get on the following turn listed below it in green, and beneath that, you'll find your current Legitimacy.

Clicking on the Orders Icon just above your number of orders gives you the option to buy additional orders, though options you can't make use of will be greyed out. Hovering over these will tell you what you need to have in place in order to make use of those options. Clicking the Orders Icon a second time will close the order purchasing menu.

Hovering your mouse over your current number of orders will give you a popup that shows you where your current slate of orders are coming from, and similarly, hovering your mouse over your Legitimacy score will give you details about that number (where it's coming from and what impact it's having on your game). In this case, we're getting 10 Legitimacy from King Romulus himself, and another five from events. We also learn that our 15 Legitimacy is giving us a +15 bonus to family opinions and generating 1.5 Orders for us. Handy information.

Now, let me draw your attention to the series of buttons located along the top left-hand side of the screen, highlighted here:

Hovering your mouse over the three bars in the extreme left-hand corner will give you an overview of your game settings: What level of difficulty you're currently playing on, some notes about the AI and barbarians and their aggression levels, and other details related to the setup of your current game.

Clicking on those three bars will bring up the game's menu screen, allowing you to save, exit, fiddle with settings, and the like. Clicking on the Book icon right next to that will bring up the in-game help file which is more extensive than you might think, and very helpful indeed.

Hovering over the Laurel Wreath you see next to that will give you an overview of your Ambitions (progress toward an Ambition victory), as well as telling you what Wonders are currently available to be built, while clicking on that icon will bring up the Victory Conditions screen that gives you a more in-depth look into everyone's progress toward meeting whatever victory conditions you have enabled.

Hovering over the Crown icon that comes next will tell you what your current succession law is, and who your heir is. Actually clicking on the Crown icon will give you a family tree view of your Royal Line. You can zoom in or out using your mouse wheel, and as the game progresses and your family tree expands and grows, you'll probably want to do that so you can see enough of it at a time to be useful. Dead family members will have their portraits greyed out here, while living family members will be in full color.

Next comes the Scales icon. Hovering will tell you what laws you currently have active and which laws are available, while clicking will bring up the Law screen, enabling you to change or add new laws, assuming you have the Civics to do so. From the law screen, you'll also be able to see exactly what each law does, and how enacting a given law will impact your relations with your chosen families.

After that, there's the hourglass icon. Clicking this will bring up the game log, while hovering over the chemistry beaker icon will tell you what tech you're currently researching and which techs are currently available to you, and clicking on the that icon will take you to the tech tree itself. The house icon here will bring you to a city management screen which gives you a spreadsheet style layout that shows:

- All of your current cities
- What each city is working on
- Who the governor is (and whether or not you can appoint a governor—you have to have a garrison, stronghold, or citadel to be able to do that),
- What family controls the city
- Any religions to be found inside that city
- Its population
- Its growth rate
- Its Civics rate
- Its military training rate
- Its culture level, rate (and how long it will take for the city to advance to the next culture level)
- How many research points the city is generating
- How much money each city is generating
- The number of orders each city is contributing to your total
- And finally, how many of each type of basic game resource (food, iron, stone, wood, gold) each city is generating.

In other words, this screen contains a simply massive amount of information that grows as you add new cities to your kingdom. Even better, hovering over any number listed in green or red will give you a popup box containing detailed information about how that number is derived.

Best of all, you can sort any column you wish, allowing you to rearrange the data in the way that makes the most sense, based on exactly what information you're looking for. Want to know which cities have the best growth rate for planning settler builds? You can create an ordered list that shows you.

Want to find out which cities are generating the most research? You can do that with the touch of a button, and so on. A very handy, information-rich screen.

Next to that, there's the "Play" button, which will replay all of your actions over the course of the turn, allowing you to review if you wish.

Finally, there's a musical note icon. Unless you're playing Greece, this will start greyed out and won't be accessible until you research the Drama tech. Drama unlocks the game's soundtrack, and the moment you have that tech, you'll be able to access that button. Since Greece starts with Drama, they get access to it from turn one.

The section of the UI in the top center of the screen, highlighted below, is where your eye will spend a fair bit of its time.

From left to right, the numbers running across the top display your current gold, how much food the kingdom has, how much iron, how much stone, how much wood, and how many orders you've got. Hovering over gold, food, iron, stone, wood or orders will bring up a dropdown menu allowing you to buy and sell these resources. Note that the price will fluctuate based on in-game demand.

After that, there's a small divider, and then the amount of research you're generating each turn is displayed, next to your current number of Civics and your total Training Points. Lastly, you'll see #/# next to a diamond icon, which tells you how many luxuries you've got (second number) and how many are currently in use (first number).

Next to each of these values, you'll also see a smaller number in green or red. Green numbers indicate that you're running a surplus of the resource the number is next to, while red numbers indicate a net deficit.

Taken together, these numbers represent your kingdom-level resource stockpile. In most cases, you want these numbers to be as high as you can get them, you want everything in green (meaning you're generating surpluses of everything) and you want those per turn surpluses to be as big as possible.

The first four numbers are mostly generated by things your workers are doing. Build a mine, and your iron output will grow. Build a farm and your food output will grow, and so on.

Most buildings and units (including non-combat units like workers) require some number of resources per turn as an upkeep cost. Workers, for example, consume two food, while a Granary consumes 1 wood, every turn, so just because you have a surplus now doesn't mean you always will. You'll basically want to keep growing your economy for the entire game to ensure good surpluses everywhere.

Hovering your mouse pointer over any of the resource values will display a popup that will give you additional information about how your resources are being generated and how they're being spent or consumed, which is very handy if you're just looking for a top-level view of aggregate production and consumption.

The details on Orders at the top of the screen are identical to the details you get when you hover over orders by your leader portrait in the lower left-hand corner.

This brings us to the last "batch" of resources: Research, Civics, and Training Points, and here, we run into yet another difference between most other 4x games and Old World.

If you're used to playing other 4x games, then you're used to only having one production value to worry about. Everything costs shields (or hammers, or whatever). That's not how it works in Old World. Cities actually generate three different types of production: Growth, which is used to build workers, settlers, scouts and militia (and later, religious disciples), while military units are trained with Training Points and city projects and specialists are trained via Civics. A city might have a tremendous amount of growth (lots of food specials which provide growth bonuses) but be absolutely wretched at training troops or specialists.

Fortunately, you can grow each of those three types of production with careful planning and diligence.

Another thing to be mindful of is that most of the actual development of your cities won't take place inside the city proper (i.e., inside the city management screen, which we'll take a closer look at in a moment), but rather, on the map itself.

Workers can do more than build farms, mines, quarries, lumber mills, and the like, they can also build urban tiles like barracks, garrisons, libraries, markets, and other powerful improvements. These generate one or more of the "advanced" resources, like Training Points, Civics, and so on.

It's also important to point out how, exactly, Civics and Training Points are added to your national stockpile.

When a city is training a military unit, it's using 100% of its Training Points to do that, so for however many turns it takes to train that military unit, the city doing so is adding 0 to your national military training stockpile. Similarly, if you set a city to building walls, or training a specialist, or completing some other city-related project, then for the duration of that project, the city in question is adding 0 Civics to our national stockpile.

What that means, in a nutshell, is that you seldom want to set all your cities to training troops or building specialists. If you do, then you'll almost certainly start running a Civics/Training Point deficit, and you won't be able to do things like send your diplomat on trade missions to keep rivals happy (which takes Civics), or upgrade your existing army (which takes training points). Balance is the order of the day here.

It's also worth mentioning that your national stockpile of both Civics and training points is capped at 2000. If you have 2000 and you're generating a surplus of Civics or training points, then the excess (anything over 2k) will be converted into orders (in the case of training points) or science (in the case of Civics) at a 100:1 rate.

While we're on the topic of the "top line" resources, the number of research beakers you generate also deserves a mention, and here again, we find a marked difference between Old World and other 4x games.

In most games of this genre, each point of population generates a beaker of research. Population consumes food in OW, and increases maintenance (costing you money). On the plus side, each point of pop you have is worth 0.1 order, but beyond that, it doesn't do anything for you (Note: Late game, certain urban specialists and religious options can make population points more valuable than this, but for the vast bulk of the game, this is what you're looking at when it comes to population).

These points of population do represent potential, however, and each point of population you have allows you to train 1 specialist, and specialists DO generate research points.

Early on, however, most of your Nation's research will come from the Wisdom of the ruler, his spouse, his heir, and your top-level officials. It's not till a bit later in the game that tile improvements and specialists begin surpassing your Court in terms of total research output.

Finally, a quick note about luxuries: Improving the luxury tile by itself isn't enough to activate a luxury and make it available to your kingdom. After you do that, you'll also need to go into the city screen and train a specialist on that tile. Only when the specialist is trained will you actually have access to the luxury in question.

Having said all of that, it's time to take a closer look at the city management screen itself, because there's a lot of good information to be found there. Here it is:

This screen is dominated by a fairly close up, zoomed in view that shows all of the tiles inside the city's borders, but apart from that, there's a ton of good information to be found here.

Earlier, we mentioned that cities don't just have one type of production, but three (growth, military training, and Civics). Here, on the left-hand side of the screen, you can see that in action.

Note that the list of things you can build are broken into the three categories just mentioned, and grouped accordingly.

Any time this city begins training a settler, workers, scout or militia, 100% of the city's growth will be geared toward that purpose and the city will stop growing.

Similarly, if you begin training a warrior from the city pictured above, then all of the city's Training Points will be put to that purpose, meaning that none will be added to your national stockpile of training points, and Civics of course, works exactly the same way.

This is the screen you'll come to when you want to start training specialists. Once you start improving tiles on the map with your workers, if you check back in here, you'll see that the tiles you have improved now have icons over them. Clicking one of those icons, or selecting the specialist you want to train from the production menu on the left hand side will begin that process, and it's worth reiterating that specialists are incredibly powerful.

Not only do they provide more of whatever resource the tile normally produces (so a farmer specialist produces additional food, a stonecutter produces additional stone, etc.), but specialists produce research as well, and other resources besides, depending on the specialist. Stonecutters, for instance, produce Civics, while miners produce Training Points, and so on.

Below the production list itself, you'll find a smallish tab labelled "Projects." Here, when you complete a city project (walls, moat, tower, archive, forum, treasury), you'll find it listed here in the form of an icon. Hovering over the icon will reveal what, exactly, each project does.

Note too that many events give you access to special projects that you can't build, and these can be quite powerful, so when you get such an event, it's well worth experimenting (and possibly making judicious use of the back button) to see what the project does before committing to it.

Below that, you'll find yet more good information.

The population, expressed in number of citizens can be found here, along with a progress bar outlining the city's growth rate. Hovering over this bar will give you full details.

Just beneath that, you'll see a similar layout for the city's culture, and below that, the total per turn unhappiness and discontent level with yet another progress bar.

In this area, you'll also be able to appoint a governor if you've built a garrison, stronghold or citadel, manage luxuries, give the city away if you wish, or pacify it via your Chancellor. Those options will be greyed out if you don't have the tech or staff to perform those actions yet.

Overwhelmed yet? Not to worry. Yes, it's a lot to take in, but just keep this book close at hand and after a couple of games, it will become second nature.

Now, let's get back to the main UI screen and take a closer look at the last section, highlighted below:

In most other 4x games, there's no mention of the fact that your ruler probably has a staff to help you get things done. In Old World, your staff plays an essential role, and picking the "right" people for the right jobs is a major part of ensuring that your realm functions smoothly.

This part of the UI has two components. First, there's a row of buttons, beginning with a wedding ring icon. This is where a mini portrait of your spouse will be, and you can hover over this, or any

portrait, to get a summary of that character's traits, stats, abilities, and their current relationship with you. You want to make sure that the people who appear beneath these buttons are as happy with you as you can make them, because having a happy "inner circle" will help your Kingdom run more smoothly, missions will cost less, and you'll just generally have fewer headaches.

Next to the wedding ring icon, you'll see a crown. This is where the crown prince or princess will appear (your heir). Then, the unfurled scroll (your Ambassador, who will conduct your foreign policy), the quill pen marking the position of your Chancellor (for internal diplomacy), and the all-seeing eye for your Spymaster (espionage related missions).

Early on, before you unlock your Ambassador (Aristocracy), your ruler will be the primary means of influencing family members, other characters and foreign leaders via "Influence" missions. Note that you may only successfully influence any given character once in your ruler's life, and that it grants a +40 relationship bonus. Beyond that, your leader may initiate foreign or family marriages if there are unmarried family members available, and this can also improve relations.

Once you have an Ambassador, your go-to method of improving relations with other nations is the trade mission, and the success of the trade mission, and the terms you get from trading are directly tied to your relationship prior to initiating the mission. Note that even if relations are bad and you don't get a trade offer, you can pay money and still improve relations with a foreign power by +40 for doing so.

Your Ambassador may also just straight up gift resources (food, iron, stone, or wood) in increments of 50. Doing this takes 1 order and improves relations a tiny amount. Its best use is to "fine tune" your relationship as necessary.

Your Chancellor can either give family gifts or pacify cities with the appropriate tech. Both will improve family relations, but the city pacification missions will also reduce the level of discontent in the city you target by 1 level, making this a powerful mission type indeed.

First and foremost, your Spymaster can be commanded to quietly "get rid of" problematic members of your Court.

In addition to that, he works in tandem with your scouts. Once you have a spymaster, scouts may walk up to a rival nation's borders and, once there, you'll see a prompt allowing you to spend some money and establish a spy network in the city you're adjacent to.

Doing so lifts the fog of war from around that city and gives you a window into that city's build queue.

Once a spy network has been established in a given city, you may also appoint one of the characters in your character pool to manage it, and doing so allows you to conduct two different kinds of missions if you've got the tech for it.

The first mission type will damage the defenses of the city in question if successful (-10hp to city defenses), while the second will spawn rebel units in the rival's territory if successful.

As with just about everything else in Old World, having a single spy network inside a single rival AI civ's territory is interesting but not all that impressive. The ability to blanket a rival nation with rebel

units, however, or blow giant, gaping holes in the defenses of all of their cities at once is tremendously powerful.

In addition to that, your spymaster can infiltrate a rival nation (steal maps, available as soon as you appoint a Spy Master), and steal a rival's tech if you have the right tech (Cartography) and if they're more advanced than you, and slander other nations, which is a good way to drive a wedge between allied AI nations. Spymasters are incredibly powerful. Used well and wisely, they can be gamechangers.

Final note regarding Spymasters and their staff: When you assign agents to manage spy networks in individual cities, note that they add resources to your top line economy (exactly what they add is displayed next to each potential candidate. The values are generally modest, but every little bit helps and if you have several, it can add up!)

Next to the row of icons for your "Small Council," you'll see another row of icons in the top right-hand corner, and you'll probably spend a lot of time looking at these.

The first is of a head, turned profile. Clicking on this icon displays the members of your Royal Court.

There are a number of filter buttons so you can see everybody, just the inner circle, anyone who is eligible to be a governor, anybody who is eligible to be a general, anybody who is eligible to be an Agent (managing spy networks), anyone eligible to be an Ambassador, the eligible candidates for Chancellor and Spy Master.

These filters allow you to drill down into your court to find the expertise you need, which is critical in finding the "right" people for certain jobs as positions become available.

Next to the profile icon is an icon depicting three figures standing side by side. This is the religions tab, which will show both world and pagan religions and who heads each of them up as they are founded. You'll also be able to track your relationships with the heads of the various religions.

Note that keeping the heads of religions happy can be critical to keeping your families happy. If, for instance, you found, say, Judaism, and all three of your vassal families are Jewish, then influencing the head of the Jewish faith and improving your relations with him or her by +40 will ALSO improve relations with each Jewish family by +40, making it an extremely efficient way of boosting relations.

The opposite is also true, however. If you get an event that hurts your relationship with the head of the Jewish faith, and all three of your families are Jewish, then relations with all three will suffer, so again, it's something you'll need to keep a watchful eye on.

The "Viking Helmet" icon is where you find other nations and barbarian tribes that you've encountered. Clicking this icon will show you who you've met thus far in the game, who the current leader of that Nation or Tribe is, and your current relationship with them.

After that, is the House icon which gives you a quick view into each of your cities and what each one is producing. Like the Court icon, you'll find a number of filter buttons here, allowing you to sort your cities in various ways (production, culture, population, growth, etc.).

Finally, the crossed swords and shield icon shows you a list of all your units, both military and non-military. Simply hovering over the icon will give you a count, displaying how many units of each

type you currently have under your control. If you need to find one particular unit quickly, this is the best way to go about it.

The MiniMap

One final topic on the UI before we leave this section is the MiniMap. Very handy. Not only does it give you a birds' eye view of the world as you know it, but you'll also find a number of "modes" you can activate by pressing (or shift clicking to lock) the buttons. Here, you can display:

- A Zone of Control overlay (can be used to plot out sneaky and devastating attacks that can tie up enemy units)
- The Danger overlay
- The Trade Network overlay (handy for figuring out how/why a city isn't connected when you think it should be)
- The Roads and Rivers overlay
- Promotions and Idle units overlay (good for use in the late game or when you have a Commander leader who's constantly giving your units XP)
- The Tile Yields overlay (just generally handy)
- And the Tile Specialists overlay (also just generally handy)

As you can see then, there's a lot to the UI, but it is very well laid out and organized, and it makes it easy to access any aspect of your realm you want to examine. Having outlined how the UI ties the basic elements together, let's move from here to take a closer look at some in-game particulars.

Founding New Cities

A ssuming that this is not your first foray into 4x games, it will probably come as no surprise that settlers and founding new cities are the means by which your fledgling kingdom will grow in the early game.

Unlike most other 4x games, however, you can't just plonk a new city down anywhere. City sites are finite in number. There are only so many available on any given map, and with the exception of a couple of "freebie" empty sites near your starting location, all of the city sites are occupied by someone else, either a barbarian tribe or a rival AI, so by and large, in order to gain access to sites that will allow you to grow, you'll need to fight.

Fighting barbarian tribes is the means by which you gain access to new city sites. When you fight a rival AI Nation, you're invariably fighting for control over existing cities.

A few things to note about founding a new city, however:

1) You can found the city on any urban tile connected to the city center, but if another civ has "Claimed" the site and moved off, before you settle, you must claim it for yourself by moving a unit to the city center (removing their claim).
2) It doesn't matter whether you found on a freshwater tile or not. There's no penalty for not founding on a freshwater tile, so experiment to see which tiles gets you the "best deal" in terms of resources captured by the initial city border, because once a given city claims a tile, that's it. The tile belongs to that city.
3) Terrain often plays an important role in deciding which of your vassal families to give a city to, but their current relations with you also plays a role, as giving a city to a vassal family that's currently upset with you can go a long way toward smoothing out that relationship, so…it's a bit of a balancing act. On the other hand, some city sites just cry out for one family in particular. For example, if you find a site that has 3 game tiles and 2 fish tiles and you're playing a Nation with the Hunters family, then the Hunters NEED that city and if it makes the other families angry, so be it. The Hunters can get so much more out of a site like that than any of the others that it would almost be criminal NOT to give it to them, regardless of other factors.

Here, it's worth mentioning that before you found a city and give it to a particular family, you should review your relationship and standing with each family.

This is often a pivotal consideration, but it's not necessarily the only one. Some cities just cry out for certain families, even if giving it to them might cause some unhappiness in some other family.

There are also strategic considerations. For example, the Champions get defensive bonuses in their cities, so you may want them in the locations most likely to be hot zones, even if that means temporarily alienating one of your other vassal families. You've got to take all of that into account before making a final decision about who gets a given city.

**Special note: Be aware that if a given family (say, the Sages) builds a settler, and that settler founds another Sages city, you'll get +1 population when the city is founded!

Also be aware that if you decide you don't want a given city site, you can turn it into a minor city (worth money and 2VP's) by expanding your borders such that all non-urban tiles adjacent to the city are inside your borders.

Improving the Productivity of Cities

The total output of any given city is the sum of the output of its improved tiles, plus the output of however many specialists you have trained.

If you have a governor installed in the city in question, this will further modify your outputs, and sometimes, quite significantly.

To get more tile improvements, you need do nothing more than spend more worker turns improving tiles inside that city's borders.

To get more specialists, you need lots of growth and as little discontent as you can manage (since each level of discontent hits you with a 5% penalty to growth).

More growth = more points of population that can be trained as specialists.

Vel's Strategy Notes on Cities

Culture is an investment that takes time to pay off. The earlier you make that investment, the faster you start seeing returns.

Generally speaking, I like to put at least one triad of quarries in every city. That way, every city can train 3 stonecutters.

Stonecutters generate Civics. By training specialists that generate Civics first, then building a forum, you can speed the progress of every other specialist that city produces for the rest of the game.

Note too that specialist costs scale, so they will take progressively longer to train as the game grinds on. The more ways you can find to bulk up a city's Civics count, the more you can counteract this trend.

City Upkeep and Maintenance

Cities aren't free. They carry certain costs with them. Those costs are as follows:

- Weak Cities consume 2 food per citizen (citizens = specialists + unemployed population).
- Developing Cities consume 3 food per citizen + 1 Iron per citizen.
- Strong Cities consume 4 food +1 Iron +1 Stone per citizen.
- Legendary Cities consume 5 food +1 Iron +1 Stone +1 Wood per citizen.

Increasing the Number of Workable Tiles

Ultimately, the number of workable tiles a city has at its disposal is a function of its borders. As a city's borders cast an increasingly wider net, you get more tiles to play with, and there are several things you can do to help speed that along. Here are the major ones:

- Urban Tile Improvements with specialists trained for them (spreads borders one tile in every direction, if possible).
- Urban tile improvements built on your border (examples include Shrine, Monastery, Hamlet) will extend your city's borders.
- Train Specialists – Training specialists may expand your borders, provided that the tiles adjacent to the tile the specialist was trained on are not currently inside your borders.
- Events – sometimes, you'll get an event which has an option to expand a city's border tiles.
- Colonization – This law allows you to buy tiles not yet enclosed by any city's borders. The tile acquisition cost starts out very low but can scale rather quickly.
- Landowners Family – Founding the "Seat" of the Landowners family allows you to buy tiles for that city from the turn of founding.
- The Border Boost Bonus Card – Available at Aristocracy, this card will grant a few extra tiles to every city you have when you complete the research on the card.

Final note on this section: Your borders will expand to "join up" if you control the tiles all around it, so you won't be left with tiny "holes" in your borders around your Kingdom.

Also note that when your borders expand, the default is 1 tile adjacent but if the next tile beyond that is a special or an urban tile, then your borders will expand to encompass the special/urban tile as well, so the "right" border expansion can net you an impressive number of tiles indeed, and is almost a mini-game of its own.

Religion

Religion is a surprisingly important and powerful aspect of the game that will help you keep your families happy, and perhaps a rival AI Nation or two, if you can get them to convert to the religion you found and adopt for yourself.

The first thing to be said on the topic is that every religion founded in the game is a blank slate. They all start off providing the same basic bonuses for building religious buildings.

To start with, every religion provides a -1 discontent modifier in every city that has your state religion in it, once you adopt a state religion, and the ability to build Monasteries, Temples and Cathedrals (along with your Holy Site), with appropriate tech. Additionally, each religion a city you control has will gain +2 culture per turn.

Every religion has a Holy Site, which you'll be able to build in your Holy City, once your culture elevates to Developing or Strong (depending on the religion you found).

Your Holy Site provides a hefty +20% bonus to the cultural output of that city, and give you +2 VP's, which makes it like a minor, Nation-specific wonder.

The key techs where religion is concerned are as follows:

- Metaphysics – allows you to convert others to your religion once you adopt one.

- Monasticism – allows you to build monasteries with your Disciple units (trained in cities that have your religion in them). Also unlocks Monotheism and Polytheism laws.
- Doctrine – allows you to build Temples and run either Tolerance or Orthodoxy.
- Vaulting – allows you to build Cathedrals.
- Martial Code – unlocks the laws Pilgrimage and Holy War.

There are two types of religion in the game. Pagan Religions, which every nation can found, and World Religions.

Pagan religions are available early in the game. They don't spread on their own, and you don't get Disciples like you do when you found a World Religion.

You spread them by building Shrines (available at Divination, so very early on), and every Shrine you build grants a +2 relationship bonus with the head of your Pagan religion.

The Pagan Holy City is the first one you build a Shrine in.

Note, however, that you cannot adopt Paganism as your State Religion until Divine Rule, so closer to the mid-game.

World Religions work a bit differently. There are only four of them in the game. These are:

- Christianity
- Judaism
- Manichaeism
- And Zoroastrianism

The simplest way to found a religion is to play a Nation that has access to the Clerics family and found their Family Seat.

If you aren't playing with one of those Nations, however, you can still found a religion of your own. Here's how:

Christianity
- You must have at least 12 citizens.
- Judaism must already have been founded, and exist in at least 2 cities, globally.
- And you must have the tech, "Metaphysics."

Christianity has a 15% chance per year of spreading to new cities.

Judaism
- You must have the tech "Labor Force."
- And you must have 2 Rancher specialists.

Judaism has a 10% chance per year of spreading to new cities.

Manichaeism
- Zoroastrianism must exist in at least 2 cities, globally.
- Christianity must exist, in at least 2 cities, globally.
- You must have the tech "Monasticism."

Manichaeism has a 15% chance per year of spreading to new cities.

Zoroastrianism

- You must have 2 Acolytes.

Zoroastrianism has a 10% chance per year of spreading to new cities.

Religious buildings are surprisingly powerful, and each one you build provides a relationship bonus with the religion in question (monasteries and temples providing a +2 relationship bonus, and cathedrals providing a +4 bonus).

In addition to that, Monasteries provide +2 science (-2 wood upkeep per turn), while Temples provide +3 culture and half an order (-2 stone upkeep per turn), and Cathedrals provide a 40% culture boost to the city they're built in, add +5 legitimacy, and enables the Bishop specialist. Note that you are limited to no more than 2 Cathedrals per family.

Once you found a religion, you can train a Disciple unit in cities that have your religion. Doing so allows you to build religious buildings (assuming you have the appropriate tech), spread your religion to new cities (this action consumes the Disciple) or improve your religion.

There are three "layers" to the religious cake. If you have a Disciple, and you've adopted the religion as your State Religion, you can spend Civics to add "Theologies" to your religion.

Each Theology has different bonuses and enhances your religion in different ways. Here are the various options available:

Tier I

Legalism: +5% chance of religious spread per year. Each city's maintenance costs decrease by -10%. Monasteries provide +2 Civics per turn.

Mythology: +5% chance of religious spread each year. Shrines in each city gain +2 culture. Monasteries gain +4 culture per turn.

Veneration: +5% chance of religious spread each year. -5% chance of rebels in each city. Monasteries give +20 gold.

Tier II

Dualism: Each city that has this religion gets +1 science per year, and temples reduce unhappiness by -1.

Gnosticism: +5% religious spread chance per year. Each city with this religion gains +2 Civics from Archives, and each Temple provides +4 additional culture when you train an Elder Priest in it.

Revelation: +25% spread chance per year, and gives you + 0.5 orders for each temple you build.

Tier III

Enlightenment: +5% chance of religious spread each year. -1 discontent from Elder Monks. Cathedrals grant +1 growth per citizen

Redemption: +5% chance of religious spread each year. All cities see their mines, quarries and lumbermills increase output by 20%. Output from Cathedrals, Harbors and Hamlets increase by 20%.

Final Note on Religions: Inevitably, you are going to reach a point where you've got idle Disciples laying around on the map. If you park a Disciple of a given religion on a building that matches his faith, you can pick up some extra resources as follows:

- Idle Disciple on a Monastery = 1 extra beaker of science per year.
- Idle Disciple on a Temple = +5 gold per year.
- Idle Disciple on a Cathedral = +1 order per year.

Don't be shy about building Shrines and adopting a World Religion. With the law "Tolerance," and a commitment to building Shrines and taking event options that keep both your Pagan and World religious leaders happy, you should be able to reap the benefits of both with minimal difficulty.

Whichever religious path you take, know that it will take time and effort to make religion really work for you, but it is well worth the effort!

Tile Improvement

In most other 4x games, every tile inside your city's borders produces some number of resources for you, so right off the bat, you've got resources to work with.

That's not the case in Old World.

You've got a limited supply of starting resources (iron, wood, stone and gold, food), but by themselves, the terrain tiles are just land. Aside from possibly providing a defensive bonus to your units, it doesn't do anything for you unless you improve it or chop trees to get a quick infusion of wood.

Oh! And tree chopping! You can chop trees for 20 wood (10 if scrub), and if you don't also clear the land, in 20 turns or so, the trees will grow back, giving you a renewable resource, and Lumber Mills come surprisingly late in the game, so you'll be glad the trees grow back, because it gives you a resource you can farm to get you by until you can build some Lumber Mills.

In any case, since raw (undeveloped) terrain tiles are worthless to you from a Kingdom perspective, your workers are super important. If they're not out there improving tiles, you're not growing your economy.

In terms of the kinds of improvements you can make to your land, that's largely driven by tech, but you will have a few options available from game start (mine, chop, farm, net). In any event, if you want to do more than that (and you do), you'll need to research the appropriate techs to unlock those abilities. If you've played Civ before, you get this.

Most of the resource-related techs are very low level, so you can get them quickly, with the notable exceptions being lumber mills and Land Consolidation, which is the tech that unlocks luxuries (allowing you to build groves), which come a bit later on.

Note: a few luxuries are available at game start if they're minable or fishable, but you'll have to wait for the rest.

At game start, the exact improvements you'll be able to build will vary depending on what Nation you select, because each Nation has different starting techs, but regardless of which Nation you're playing, your starting worker (and yes, you get one, right out the gate) will have at least a couple of things he can do.

Naturally, this invites players to experiment with different Nations to find the one(s) that are best suited to their playing styles, but again, a Nation is more than just a collection of top-level bonuses. Remember, each Nation is constituted of four different noble families, and you only get to pick three during any one game, so even within your favorite Nation, there's lots of room for experimentation, because different combinations of Noble Families will yield a Nation with very different capabilities and a totally different feel.

Note: The unspoken expectation of the game is that each of your first three cities will be given to a different Noble Family, and then once you've picked three, the fourth family simply vanishes. You can certainly give all three of your starting cities to just one or two families, but doing so invites penalties in the form of greater unhappiness, so unless there's a compelling reason to do so, I'd recommend against it.

The good news is that even if you do that, once you pick your third Noble Family and all three have a city, you'll reverse the unhappiness penalty and things will get more or less back to normal.

Terrain Types & Improvements
Broadly speaking, every tile on the map can either be defined as urban or rural.

Cities may only be founded on urban tiles. Urban improvements may only be built on, or immediately adjacent to urban tiles with a few exceptions I'll cover in just a bit.

Workers can, as you research the appropriate techs, build a variety of both rural and urban improvements.

Rural improvements provide the basic resources you'll need to grow your empire: iron, wood, stone and gold. Some rural improvements (special tiles) also provide other bonuses (to growth, and sometimes, they'll provide you with a fraction of an order – some pastures, for example, will give you 0.5 orders per turn, while wheat and fish provide a bonus to growth as well as providing food. Note: Food and growth are two different things!).

The number of urban tiles you have matters because each urban tile can support 1 citizen. Beyond a certain point, if you haven't been adding new urban tiles, your cities will start to suffer from unhappiness (at a rate of 0.5 discontent for each citizen you haven't provided an urban tile for). Urban development is one of the tools you'll use to control happiness.

Urban improvements consume resources produced by rural improvements (carrying a per turn upkeep in one of the materials mentioned above) and provide the resources you'll ultimately need to win the game (culture, research, orders, Civics, and sometimes money).

At first glance, tile improvement in OW looks complicated, but it's really not. It can be its own little mini game though, as you discover patterns that work for you.

Principles of Tile Improvement
There are two of these:

First, likes attract likes. So, if you have a cluster of mines or quarries built together, each will gain a small boost to output based on adjacency to a tile of the same type (in other words, a cluster of mines is more productive than a lone mine, sitting all by itself on a hill).

This then, is at least partly determined by what specials you have around your cities. If you have a mining special, then it will be a good producer for you, but you may want to build mines all around it, both to make the special tile even more productive, and to boost the productivity of all the mines in the cluster.

Unfortunately, completely encircling a special tile with the same type of improvement can take up a lot of tile real estate, and you often don't have many city border tiles to work with at game start. The best and most efficient alternative then, is to improve tiles in "triangles" so that if you built a triad of mines, each one gets an adjacency bonus from the other two, dramatically boosting your total output without taking up a huge amount of space.

Second, some tile improvements are enhanced by companion tile improvements. For example, if you build a granary, it will enhance the output of every farm adjacent to it, which means you'll get the most out of your granary by building one, and then surrounding it completely with farms.

In a similar vein, barracks and ranges are better when built around garrisons/strongholds/citadels, so again, build those improvements, and then as much as possible, surround them with barracks and ranges and they'll be more effective.

The Odeon, theaters and amphitheaters are more effective if you have hamlets built immediately adjacent to them, so same idea (and note that the Amphitheater improvement reduces unhappiness in any city you build one in, so you'll probably want one in most of your cities eventually because they help keep your people happy).

Note too that some buildings can only be built next to other buildings. A Ministry has to be built next to a Courthouse, and a Palace has to be built next to a Ministry, for example.

Don't worry. You don't have to remember all of that. If you want to build something, just put your worker on a tile and hover over your options. You'll get a display on the map screen of where the improvement in question can currently be built and each improvement has its conditions listed next to it (i.e., "must be built adjacent to two urban tiles).

For the most part, urban tiles have to be adjacent to each other and often, adjacent to at least two other urban tiles.

Monasteries, Shrines, Hamlets, and Wonders are exceptions to this rule. These buildings can be built anywhere, which gives you the freedom and flexibility to jump over existing tile improvements, leverage "suburb" tiles (urban tiles generated when you explore an ancient run), and grow your city in new ways or in new directions.

The advantage of religious buildings are that they bolster your relationship with the religion associated with the building in question. The advantage of Hamlets is a bit simpler: Money. Hamlets mature over time, generating even more money, so the more quickly you build them, the faster they upgrade, and the more you get paid. You want to get paid, so you want hamlets ASAP.

You want religious buildings ASAP too, workers can only build pagan Shrines. If you want Monasteries, Temples and Cathedrals, you'll need to build Disciples.

Again, this seems like a lot to absorb, but really, it's not, and the tile improvement suggestions that the computer will give you aren't awful. You can easily win the game simply by taking cues from the

computer regarding what to put where, but once you get a few games under your belt, you'll almost certainly start ignoring the computer's suggestions in favor of pursuing your own highly optimized tile improvement strategies.

Anyway, just remember those two things: Likes attract likes and some buildings work better when they're next to each other, and you'll be off and running where tile improvement is concerned.

The most important thing to realize about tile improvement is that moving the worker to a tile takes one or more orders.

If there are trees on the tile, it will take another order to cut them down. Then another 2 orders to clear the land. Then another order to actually start building the improvement in question.

Then, of course, the improvement won't just pop up magically the next turn. It will take a few years for the worker to complete the task you have set him to, and every turn he's working, he will automatically deduct an order from your orders count during those turns.

You can see this if you pay attention to the tile improvement screen when you're about to issue an order to a worker. It says, -1 order per turn for x number of years. So just be aware of that. Improving the terrain around your cities is vital, but it will chew up your orders, which will give you less of them to work with until that job is done.

The other thing to point out here is optimized orders management. Let's say, for example, you move your worker to a tile with trees on it and you want to build a farm, but you find that you can't do that when you get there because you don't have three orders left (one to cut the trees, two to clear the land and one more to actually start building the farm). What if you only have three orders left?

Well, in that case, you can manually issue the orders to cut the trees and clear the land, using up all of your orders for the turn so that next turn, you'll only have to spend 1 order to actually start building the farm.

It's a small thing, but it can make a big difference in your game because you're spending your orders efficiently. Speaking of that, this is as good a spot as any to talk about good orders management.

Orders are probably the most precious resource in the game. You'll probably never get to the point where you feel like you've got enough to do absolutely everything you want to do.

Now, it's true that if you have unused orders, the game will sell those (for 10 gold each) and give you some money for next turn.

That's good, but honestly, there are much better ways to spend those orders. If you're consistently finding that you've got lots of unused orders from one turn to the next, then you don't have enough workers in the field.

Think about it: An unused order will net you ten gold. Using an order to chop a tree will net you 20 wood, which you can sell for…well, it varies from one game to the next, but I promise you that you'll get more than ten gold by selling the wood.

So don't just live with unused orders. Build an extra worker or two, and when you find yourself in a turn where your other workers are busy doing stuff and you've moved all the troops you need to, and you don't have anything to do re: diplomacy that requires an order, go chop some trees. They'll grow back, and you'll get more for your order than you otherwise would.

Final note before we leave this section: Your workers are responsible for the care and maintenance of your tile improvements. When something gets pillaged (and it invariably will), you'll see a counter appear over the tile improvement in question.

If you do nothing, the improvement is destroyed when the counter hits zero. To keep that from happening, you'll need to march a worker to that tile and make repairs.

Other Jobs For Workers

In addition to improving the tiles around your cities, there are a couple of other good uses for workers.

First and foremost, if you have a given city that's not connected to your capital, that city will get a point of unhappiness every turn.

You can fix that by road-connecting the city to your capital but note that you don't necessarily have to build the road from one city to another. You can build the road to a river that is connected to your other cities, and then to your capitol. Rivers = roads in OW.

Of course, for the purposes of moving troops, you may want to build a road from one city to the next. Rivers can sometimes take meandering routes, after all, and you can build your road so that it provides a straight shot. There's value in that as it enables you to move your troops around more easily and order-efficiently, so a strong argument can be made for a good network of military roads that have nothing to do with connecting cities to your capitol.

In fact, one very good use of workers would be to use them to build roads to lands you plan to conquer. Doing so will speed your army on its way when you're ready, and if you need to reinforce your battle group, your reinforcements will arrive more quickly too.

On top of that, if you're planning to take cities from a rival AI, you'll almost certainly want to connect them to your trade network, in which case, you'll need the road anyway.

Finally, workers can (with appropriate tech) build forts. Forts provide a hefty 50% defensive bonus. In addition to that, units on a Fort tile can heal, giving you a handy means of "outside your borders" healing.

If you spend an order, you can also tell your troops to fortify, which gives them a 5% defensive bonus per turn, to a max of 25%, so building a fort, combined with the fortify command = one tough defensive hombre.

It gets even better if you've promoted that unit to Herbalist, because the second Herbalist promotion allows the unit to regain 1 hit point per turn, and both the Guard and Combat promotions further enhance defense, so…you get the idea.

Now, imagine a narrow mountain pass (there are lots of those in OW), and your enemy's only options are to come through the pass or spend 10 turns going around. Now station an archer (or even better, an onager) just behind your fortified tank, and it would practically take an Act of God to get through the pass.

All that to say that workers have lots of "stuff" to do but be aware that not all workers are created equally.

The workers from some families have a special power. Trader family workers, for example, can build multiple road tiles per turn. Move worker. Build road. Move worker again. Build road again.

And if you use force march on said worker, you can build road tiles until you run yourself out of orders if you want or need to. One Trader Family worker is usually all you need to road connect your entire Kingdom. They're amazing.

Bear in mind too that while you're building roads, if you build through a tile containing scrub, you can chop it without using an order, gaining 10 free wood. Do that every chance you get!

You can also have workers accompany your army on campaign, so they can quickly repair any pillaged tiles once the city is captured (especially helpful if you're playing Assyria), and workers can "prep the battlefield" chopping trees and possibly clear cutting the land to deny an enemy army cover.

One thing to be aware of though is that workers are loyal to the family that built them. This is expressed by the fact that if you move, say, an Artisan worker into some other family's borders and have him improve a tile, it will take 1 year longer to build that improvement.

It will also take 1 year longer to improve a tile on a hill, and if the worker is wounded, anything he does other than road building will also take 1 year longer (and all of those conditions stack!).

Finally, note that if you build roads to Nations you are at peace with, or have an alliance with, you'll increase your gold per turn as friendly cities are added to your trade network.

Wonders
Wonders deserve their own short section here, given that workers are responsible for building them. There are a total of sixteen wonders in the game, but in any given game, only 13 will be present (selected randomly).

Wonders are powerful, but time and resource intensive projects that offer compelling advantages to the Nations that build them (or capture them later).

The interesting thing here is that since not all wonders appear in every game, it's impossible to build a reliable strategy around any particular wonder. They can serve to augment a strategy, but you'll have to make peace with the idea that you can't guarantee you'll be able to build the Pyramids (or whatever your favorite wonder is), every single game.

Also note that wonders are tied to cultural levels in addition to specific techs, so if you've got your eye on a mid to late game wonder, cultural improvements really matter because if you can be the first Nation to achieve a given culture level, and you've got the appropriate tech…

How Many Workers Is Enough?

Given a limited number of orders, the more workers you have, the less likely you are to be able to keep them all busy. At a bare minimum, I would recommend one worker per city, but at that rate, you'll probably end a number of turns with unspent orders, which means you don't have enough workers yet. Let that be your guide. Build workers in between other stuff until you consistently don't have the orders to support them all. That's when you know you have "enough."

And as you grow, if you find yourself once again with unspent orders, the answer is to add more workers until that goes away.

This will vary from game to game and player to player, so there's no one "right" answer here. Ultimately, it will wind up being something more than one worker per city in most cases, but exactly how much more is impossible to define clearly.

Rush Buying

A standard Old World game lasts for 200 turns. The faster you can clear "stuff" out of the build queues of your cities, the more you can build. The more you can build, the more "stuff" you have in your Kingdom's arsenal, which you can use to create a powerful advantage for the nation you are playing.

Rush buying is a pretty standard convention in 4x games, but it works a bit differently in Old World.

First and foremost, not every city can rush production. In order to even make use of it, two things must be true: First, the city in question must have a culture level of "Developing" or higher. If you want to put yourself in a position where you can rush city projects, specialists or units from a given city, then you'll need to pay attention to buildings and tile improvements that boost culture so you can earn that all-important first 100 points of culture in that city.

Second, the city in question must not be damaged. Its defenses must be 100% intact. If not, you won't be able to rush buy via any means, no matter how many resources you have available.

You should also know that there are actually several different ways you can activate rush buying in a city, once it has a culture level of "Developing" or higher. You can:

- Use your excess Civics points (drawing from your national civics pool).
- Use Training points from your national pool.
- Use gold
- Use points of population
- Or use Orders

The option to use Civics is "always on" and always available, provided that you a) have enough spare Civics points lying around, and b) the city in question has at least Developing culture.

Unfortunately, Civics are in high demand. You need them to adopt laws and improve religion, not to mention the demands of diplomacy, so don't count on just having hundreds of "spare" civics lying

around, enabling you to rush at will. You may get the occasional unit, specialist, or city project in that manner, but odds are that you simply won't have enough "spare" Civics to make use of Civics-based rush-buying as often as you'd like.

The good news is, as indicated above, there are tons of other options. Let's take a closer look at each of the others:

Rushing via Training

In order to use training to rush something, the following conditions must be true:

- Culture level of Developing or higher
- No damage to the city
- You must have a leader with the Zealot archetype
- You must have adopted a State Religion
- And your State Religion must be present in the city you want to rush from

Assuming all of those conditions are met, you may use your national stockpile of Training points to rush anything you wish from the city in question.

Rushing via Gold (Money)

There are three different scenarios in which money can be used as a rush buying resource:

Scenario 1 – A City Given to the 'Patrons' Family

- City must have Developing culture or better
- City's defenses must be intact
- City must belong to the Patrons vassal family

If all three of these conditions are met, then that city can use money to rush buy city projects (and ONLY city projects) – so you can speed your way through the productions of Forums, Treasuries, Walls, Archives, and their various upgrades.

Scenario 2 – A Judge Governor

- City must have Developing culture or higher.
- City's defenses must be undamaged
- You must have a Garrison/Stronghold/Citadel built for that city
- And you must have a governor installed with the Judge archetype

If all of these conditions are met, the city in question can use money to rush specialists (and ONLY specialists).

Scenario 3 – The 'Holy War' Law

To make use of this method of rushing you must:

- Research Martial Code
- Adopt the law 'Holy War'
- Have a State Religion
- Have your religion in the city you wish to rush from

- Have a culture level of at least Developing in the city in question
- And its defenses must be 100% intact

If all of those conditions are met, you will be able to use gold to rush units (and ONLY units) from the city in question.

Rushing via Population

To use this option, the following conditions must be met:

- You must have researched the tech "Manor"
- You must adopt the law "Volunteers"
- The city you wish to rush from must have a culture level of Developing or higher
- And it's defenses must be intact

If all of those conditions are met, then you can use points of population to rush, and those points of population may be used to rush any type of unit, specialist, or city project.

Rushing via Orders

As with rushing via money, there are a few different scenarios that unlock this option. They are:

Scenario 1 – A Leader with the Commander Archetype

To be able to utilize this option, you must have:

- A ruler with the Commander archetype
- Your capital must have Developing culture or better
- And its defenses must be intact

In this case, the "rush via Orders" option is only available in your capital city and may only be used to rush buy units.

Scenario 2 – An Orator Governor

To access this option, you must have:

- A city with Developing culture or better
- Defenses intact
- A garrison/stronghold or citadel in that city
- And a governor appointed with the Orator archetype

If all of those conditions are met, you'll be able to use orders to rush City Projects (and ONLY city projects), so, walls, forums, archives, and the like.

Scenario 3 – Orthodoxy

In order to make use of this options, all of the following conditions must be met:

- The city in question must have Developing culture or better
- Its defenses must be intact
- You'll need to research the tech "Doctrine"
- You'll need to adopt the law "Orthodoxy"

- You'll need to have a State Religion
- And your State Religion will need to be present in the city you wish to rush from.

Assuming all of those conditions are met, you'll be able to use Orders to rush Specialists (and ONLY Specialists).

When To Rush (And When Not To)

Given the constraints described above, you will almost certainly not be in a position to rush as often as you'd like to, and the matter must be considered carefully. After all, there are significant tradeoffs involved.

Spend too many Civics rushing and you may not be able to conduct critical diplomacy. Spend too much training and you'll find yourself unable to upgrade troops or execute forced marches to get your armies where you need them.

Spend too much gold and you could easily tank your economy. Bleed your population dry and you'll find yourself falling behind in the long term as you're unable to train specialists. Spend all your orders on rush buying and your entire Kingdom is essentially paralyzed for that turn.

With that in mind, rush buying should only be done when it nets you a tangible, immediate benefit without excessive cost.

If you know you want to adopt a certain law, then no matter how tempted you might be to rush a unit out the door, or complete a city project a bit more quickly, those gains must be weighed against the impact the law you want will have on the kingdom as a whole, and that's true, whatever resource you're planning to invest in rushing.

Rushing units is a good idea if you're ill prepared for a war and facing an existential threat. Otherwise, those resources are probably better spent elsewhere.

Rushing City Projects can be a good investment, provided that you've got a generous surplus of the resource you'll be using and you won't hamper your Realm in other ways, but city projects tend to be less impactful than specialists. For example, an Archive gives you +1 science and 10 research points on completion. A specialist will also give you +1 science, and usually 2-3 other resources besides (extra civics or training, extra resources, etc.).

Rushing Specialists tends to offer the biggest and best "bang for your buck" after rushing and force marching settlers, but again, that has to be compared against what you're giving up, because there's always an opportunity cost.

Essentially, the question is: Which is more important? Preserving my ability to do X, or freeing up my city build queue Y turns faster and reaping the benefits of that (unit/project/specialist).

In some situations, the best answer will be rushing. In many others, it will be preserving your stockpile of the resource in question.

In MP games, rushing whenever possible may be the crucial thing that gives you just enough of an edge to gain an advantage over your opponent but in SP, except on the very highest levels of play, that's only rarely the case.

In "tall" games, where you've got relatively fewer production centers relative to your rivals, rushing does become much more critical and will often surpass other needs in terms of priority.

In other words, there's not an easy answer here and there are a lot of factors to consider:

- How important is the thing you want to rush to your overall plans?
- Do you have enough of the resource you plan to pay for the rush buy with to do that and not hamper your Realm in other ways?
- How big is your Kingdom relative to your neighbors?
- Are you rushing to gain a tactical advantage (i.e. – I need walls to keep my city from falling next turn) or a strategic (turn) advantage (i.e. – getting my settler out three turns faster, then force marching him into position will get the new city up and running 5 turns faster, which will allow me to…)

A good rule of thumb when weighing your options about whether to rush buy something or not is this:

If you cannot mentally step through exactly what you're going to gain by rushing the unit/specialist/project in question, so you can compare that with what you may not be able to do (the opportunity cost) until your resource stockpile rebuilds, then don't rush.

If you can step through the potential gains and you judge them to be worth more than whatever you're giving up, by all means, rush away.

Another good rule of thumb to use, at least when rushing with Civics or Training, is this:

First, build up to the 2000 cap. Then, if you rush, don't spend down to below 1000. That way, you've got a sufficient supply of either/both resources to cope with in-game events and diplomacy that require their use.

Costs Associated With Rushing
As with most things in Old World, the costs associated with Rushing are not fixed. They scale, so the more you do it, the more expensive it becomes.

In addition to the Civics/Training/Gold/Population/Orders cost associated with rushing a unit, specialist or project, every time you take that action, you'll also be faced with a burst of additional Discontent from the city.

In most cases, the additional Discontent is nothing to worry about, as the game gives you a whole host of ways of limiting, and eventually reversing discontent. By the late game, it's entirely possible to have a good number of your best and most established cities running net happiness, and even if you don't, there's a late game law ("Monetary Reform") that removes the additional Discontent from the equation anyway, so the added Discontent should definitely not dissuade you from rushing except in a few edge cases.

Faux Rushing (Ambling)
This brings us to the topic of "Faux Rushing." It's a means of getting some of the same benefits as rushing, but without actually using any of the rush buying options above.

Let's say you have a brand new city. A quick check of that city reveals that if you start training an Axeman, it will take 12 turns.

That's a long time, but…you kinda need an Axeman. What to do?

Start building it anyway!

Then, have your friendly neighborhood worker begin building barracks for the city in question. As each one finishes, the city's Training point count increases, and time is shaved off of the Axeman's training time.

This is possible because the greater bulk of a city's development doesn't take place inside the build queue, but on the map itself.

Note too, that this works for anything you want to build. If you're currently using a city as a Settler Pump, then improving farm, pasture, or fish tiles bumps up growth, allowing you to crank those settlers out faster.

If you're training troops, then building barracks, ranges and mining Ore specials will speed the process along.

If you're working on specialists or city projects, then improving marble tiles and building city improvements that increase civics will help speed them to completion, no rush buying needed!

Before we close this section out, it's worth saying a few words about city specialization.

Most 4x games are designed such that it's highly efficient to specialize your cities.

It's less efficient in Old World, though still worth at least paying some attention to. Here's why:

Let's say you totally forego building barracks/ranges, except in cities that are training troops.

You can do that, and it frees up your workers in your non troop cities for other tasks, however…

It's important to remember how Civics and Training points ultimately wind up in your national queue.

A city currently training a unit contributes nothing to the national pool. Only cities not training troops will increase your national Training count, so…if you want to ensure that you've got a robust Training pool available for "Launch Offensive," Forced Marches, Promotions and upgrades, then you're probably going to want to build barracks in cities that may NEVER actually train any troops.

Specialists

Citizens in a given city can be trained as specialists on most improved tiles (urban or rural). A table in the Appendix has been included that outlines exactly what each specialist in the game does and how much each one costs.

Note that rural specialists are either trained or not. Urban specialists have three levels of expertise: Apprentice, Master, and Elder, with each subsequent level of training requiring more time and resources to train, but also offering more of a bonus once their training is complete.

The incremental cost of specialists increases by +5% with each specialist you train in a given city, so the more you train, the more expensive the proposition becomes (a single Elder specialist then, would increase the costs of future specialists by 15%).

On the flip side, there are a variety of ways you can increase a city's Civics count, so in practice, this increase is seldom daunting enough to dissuade you from training specialists, though as you'll see when browsing the table in the Appendix, some specialists offer a better overall value than others.

Exploration In Old World

While exploration is functionally similar in Old World as it is in Civ, there are some important differences to be mindful of.

First, on turn one, your scout unit won't be able to get in the water. Early in the game, you'll get to select a law, choosing either Epics or Exploration. If you pick Epics, then every enemy unit you kill will earn the city closest to the battle an extra 10 culture.

If you pick exploration, then your scout units will be able to jump in the water.

I personally prefer Exploration, but I've had great games where I selected Epics too, so ultimately, it comes down to a matter of personal preference and the kind of game you're playing.

Either way, the basics of exploration are, take to the high ground as much as possible so you can uncover more terrain tiles, and hide in the forest so you don't die. Scouts are stealthy. If you end your turn in the forest, barbarians and enemy Nations can't see your scout, which is great news because scouts are fragile. They die easy, so scouting is dangerous.

There are three primary reasons to scout.

First and most obviously, as a newly founded Kingdom, you need your eyes up and your fangs out, and you need those things as fast as possible. Your scouts are your eyes. You can't know where your settlement options are, which means you can't really plan anything, until and unless you scout your immediate area, and then beyond as time and circumstance permit.

Second, scouting gives you bonus resources, both when you discover new special tiles, and when you park on one and spend an order to harvest from the tile, which is a thing. Yes, it costs an order, but it

provides a significant enough resource boost that it's often well worth doing. You can only harvest periodically though, so once you've harvested a given tile, you can move on, continue exploring later, and then circle back to the tile later to harvest again.

In addition to that, there are ancient ruins in the game which are akin to "goody huts" in Civ. These invariably trigger some kind of event and you'll get something for the discovery, although exactly what you get is impossible to predict.

Third, discovering new noteworthy landmarks gives you +1 Legitimacy (+2 if you're the first person to discover it) and Legitimacy is the currency of the realm. It's what keeps you being the King, so anything that increases Legitimacy is good. Therefore, exploration is good.

In practice, you can expect most of the ancient ruins to be gone around turn 20-25. After that, there's not much point in actively looking for them, though you may still occasionally stumble across one in some out of the way corner of the map.

I have found that the most likely places for ruins are around barbarian camps and empty city sites, so make it a priority to nose around those places when you find them. Also note that city sites tend to reflect real world city sites, which means you'll usually find encampments on the coast or along rivers.

This then, begins to inform a scouting strategy. Find the coast and follow the rivers, taking the high ground as much as possible to uncover more tiles, and ending your turn in the woods whenever possible so you don't die. In any event, ruins are a short-term phenomenon. As I mentioned by around the turn 20-25 mark you can expect that most will be gone.

By that point, the nature of the scouting game begins to change. It becomes more about scouting strategically and with an eye toward continuing your expansion. Sure, the scout's initial efforts revealed the first couple of spots you can expand into, but by turn 20-25, there are still plenty of blank spots and unknowns on the map.

The thing is though, the blank spots closer to home are way more important than the blank spots in obscure corners of the world, so by around turn 20-25, start bringing your scouts closer to home and thoroughly scout out the areas you think are your best candidates for future expansion beyond getting your "core four" cities up and running.

Scouts can also be used to hide out and keep an eye on enemy (or AI Nation or Barbarian) troop movements to give you a heads up when something changes, and they can opportunistically occupy and hold a city site until you can get a settler there. More than once, I've stumbled on the site of a recent battle where an AI Nation has just destroyed a barbarian camp, but couldn't move onto the tile to claim it. My scout swooped in and claimed the tile and voila! Free expansion site! So keep an eye peeled for opportunities like that.

Also, be aware that you can do an "Uber Scout" if you don't mind giving up a turn. Here's how:

At the start of the turn, move your scout to the limits of his abilities. Then, use the "Forced March" option and keep moving him until you run out of orders.

No, you won't be able to do anything else that turn, but it's a great way to uncover a simply explosive number of tiles in the early game, which could lead you to finding multiple ruins in a single turn, triggering all sorts of cool events and gaining a variety of resources.

Worst case, even if you don't find any ruins you still get some awesome intel, and early map discovery is the basis for your expansion strategy, so the more you know and the sooner you know it, the better you'll be able to plan.

Obviously, this is impractical in some cases, but if you can spare a turn to do it, it almost always pays good dividends.

Later in the game, scouting becomes less and less important, because you gain new tools that enable you to uncover broad swaths of the map in other ways (infiltrate a rival AI and steal their Kingdom Map).

The good news is that as you make your way deeper into the tech tree, you'll gain the tech Portcullis, which unlocks the Spymaster, and this gives your scouts a critically important new thing to do: Infiltrate cities.

Infiltrating cities costs 200g for your first infiltration and scales higher from there (+100g per city beyond the first). The process takes 4 years to complete (your scout will vanish for 4 years while he's busy getting things set up, then reappear, allowing you to reuse the scout to infiltrate another city if you wish).

This not only removes the fog of war from around that city, giving you a perfect view of what's going on, but it also allows you to see what that city is currently building.

In addition to that, once the spy network is operational, your Spy Master can assign someone from your staff to manage it.

Doing this unlocks two new missions, with appropriate tech. You can either sabotage the city's defenses (reduce city defenses by 10hp) or you can sow dissent, causing rebel units to pop up.

As mentioned earlier, doing this in isolation, against a single city is interesting, but not terribly impressive. The ability to rock a rival Nation to its foundations by doing it everywhere at once…that's game changing.

Finally, scouts are absolutely indispensable in terms of supporting a war effort.

They are literally the eyes of your army. If you're going to war and you don't have a screen of scouts watching your flanks and various strategic points of the battlefield, you're just asking for trouble.

The bottom line is that scouts remain relevant for the entire game, and that's awesome.

More On Movement

Early on, I promised that we'd have more to say about movement, and now, on the heels of a discussion about exploration, is a good time to do that.

So, to review: There are two keys that define how far a unit can move – that unit's fatigue rating, as expressed by some number of dots over the unit's head, and the number next to the "footprint" icon when you click on a unit, which defines how many open clear (plains) tiles a unit can move into per point of fatigue.

So for example, take a look at an Archer unit and a Chariot unit. Both will typically have 3 points of fatigue, but the Archer will only have the number 2 next to the footprint icon when you click onto that unit, while the chariot will have 3.

Result? Using all of the unit's fatigue points, the archer will be able to cross a maximum of six plains tiles before becoming exhausted (3 points of fatigue * 2 footprint = 6 tiles of movement).

The chariot, however, will be able to move a total of 9 tiles (3 points of fatigue * 3 "footprint").

Let's put better terms to this. Every game year, a unit gets some number of movement points per point of fatigue (the number next to the footprint icon).

Moving onto a clear (plains) tile takes 1 of those movement points.

Moving onto a tile with a hill, scrub or forest takes 1 additional movement point (as does actually crossing a river), and moving onto a forested hill takes 1 additional movement point, BUT…

All units are guaranteed to be able to move at least 1 tile per point of fatigue.

Those are the things that can slow you down. There are also a few things that can speed your movement up.

Roads, for example. A typical infantry unit with nothing modifying it can move through 2 plains tiles before burning up a point of fatigue.

That same unit could move through 3 road tiles for 1 point of fatigue. Provided that there was a robust road network then, your 3-fatigue infantry could move a total of 9 tiles.

Rivers in your own territory provide the same bonus, and you can improve on this by choosing the "Colonies" law, which gives you a bonus when moving along rivers in neutral territory as well.

Note that when moving along a river, you don't pay an extra cost for entering a hill/forest/scrub tile.

Also note that roads and city connections are not the same thing! Urban tiles are considered city connection building blocks but they do not contain roads (though the city center itself is considered to have a road).

City connection points don't necessarily give movement bonuses, so early on, you should decide what your objectives are where your road network is concerned.

If all you want to do is make sure your cities are all connected to your trade network, then you can "tie onto" rivers and one urban tile to accomplish that goal.

If, on the other hand, you want to maximize the ability of your troops to get from one side of your Realm to the other, then you'll need a more robust road network that runs through urban tiles and through patches of difficult terrain.

Finally, don't discount the power of an "intercoastal waterway" and its impact on movement.

While road movement is very good and efficient, nothing trumps movement along the coast. For a single point of fatigue, an infantry unit can move a staggering NINE tiles, with the caveat that the unit must start and end that fatigue point's movement on land.

So going back to the original formula, an infantry unit with 3 points of fatigue and 2 "footprint" (movement points per phase) could move 9*3 = 27 tiles via coastal waterway!

On top of all that, there are a few ways you can increase unit movement further.

Taking the "Swift" upgrade will increase your "footprint" number by +1. This bonus stacks, so if you've got a unit with the Swift promotion and a general who also has the Swift trait then you'll gain +2.

If you have a Zealot leader, all of your units will get +1 fatigue and of course, you can have both a Zealot leader and units and Generals with the Swift promotion, so the net result is that you can engineer situations where selected units can cover simply amazing distances…

Diplomacy

Diplomacy is amazing in Old World, and is both incredibly deep and versatile.

In the early game, your ruler winds up doing most of the diplomacy for you, primarily in the form of "Influencing" individuals (members of your Royal Court and foreign leaders, along with the heads of various religions slightly later on).

You may only influence one individual once in his/her lifetime, however, and when you succeed, you'll gain a +40 relationship boost. Given that there are so many people you can potentially influence, and the fact that people tend to die on a fairly regular basis, you'll actually be able to influence a lot more often than you might think, and it's an extremely handy form of early game diplomacy.

The other big thing rulers do to manage relationships early on is to arrange marriages.

While you'll occasionally get marriage offers from barbarian tribes, the overwhelming majority of the time, these simply aren't worth taking. Not only does marrying a barbarian cost you -1 Legitimacy, it also carries a powerful opportunity cost. If you marry a barbarian, then you can't marry a member of one of your vassal families or a rival nation, which means you miss out on the relationship boosts that come with that, and yep, you get more than one.

You get the initial boost for arranging the marriage to begin with, then if the marriage produces an heir who's in line for the throne, you'll get another boost for that.

The main reason that the tech "Aristocracy" is so critical to your early game success though, lies in the fact that it allows you to appoint an Ambassador.

Without an Ambassador, if you get into an early game war, you have no way to ask for peace, since only Ambassadors can do that, which means you're stuck in the war until the nation you're fighting decides to let you out, and that's not good.

The other reason though, is that having an Ambassador opens the door to the most powerful relationship building tool you'll ever have at your disposal, at least where other nations are concerned: The trade mission. Assuming you're not using your Ambassador for something else, every time he or she is free, you should be sending him out on a trade mission with someone.

You can even send the Ambassador on trade missions to people who hate your guts. They'll refuse to trade, but you'll still get the option to give them some money and get a +40 relationship boost (which is the same boost you get for a successful trade mission), so trade missions should be your go-to means of improving relations with your rivals.

In the early game, also be aware that you're going to get bullied. Bigger, stronger nations will come to you at regular intervals and demand tribute.

Consider this the price of doing business. If you want to remain in the game, pay up and make them pay for it later.

Eventually, you'll be strong enough to say no, but that's going to take some time.

Vel's Strategy Notes on Diplomacy

While diplomacy with other Nations is pretty straightforward, internal diplomacy can be a highly complex metagame in its own right.

Not all characters are created equally. Heads of families and heads of religions are much more important than most other family members, so focus your diplomatic (Influence) efforts there, and don't forget to pay attention to your "Small Council" members (Spouse, Ambassador, Chancellor, Spymaster) because if you can get them to pleased, you'll reap additional benefits based on their stats.

Stats matter, so do keep a watchful eye out for any character with good stats and give that person a job, then do all you can to improve relations with them.

Remember that improving relations with the head of a religion will have ripple effects if all of your families follow that religion (so if everybody is following Judaism, then a +20 Relationship boost with the head of Judaism will also give you a +20 boost with the families following it), and if you've got the heads of families and religions in your corner, they can run intercession missions for you to bolster relations with other, more problematic family members, allowing you to magnify your diplomatic efforts.

Finally, bear each character's age in mind. At some point, as characters age, there are diminishing returns associated with trying to improve relations. If they're not long for the world anyway, you may as well focus on someone else.

A bit later on, you'll unlock your Chancellor (at Spoked Wheel).

Chancellors are your go-to person for keeping families happy. You can outright bribe them with gifts, or you can pacify cities, once you get the tech "Coinage."

Pacifying a city will reduce its discontent level by 1, which will provide a corresponding relationship boost with the family that controls the city, and there's absolutely no downside for doing this, so every three years, you should definitely be sending your Chancellor out on a mission, assuming you have the resources to do so.

Later still, once you research the tech "Portcullis," you'll unlock your Spymaster and get even more diplomatic options. You can, for example, assassinate problematic family members, or put them in jail if you'd prefer. You can steal the maps of your rivals, set up spy networks and do horrible things to rival cities, and once you research the tech "Cartography" and if a rival nation is ahead of you in tech ("Learned" or better), you can steal research,

Crucially, you can also "slander" nations. This is one way to use Diplomacy as a sword, rather than a shield.

If you're going to war with a rival nation, and he has a staunch ally, and you're worried about having to fight them both, start a whisper campaign against the nation you're planning to fight to drive a wedge between that nation and his staunch ally.

They won't be allies for long, and while you're doing that, you can be sending your Ambassador on trade missions with your rival's ally, eventually wooing that nation into your circle.

Once you're friends and he's seething at his former ally, it's usually a simple matter to bribe your new friend to go to war with his former ally, and you can follow suit a few turns later, utterly devastating your target.

Diplomacy is insanely powerful. Don't overlook or discount it!

Combat In Old World

The whole point of OW is to establish and grow a Kingdom in a world where Kingdoms already exist. At the founding of your first city, on Noble level, you will be behind (and you'll be even farther behind if you increase the difficulty from there). You'll have to catch up, and ultimately surpass your rivals if you want to win. That means that sooner or later, you'll have to fight.

You'll either fight barbarian hordes that invade your lands, or you'll fight them for space to expand into, or, if you decide not to expand, sooner or later, you'll fight a much larger AI Nation who has decided to come take what's yours. Battle is an important part of growing your realm, so even if you're a pacifist builder by nature, get used to fighting in OW, because you'll have to. Sooner or later, you'll have to.

The very first point to make about combat in Old World is to draw your attention to a key difference between combat here and combat in most other games in the genre:

There is no "counterattack." You attack on your turn, and the AI attacks on its turn.

Well, that's not 100% true. There is a very limited form of counterattack and you'll see it when melee units clash, because they'll take a nominal amount of damage (1hp) in retaliation for a melee attack. Also, units that have the "rout" ability can take a bit more damage on the counterattack (max of 2hp, but in neither case above will the damage ever kill the attacking unit).

Effectively then, there is no "counterattack" here, and that will take a bit of getting used to if you're coming from some other 4x game.

Another crucial difference is the fact that hills don't provide an intrinsic defensive bonus (nor do trees, for that matter).

Instead, hills allow you to get off of the flats, escaping from a cavalry unit's "+25% bonus vs. infantry units on flat terrain" ability. Hills then, are still useful, but not in the same way that they are in many other games.

Similarly, although trees don't provide an intrinsic defensive bonus, they do reduce incoming missile troop damage by 50%, which is incredibly valuable.

Perhaps though, the best way to explain terrain advantages and disadvantages would be in summary form so:

- Flat tiles (Cavalry units get a +25% bonus to infantry units caught in the open)
- Hills: Extend the range of all missile troops by +1, unless their target is also on a hill.
- Forests: Reduces damage dealt by enemy ranged troops by 50%.
- Scrubland: Reduces damage dealt by enemy ranged troops by 25%.
- Urban tiles: Provide a 25% defensive bonus to infantry units (which includes both melee and ranged units).
- Cross-river attacks are 50% less effective for melee and cavalry units (ranged units suffer no such penalty, naturally).

** Note that some urban improvements (Garrison, Stronghold, Citadel) provide defensive bonuses. These stack with the urban tile's 25%, so for instance, if you put a spearman on a Garrison, he'll get the 25% for being on an urban tile, plus the 20% defensive bonus for being on the Garrison tile, and if he has also taken Guard/Combat/Garrison promotions, those all stack too, which means you can create a devastatingly effective defensive unit with the right combination of factors.

Naturally, this works offensively as well. Putting "Besieger" and "Garrison" on the same unit will give that unit both bonuses if you're attacking into an urban tile FROM an urban tile. Add Strike and Combat to that for an even bigger punch and you've got yourself a unit killing machine.

In addition to that, consider your generals and where to place them carefully. A unit with Focus III, paired with a high Wisdom general who radically increases the % chance of scoring a critical hit (double damage) is devastatingly effective.

Vel's Strategy Notes on Combat in General

In most other 4x games, putting your kingdom "on a war footing" usually meant assigning every city to building troops.

For me, in Old World, it means almost the exact opposite.

I'll have 1-2 of my best cities (those that can train the troops I need most quickly) training reinforcements, but everybody else that I can afford to will be assigned to training specialists.

Why? Because odds are good that I won't be able to assign jobs to any of my workers while I'm engaged in battle. With specialists training though, I can still grow my economy, especially if I'm focused heavily on rural specialists that increase my basic resource outputs.

A general with 6-8 points of courage added to a Maceman or Swordsman, especially if you've given him attack-oriented promotions, can create a unit that can one-shot almost anything.

Also, be aware that some leader archetypes allow you to do amazing things in the field. The Tactician ruler/general for instance, can "stun" the unit he attacks, effectively taking it out of the fight the following turn. The Commander can "Launch Offensive" by spending 500 Training, which allows the general's unit and every unit you control adjacent to it to move and attack again that same turn (orders permitting, of course).

The bottom line is that promotions and generals add a whole new dimension to combat that's well worth taking the time to study.

There's no one "right" answer where that is concerned, so you'll want to experiment to find the promotions that work best for you and your play style, then pair your best troops with your best generals for maximum effect.

Note: The damage formula is as follows: (Attacker/Defender) * 6

Damage may never be less than 1 point and fractions are rounded up in favor of the stronger unit.

Combat Basics & Army Organization

Combat tends to be fairly orders intensive. As such, if you have a big fight on your hands, you'll probably want to make sure you address it first, so you're not stuck with too few orders to actually command your army and either execute an attack, or properly defend your holdings.

One of the hidden advantages of Ranged units then, is that they generally don't require quite as many orders to use (since they don't have to be right next to a unit to do it harm). Use that to your advantage whenever possible and try to avoid having too many irons in the fire at one time. If you're fighting on multiple fronts, you'll exhaust your supply of orders very quickly.

Also, for the most part, don't try to issue orders to workers if you're engaged in a serious fight, or if you do, then wait until after you've issued combat orders and moved any reinforcements that you need to move. Then, if you've got a stray order or two, by all means, give a couple workers something to do.

In addition to understanding the importance of tactical maneuvering and terrain, it's also important to understand the basic relationship that different troop types have with each other, so be sure to study the bullet points on terrain until you intuitively understand the benefits of each.

In my games, ranged units do most of the heavy lifting. Infantry units are meat shields who stand in front of and protect my ranged units, dig enemy units out of forests, and actually attack/occupy cities. That's their job and they take promotions that make them better at those things.

Spears are deadly to cavalry. Cavalry are deadly to siege engines and anything caught in the plains. They're also fight finishers, since they have the "rout" ability, which gives them multiple attacks, assuming their initial attack was a kill.

Axemen are deadly to spears. Elephants are combat specialists, used to force an enemy unit off of a highly defensible tile so it's easier to kill him. Macemen are deadly to infantry units in general and Swordsmen are deadly to, well…everything.

Don't forget that you can rename any unit (or any character, for that matter) in the game, so if you're worried about having to micromanage your army, don't. The renaming feature makes it easy to find the units that you're looking for.

I'm in the habit of renaming any units that have the "Besieger" promotion to "Siege Crew." Then, when I need to attack a city, I can go to my military summary screen and find the best units for that job, very quickly.

You can use that same basic paradigm to organize your army to make it easy to put your hands on whatever configuration of units you need to address the current military threat.

Tactical Considerations
Aside from terrain, there are a few additional tactical considerations you'll want to be constantly aware of. These include:

Zone of Control

Most combat units exert ZOC, which limits a unit's options on if or where it can move in relation to your units.

As with most things, mass matters. A single unit exerting ZOC in a one tile radius isn't all that interesting or powerful.

A whole line of units, however, can exert ZOC over a massive area and really shut down an enemy's options.

…except when it can't of course. Cavalry units (and some unique units) can ignore ZOC, so while it's a powerful tool in your arsenal, there are counters to it.

Final note about ZOC: You can use your units' ZOC to cut enemy cities off from trade routes. This is true of blockading ships and strategically placed land units on road tiles. This doesn't cause much damage but it does cause some and it increases discontent in the city impacted, so…

Adjacency Bonuses

Some units (this will be shown in the unit popup when you click it) gain a bonus for being adjacent to another unit of the same type. In addition to that, some generals provide attack/defense bonuses if they're adjacent to units of the same type. Watch for these and use them opportunistically to give yourself a combat edge.

Splash (And Related) Damage

Some units deal damage to the unit they target and some or all units adjacent to it. Onagers, for example, deal full damage to your target, and 25% "splash" damage to every enemy unit adjacent to the unit you targeted. Akkadian and Cimmerian archers do this too (the Babylonian Unique Units).

Axemen will deal full damage to the unit you target, and partial damage (25%) to enemy units adjacent to both it and the axeman.

Spears will do full damage to the unit they target, and if there's an enemy unit directly behind the target, that unit will take some damage too.

These extra bits of damage can add up very quickly and if you plan your attacks carefully, you can devastate large numbers of enemy units with ease.

Finally, be aware that some leader/generals have incredibly powerful special abilities.

Stunning an enemy unit is a battlefield changer, and "Launch Offensive" is a game-ending ability you will want to take full advantage of any chance you get!

Flanking

One final note on this section must be about the importance of flanking. In Old World, a unit is considered flanked if you have a unit on opposite sides of it (so for example, if you're attacking a unit and you've got your own units on tiles due east and due west of that unit, it is considered flanked.

You get an attack bonus when flanking, if you are using a general with the Commander archetype who is also your current ruler.

That, however, is not the main value of flank.

The main value is ZOC-Lock.

Every unit in the game exerts a Zone of Control that extends in a one-tile radius around it.

Zone of Control says that an enemy unit can't move from a ZOC tile and into another ZOC tile (unless it has the special ability "Ignore ZOC," which is found on mounted units and the Roman Unique Unit).

A unit that has been ZOC-Locked cannot move. It's pinned down and you can kill it at your leisure.

Want to prevent a barbarian raider from rampaging through your territory, destroying improvements? Flank it.

Want to prevent that onager from getting away until you can get a unit over to kill it? Flank it. Even better, if you can push the tide of the battle away from the flanked onager, that unit is utterly powerless, since it cannot fire at point blank range (onagers can only fire at units 2, 3, or 4 tiles away – 5 if they're on a hill).

Flanking units allow you to do more with less. In a large battle, you can selectively ignore the enemy's fore-ranking troops, killing some, flanking the remainder and attack more deeply into the enemy's lines.

The Persian Mace in the image above is flanked. He cannot escape the ZOC of the Assyrian units without assistance.

Rout

Some units (mostly cavalry) have the "rout" ability. This enables them to attack again (orders permitting) if their first attack kills the unit they hit. That's huge. If you pair cavalry with units that can damage multiple opponents (onagers, Akkadians, Cimmerians, axemen, etc.), then you can use those units to weaken a group of attackers and sent a unit with "Rout" in to finish the whole batch off. Absolutely deadly.

Fortification

One of the best and easiest ways to get a defensive bonus for infantry units.

It costs an order to initiate, but every turn your infantry unit does not move, he gets a +5% defensive bonus (to a max of 25%). Note that you can still attack, you just can't do anything that would cause you to leave the tile or you lose the fortification status and any bonus you may have accumulated.

Battling The Barbarians

Fighting the barbarians not associated with one of the major tribes is generally pretty straightforward. You drive up, beat the "stray" barbarians to death, ganging up on them to kill them quickly if you have more than one unit at your disposal, and then, you pound the defenders inside the camp to death, being sure to leave one of your troops on the site of the camp so you can build a city there.

Note: If you don't keep it occupied, one of two things will happen. It will either morph back into a barbarian camp in ten turns, or far more likely, one of your rival Nations will come and park a guy on it, then build a city there.

It's entirely possible to take out a barbarian encampment with just a warrior or a slinger, though if they get reinforcements (spawn more barbarians) you could find yourself in over your head and have to pull back, heal, and possibly reinforce, then try again. In fact, if you go at it early enough, and you've got terrain on your side, you can even take out a barbarian encampment with nothing but a slinger, but that can be risky, for sure.

For one thing, cities are much harder to take out than barbarian camps are, so you can bet that it will take longer unless you've brought simply overwhelming forces with you.

For another, the AI for Nations is programmed to be much more effective than the barbarian AI. You can feel the difference when you're

That's it in a nutshell, but of course, there are nuances. Taking the high ground for additional range (slinger) or taking to trees for defensive bonuses against ranged attackers is always a good idea (and best of all, a hill with trees on it)! Not attacking from across a river unless you've got the Engineer upgrade that makes such attacks a good idea…that kind of thing, but those are all pretty standard to this type of game and most people will be instinctively familiar with those types of tactical maneuvers.

It's slightly more complicated to tangle with a barbarian camp that's associated with one of the major tribes because often, their camps are clustered together, and maneuvering becomes more important. You don't want to stray too close to the next Numidian (or whomever) camp and risk activating the units surrounding it, so more care has to be taken when fighting those barbarians, but it's essentially the same process.

Battling The AI Nations

Fighting the AI Nations tends to be a fair bit more complicated than battling with tribes over expansion sites.

fighting them. The barbarians don't retreat, for example. They'll just stand there trading blows with you until one of you dies.

The AI Nations won't do that. If you damage but don't kill an AI Nation unit, he'll run away and heal, then come back to try and kill you later, and of course, the AI Nations really don't like it when you attack their cities, and they'll do everything they can to keep you from doing that, which usually means sending troops in to beat up on your siege crew.

That puts you in a bit of a pickle. Do you keep pounding on the city or do you stop doing that to deal with the enemy troops? The optimal answer is: bring enough guys to the party so you can do both, but that's not always practical.

If you can't do that, then the best answer is: army first, city later, because after all, the city isn't going anywhere, and taking it from the AI will be a lot easier once you relieve him of his army.

The absolute minimum size for an assault force against an AI Nation I am comfortable using is 12 units, generally comprised of: 2 siege engines, 4 archers, 2 chariots, and 4 infantry (usually 2 spears and 2 axemen).

But that doesn't leave you much in the way of padding, so I generally go with 15+ units, adding more infantry so I can rotate out the wounded and heal them up behind the lines.

Here are some good general guidelines when planning to attack a rival nation:

• Make sure your vassal families are happy! Nothing is more important than this. You don't want to go to war and have to keep looking over your shoulder. If the families aren't happy, or at least neutral toward you, then you're not ready to project your power.

• Never attack blindly. Eyes up. That means scouting, or even better, the infiltration of as many of your target's cities as you can manage.

• If your opponent has better tech than you ("learned" or above on the game screen), make

sure your opponent is "much weaker" before you attack. If you're comparable (the AI shows as "competent" on the game screen), then make sure your opponent is "weaker" militarily before you attack.

- If you're "similar" in both strength and tech, then you need to use diplomacy as a sword. Make friends with someone else who shares a border with your rival and get that Nation to declare. Wait a few turns for your target to move his army toward that enemy, then strike.

- If at all possible, run as many espionage missions as you can afford in the 1-2 turns leading up to your invasion to sow chaos and weaken defenses.

In an ideal world, you'll stack as many of these advantages in your favor as possible before you declare war, but of course, you seldom have the luxury of achieving the ideal, so…just stack as many of the items above in your favor, be smart when it comes to tactical maneuvering and positioning, use the special abilities of your generals to their fullest extent, and in most cases, you will prevail!

Naval Actions in Old World

At reader request, I'm adding a short section on naval actions in the game.

Naval combat itself is pretty much like land combat, except that there are no terrain modifiers to worry about, and some of the ship promotions are incredible.

The big thing to talk about here though, is moving troops across the water using your ships. Here's what you need to know:

The first ship you can build is the Bireme. Biremes have an anchor radius of seven tiles, extending three tiles away from the ship in all directions, plus the tile the ship is sitting on.

When you have a ship selected, you'll see an "anchor" option. Mousing over this option will put an overlay on the map showing the anchoring radius.

You cannot transport troops across the water on the same turn you issue the anchorage command. There's a 1 turn cooldown, so you'll need to wait until the following turn.

Your best bet is to put your troops on the coast the same turn you anchor the ship, and then on the following turn, you'll be able to move them across the water to attack an island or nearby landmass.

You can even daisy-chain multiple ships if the initial seven tile anchorage radius proves to be insufficient, and as you research additional techs and unlock more advanced ships, your anchorage radius will increase (you may also increase it with certain promotions to your ships).

In practice, the main use of naval units in Old World is to serve as a bridge to give you access to a nearby island. Only rarely is naval combat an integral part of the game, but it does happen. When it does, you owe it to yourself to spend some time looking at the ship-based promotions very closely.

> ### Vel's Strategy Notes On Anchoring
>
> Here's a tip/trick I only recently discovered: When you anchor your ship, you don't have to include the coastline IF your borders extend into the water.
>
> My habit had always been to make sure my "anchorage zone" touched the shore but this isn't necessary if your borders extend into the water on the coast. As long as your anchorage zone touches your coastal borders, you're good, which means that you can often increase the width of your anchorage zone by 1 additional tile, which could mean the difference between needing two ships or just one.

While many of them are identical to the promotions available to your land units, ships do have some unique options available that can make them powerful indeed.

"Grappler" for example, gives you the ability to stun an enemy ship in the same way that a Tactician leader can stun enemy units in the field. That's huge.

The "Lading" promotion increases the radius of the anchorage function by 1 tile, which can be a critical advantage, depending on the map.

The bottom line is that if navy is important in one of your games, then having a squadron of Grapplers and a few transports with the "Lading" promotion will make your navy wildly more effective than vanilla, non-upgraded ships of the line.

Winning At Higher Levels of Play

As mentioned early on, the strategies and notes provided here assume that you're playing on the Noble level of difficulty or below. If you are, then everything you have just read will work out splendidly.

If you're playing at levels of difficulty higher than that, then the basic concepts will still work, but you'll have to make a few adjustments to your game.

To understand why that is, it's important to understand what changes as the level of difficulty increases. Here's a quick overview:

- Cities are less productive. Founding a new city gives you less of a boost.
- Cities suffer more discontent. On Noble, you're facing a -10 Discontent per turn base. On The Great, you're facing a -13 per turn. That's a hefty increase and you'll start feeling its impacts much more quickly.

- The AI nations are more aggressive and start with more cities. They have a bigger lead for you to overcome.
- The barbarians are a genuine threat. On Noble, they're like Barbarians in Civ, which is to say that they're a speed bump standing in the way of you growing your Kingdom. On the hardest difficulty level, they'll actively come at you in number, which will serve to slow you down.
- You get fewer starting resources. On Noble, you get 100 of each basic resource. On The Great, you get 0, which has tons of immediate impacts to your game.

That last point especially changes things in the early game. Harvesting becomes much more important, and since cities are less productive, you also have fewer orders to work with, so you'll need to learn to get very efficient at using the orders you've got.

All of this means that military becomes more important and your expansion becomes slower and more measured. Where you can reliably get to 7-8 cities on the first fifty turns of a Noble game, you'll be doing well to snag 5 cities on The Great in that same frame of time, and if you don't put more emphasis on building military units quickly, you're going to get overrun.

There are a couple of different approaches you can take here.

If you want to play a game that focuses on more than just pure combat, then you'll almost certainly need to adopt some variation of "fat expansion" beyond your first 3 cities.

"Fat Expansion" is where you move onto a city site in force, and use your existing cities to build the new city's worker and garrison. Here, the idea is that you have a strong strike force that moves against a barbarian camp, take it, and leave the strike force in place while the settler comes up. Heal everyone, leave the worker and garrison behind and when your economy/family relations will allow it, prepare to expand again.

If you want to go the pure combat route, then build a basic, functional economy and beeline for the combat tech of your choice, building warriors/slingers in bulk with the plan to upgrade them en masse and blindside one of your neighbors with a timed blitz attack in order to grow.

Both can work. Both do work. Ultimately, it depends on what play style you're more comfortable with, so experiment away!

Vel's Notes on Higher Difficulty Levels

In my opinion, the higher difficulty levels become so much about combat that the other awesome elements of the game get lost in the mix, so I prefer a custom difficulty level that uses the resource and discontent constraints from "The Great" but "Strong" rather than Raging barbarians and aggressive AI, rather than "Competitive."

This mix allows you to do something other than race to build a "carpet of troops" and allows you to explore the other elements of the game.

If you mostly like to fight and you don't think you'll miss the other elements, then there's probably little to be gained by messing with custom difficulty settings unless you're giving the AI an even bigger advantage as a personal challenge, but if you want to explore the diplo game and have the space to let the role playing elements flourish, then you may find a custom difficulty setting more to your liking.

Multiplayer

This will be a relatively short section for two reasons. First, I don't play much MP, so my experiences come mostly from having watched scores of MP streams on Twitch. Second, mechanically, the game works pretty much the same in MP as it does in SP.

Having said that, there are some key differences. MP almost always leads to war in the very early game (Slingers and Warriors) and having watched more than a hundred streams, I've seen exactly two that lasted into the top tier techs and troops (swords/mangonels/longbows).

MP is almost exclusively about the NOW. What kind of tactical edge can you give yourself or your team right now to create an advantage. Most of the role playing angle is subsumed by the quest for absolute efficiency because if you can squeeze out an extra slinger two turns faster than your opponent, then you can…you get the idea.

Also, most MP games don't tend to last very long. As soon as it becomes obvious that one side or the other has gained the clear upper hand, there's generally a concession and a new game begins.

In terms of options, you can play your MP game over the network, by cloud, in server mode (game hosted on a remote server) or in hotseat mode, as you prefer.

Turns can be set to any of the following options:

- Simultaneous
- Normal (attacking during another team's turn gives a double cooldown)
- Loose (no move restrictions)
- Tight (only civilian units may be moved during another team's turn)
- Or Strict (Players or Teams) (cannot move units during another team's turn)

Depending on the option selected here, you can give yourself a radically different type of game and note that you can change this option in-game (when you make the change, it won't apply until the following turn).

Conclusion

lthough Old World looks and feels a bit like other 4x games, there are a number of differences that make it quite distinct, and a fair bit more complex.

At first, the additional complexities can feel overwhelming, but once you get a few games under your belt, you'll start developing an intuitive sense for how things hang together, and you'll begin reaching almost reflexively for the proper "fix" when something begins running off the rails.

The good news is that if you get stumped by something, help is always close at hand. Old World has a thriving, active community on Discord, and there are a number of helpful Twitch streams and YouTube videos that can explain certain concepts in more detail, which is especially helpful if you're more of a visual learner.

In any case, I hope this book has been helpful to you, and answered many of the questions you may have had, and helped to clarify certain aspects of the game you may have found confusing.

Happy gaming, and good hunting!

-=Vel=-

Appendix

A dding a few tables here to help new players!

Table 1.0 – Ability Score Bonuses/Penalties

Ability Score	Leader Bonus/Penalty	Spouse/Heir Bonus/Penalty (1/2)	Courtiers Bonus/Penalty (1/3)
-6	-22	-11	-7.3
-5	-16	-8	-5.3
-4	-10	-5	-3.3
-3	-6	-3	-2
-2	-4	-2	-1.3
-1	-2	-1	-1
0	0	0	0
1	+2	+1	+1
2	+4	+2	+1.3
3	+6	+3	+2
4	+10	+5	+3.3
5	+16	+8	+5.3
6	+22	+11	+7.3

Note that the numbers above are the baseline values. These are modified further by your relationship score with each of these characters (ranging from +50% to -50% of the values shown, depending on your relationship, and further, based on the type of resource gained, as shown on table 1.2, below.

Table 1.1 – Resource Modifiers

Ability	Resource	Multiplier
Charisma	Civics	X2
Courage	Training	X4
Discipline	Gold	X8
Wisdom	Science	X1

Table 2.0 - Cognomens

Cognomen	Benefit	How You Get It
The New	No benefit.	Automatic, when a new ruler takes the throne.
The Founder	+10 Legitimacy	Gained after the founding of your first city, at the start of the game.
The Warrior	+10 Legitimacy	The game keeps score of military units killed. • Each unit you destroy = +200 points • Each unit you destroy as a General = +200 points • Each unit you lose to the enemy = -100 points. You get this cognomen when you accumulate 1000 points.
The Drillmaster	+20 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 2000 points.
The Valiant	+30 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 3000 points.
The Mighty	+40 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 4000 points.
The Victorious	+50 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 5000 points.
The Lion	+60 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 6000 points.
The Invincible	+70 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 7000 points.
The Capable	+20 Legitimacy	The game keeps track of how many military units you train and promote. • Each unit trained = +100 points. • Each unit promoted = +100 points. You get this cognomen when you accumulate 1000 points.
The Ready	+30 Legitimacy	As above, for "The Capable," but you get this cognomen when you accumulate 3000 points.
The Destroyer	+20 Legitimacy	The game keeps track of how many barbarian tribes you eliminate, with each one being worth +500 points. You get this cognomen when you accumulate 2000 points.
The Avenger	+40 Legitimacy	As above, for "The Destroyer," but you get this cognomen when you accumulate 4000 points.

The White Death	+60 Legitimacy	As above, for "The Destroyer," but you get this cognomen when you accumulate 6000 points.
The Intercessor	+30 Legitimacy	The game keeps track of how many peaceful agreements you enter into. • Each tribal peace is worth +1000 • Each Tribal alliance is worth +2000 • Each national peace is worth +1000 • Each national alliance is worth +2000 You get this cognomen when you accumulate 3000 points.
The Peacemaker	+50 Legitimacy	As above, for "The Intercessor," but you get this cognomen when you accumulate 5000 points.
The Conqueror	+40 Legitimacy	The game keeps track of how many cities you have captured. • Each city is worth +2000 points • Each capital is worth +2000 points You get this cognomen when you accumulate 4000 points.
The Subjugator	+60 Legitimacy	As above, for "The Conqueror," but you get this cognomen when you accumulate 6000 points.
The Restorer	+30 Legitimacy	The game keeps track of how many cities you lose and then take back. Each of those is worth +1500 points. You get this cognomen when you accumulate 3000 points.
The Liberator	+50 Legitimacy	As above, for "The Restorer," but you get this cognomen when you accumulate 5000 points.
The Settler	+20 Legitimacy	The game keeps track of how many cities you found, with each newly founded city being worth +1000 points. You get this cognomen when you accumulate 2000 points.
The Pioneer	+40 Legitimacy	As above, for "The Settler," but you get this cognomen when you accumulate 4000 points.
The Ambitious	+20 Legitimacy	The game keeps track of how many courtiers you add and how many specialists you train. • Each new courtier is worth +1000 points • Each specialist trained is worth +100 points You get this cognomen when you accumulate 4000 points.
The Brilliant	+40 Legitimacy	As above for "The Ambitious" but you get this cognomen when you accumulate 4000 points.
The Beloved	+60 Legitimacy	As above for "The Ambitious," but you get this cognomen when you accumulate 6000 points.
The Rebuilder	+20 Legitimacy	The game keeps track of how many tile improvements you repair (pillaged, then repaired). For each repair, you gain

		+200 points. You get this cognomen when you reach 2000 points.
The Mason	+10 Legitimacy	The game keeps track of how many tile improvements you complete. • Each tile improvement is worth +100 points. • Each Wonder is worth +2000 points. You get this cognomen when you accumulate 1000 points.
The Architect	+20 Legitimacy	As above, for "The Mason," but you get this cognomen when you accumulate 2000 points.
The Keystone	+40 Legitimacy	As above, for "The Mason," but you get this cognomen when you accumulate 4000 points.
The Fountainhead	+60 Legitimacy	As above, for "The Mason," but you get this cognomen when you accumulate 6000 points.
The Devout	+20 Legitimacy	The game tracks the number of religions you found and how far they spread. • Each world religion founded = +1500 • Each city a world religion spreads to = +200 • Each Theology established = +1000 You get this cognomen when you accumulate 2000 points.
The Holy	+40 Legitimacy	As above, for "The Devout" but you get this cognomen when you accumulate 4000 points.
The Explorer	+30 Legitimacy	The game tracks a number of exploratory activities. You gain points for the following: • Each tribe contacted = +100 • Each Nation contacted = +100 • Each Caravan that arrives at its destination = +200 • Each Landmark discovered = +300 • Each Landmark Named = +400 • Each ruin explored = +200 • Each tile revealed = +1 You get this cognomen when you accumulate 3000 points.
The Intrepid	+50 Legitimacy	As above, for "The Explorer," but you get this cognomen when you accumulate 5000 points.
The Learned	+20 Legitimacy	The game tracks the number of techs you've researched, with each one being worth +500 points. You get this cognomen when you accumulate 2000 points.
The Enlightened	+40 Legitimacy	As above for "The Learned," but you get this cognomen when you accumulate 4000 points.

The Wise	+60 Legitimacy	As above for "The Learned," but you get this cognomen when you accumulate 6000 points.
The Old	+40 Legitimacy	The game tracks how long each ruler is in power. You get +100 points for each year your current leader reigns. You get this cognomen when you accumulate 4000 points.
The Ancient	+50 Legitimacy	As above for "The Old" but you get this cognomen when you accumulate 5000 points.
The Able	+30 Legitimacy	This is a general-purpose cognomen that tracks a variety of metrics. You get points for the following: - Each ambition: +4000 points - Each Legacy: +2000 - Each Tribe Contacted: +100 - Each tribe cleared: +200 - Tribal peace: +1000 - Tribal alliance: +2000 - Nation contacted: +100 - National peace: +1000 - National alliance: +2000 - Caravan arrived safely at its destination: +200 - Capitals captured: +2000 - Cities founded: +1000 - Cities captured: +2000 - Cities recaptured: +1500 - Cities lost: -2000 - Courtier added: +1000 - Improvement finished: +100 - Improvement repaired: +200 - Landmark discovered: +300 - Landmark named: +400 - World Religion Founded: +1500 - Religion Spread: +200 - Ruins explored: +200 - Specialist trained: +100 - Tech discovered: +500 - Theology established: +1000 - Tiles revealed: +1 - Units trained: +100 - Units promoted: +100 - Military units killed: +200 - Military units killed (as general): +200 - Units lost: -100 - Wonders Finished: +2000 - Years Reigned: +100 You get this cognomen when you accumulate 15,000 points.

The Just	+40 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 20,000 points.
The Good	+50 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 25,000 points.
The Strong	+60 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 30,000 points.
The Noble	+70 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 35,000 points.
The Glorious	+80 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 40,000 points.
The Magnificent	+90 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 45,000 points.
The Great	+100 Legitimacy	As above, for "The Able," but you get this cognomen when you accumulate 50,000 points.
The Unfortunate	-20 Legitimacy	This cognomen is awarded for bad gameplay. You earn or lose points as follows: • Cities captured: -1000 • Cities recaptured: -750 • Cities lost: +2000 • Military units killed: -100 • Military units killed as general: -100 • Units lost: +100 You get this cognomen when you accumulate 1000 points.
The Unready	-40 Legitimacy	As above for "The Unfortunate," but you get this cognomen when you accumulate 2000 points.
The Weak	-60 Legitimacy	As above for "The Unfortunate," but you get this cognomen when you accumulate 3000 points.
The Bad	-80 Legitimacy	As above for "The Unfortunate," but you get this cognomen when you accumulate 4000 points.
The Bloody	-100 Legitimacy	As above for "The Unfortunate," but you get this cognomen when you accumulate 5000 points.

Table 3.0 - Specialists

Specialist	Prereq to Train	Cost to Train	Benefits
Farmer	Farm	• 1 Citizen • 40 Civics	• Farm x 150% • +1 Growth • +1 Science
Miner	Mine	• 1 Citizen • 40 Civics	• Mine x 150% • +1 Training • +1 Science (if trained on Salt/Gems, also adds luxury of that type)
Stonecutter	Quarry	• 1 Citizen • 40 Civics	• Quarry x 150% • +1 Civic • +1 Science
Woodcutter	Lumbermill	• 1 Citizen • 40 Civics	• Lumbermill x 150% • +2 Science
Ranger	Pasture	• 1 Citizen • 20 Food • 60 Civics	• Pasture x 200% • +1 Science
Trapper	Camp	• 1 Citizen • 20 Food • 60 Civics	• Camp x 200% • +1 Science per year (if trained on fur, then the Fur luxury is added)
Gardner	Grove	• 1 Citizen • 20 Food • 60 Civics	• Grove x 200% • +1 Science (If trained on Honey, Incense, Lavender, Olives or Wine, also adds the luxury of that type)
Fisher	Nets	• 1 Citizen • 20 Food • 60 Civics	• Nets x 200% • +1 Science (if trained on Dyes/Pearls, also adds the luxury of that type)
Apprentice Acolyte	Shrine	• 1 Citizen • 40 Food • 40 Civics	+2 Culture +1 Science +1 Religious Opinion
Master Acolyte	Apprentice Acolyte	• 60 Food • 60 Civics	+3 Culture +2 Science +0.5 Order +2 Religious Opinion
Elder Acolyte	Master Acolyte	• 80 Food • 80 Civics	+4 Culture +4 Science +3 Religious Opinion (Musaeum +1 Civic Gnosticism +4 culture to the temple Calligraphy -1 Discontent)
Apprentice Monk	Monastery	• 1 Citizen	+4 Culture

			40 Food 40 Civics	+1 Science +1 Religious Opinion
Master Monk	Apprentice Monk	60 Food 60 Civics	+6 Culture +1 Civic per culture level +2 Science +2 Religious Opinion
Elder Monk	Master Monk	80 Food 80 Civics	+8 Culture +2 Civics per culture level +4 Science +3 Religious Opinion (Musaeum +1 Civic Gnosticism +4 culture to the temple Calligraphy -1 Discontent)
Apprentice Priest	Temple	1 Citizen 40 Food 40 Civics	-1 Discontent +1 Science +1 Religious Opinion
Master Priest	Apprentice Priest	60 Food 60 Civics	-1.5 Discontent +2 Science +0.5 Training per Citizen +2 Religious Opinion
Elder Priest	Master Priest	80 Food 80 Civics	-2 Discontent +4 Science +1 Training per Citizen +3 Religious Opinion (Musaeum +1 Civic Gnosticism +4 culture to the temple Calligraphy -1 Discontent)
Apprentice Officer	Barracks/Range	1 Citizen 40 Food 40 Civics	+2 Training +1 Science
Master Officer	Apprentice Officer	60 Food 60 Civics	+3 Training +2 Science +20 XP for new units
Elder Officer	Master Officer	80 Food 80 Civics	+4 Training +4 Science +50 XP for new units (Musaeum +1 Civic Calligraphy -1 Discontent)
Apprentice Poet	Odeon/Theater/Amphitheater	1 Citizen 40 Food 40 Civics	+3 Culture +1 Science
Master Poet	Apprentice Poet	60 Food 60 Civics	+4 Culture +2 Science +1 Culture per Citizen
Elder Poet	Master Poet	80 Food 80 Civics	+5 Culture +4 Science +2 Culture per Citizen (Musaeum +1 Civic Calligraphy -1 Discontent)

Apprentice Scribe	Courthouse/Ministry	• 1 Citizen • 40 Food • 40 Civics	+2 Civics +1 Science
Master Scribe	Apprentice Scribe	• 60 Food • 60 Civics	+3 Civics +2 Science +1 Gold per Citizen
Elder Scribe	Master Scribe	• 80 Food • 80 Civics	+4 Civics +4 Science +2 Gold per Citizen (Musaeum +1 Civic Calligraphy -1 Discontent)
Apprentice Shopkeeper	Market/Grocer	• 1 Citizen • 40 Food • 40 Civics	+20 Gold +1 Science
Master Shopkeeper	Apprentice Shopkeeper	• 60 Food • 60 Civics	+30 Gold +2 Science +1 Growth per Culture Level
Elder Shopkeeper	Master Shopkeeper	• 80 Food • 80 Civics	+40 Gold +4 Science +2 Growth per Culture Level (Musaeum +1 Civic Calligraphy -1 Discontent)
Apprentice Philosopher	Library/Academy	• 1 Citizen • 40 Food • 40 Civics	+3 Science
Master Philosopher	Apprentice Philosopher	• 60 Food • 60 Civics	+5 Science +0.5 Civic per Citizen
Elder Philosopher	Master Philosopher	• 80 Food • 80 Civics	+8 Science +1 Civic per Citizen (Musaeum +1 Civic Calligraphy -1 Discontent)
Apprentice Doctor	Bath (Cold, Warm, or Hot)	• 1 Citizen • 40 Food • 40 Civics	+2 Growth +1 Science
Master Doctor	Apprentice Doctor	• 60 Food • 60 Civics	+3 Growth +2 Science +1 Science per Culture Level
Elder Doctor	Master Doctor	• 80 Food • 80 Civics	+4 Growth +4 Science +2 Science per Culture Level
Apprentice Bishop	Cathedral	• 1 Citizen • 40 Food • 40 Civics	+10 Gold per Culture Level +1 Science +1 Religious Opinion
Master Bishop	Apprentice Bishop	• 60 Food • 60 Civics	+15 Gold per Culture Level +2 Science

			+0.5 Order +2 Religious Opinion
Elder Bishop	Master Bishop	• 80 Food • 80 Civics	+20 Gold per Culture Level +4 Science +1 Order +3 Religious Opinion (Musaeum +1 Civic Gnosticism +4 culture to the temple Calligraphy -1 Discontent)

Table 4.0 – Heir Education, Job Selection, Archetype Possibilities

	Wisdom	Charisma	Courage	Discipline	Archetypes that can do this job
Court Member	+ Research	+ Civics	+ Training	+ Gold	NA – Any
Governor	Research%	Civics%	Training%	Gold%	Builder, Diplomat, Judge, Orator, Scholar
General	Crit%	Defense%	Attack%	XP	Commander, Hero, Tactician, Zealot
Ambassador	Culture/city	Religion Opinion	Tribe Opinion	Family Opinion	Commander, Diplomat, Orator
Chancellor	Growth/city	Civics	Training	Gold	Zealot, Builder, Judge
Spy Master	+ Research	Family Opinion	-0.5 Discontent per city	+0.5 Orders	Tactician, Scholar, Schemer
Agent	Research%	Civics%	Training%	Gold%	Hero, Schemer
Heir Education (Each path gives you three choices, out of a possible five)					**Leads to these Archetypes**
➜ Philosophy	+ Wisdom				Tactician, Zealot, Builder, Judge, Scholar
➜ Rhetoric		+ Charisma			Hero, Diplomat, Judge, Orator, Scholar
➜ Tactics			+ Courage		Commander, Hero, Tactician, Zealot, Schemer
➜ Commerce				+ Discipline	Commander, Builder, Diplomat, Orator, Schemer
Archetypes					
➜ Commander			+2 Courage	+2 Discipline	
➜ Hero			+3 Courage		
➜ Tactician	+2 Wisdom			+2 Discipline	
➜ Zealot	-1 Wisdom			+2 Discipline	
➜ Builder				+3 Discipline	
➜ Diplomat		+3 Charisma			
➜ Judge		+2 Charisma		+2 Discipline	
➜ Orator		+4 Charisma			
➜ Scholar	+3 Wisdom				
➜ Schemer	+4 Wisdom		-1 Courage		

Notes:
- Tactics will always give you an option that can serve as a General.
- Philosophy, Rhetoric, and Commerce will always have an option to choose an Archetype that can serve as Governor.
- Philosophy will always have an option to choose an Archetype that can serve as Chancellor.

- Commerce will always have an option to choose an Archetype that can serve as Ambassador.
- Tactics – Best bet for an Archetype that can serve as Spymaster, but not a given. (Approx. 90%)
- Tactics – Best bet for an Archetype to serve as an Agent, but again, not a given (Approx. 90%)

Table 5.0 – Common Problems & Their Remedies

Unhappy Vassal Family	• Influence them via Ruler • Family Marriage • Family Gifts via Chancellor • Send Luxuries (esp. their preferred luxuries) • Pacify City mission via Chancellor to reduce Discontent Levels in the family's most unhappy city. • Do you have a state religion? (Adopt State Religion) • Has your ruler adopted it? (Convert Ruler to State Religion) • Has the Vassal Family adopted the State Religion (Convert head of family to the State Religion – if that's not enough, start converting individual family members until more than half of them have adopted the State Religion. At that point, the family will "flip" to your chosen State Religion). • How does the head of your State Religion feel about you (Influence mission to improve relations. Give him/her some other job on your staff (governor, Ambassador, general, etc.). • If nothing else works, imprison/assassinate the head of the family and let someone else take over.
Unhappy Rival Nation	• Influence them via Ruler • State Marriage • Trade Mission via Ambassador (even if they won't trade, you'll get the option to send a monetary gift, which will improve relations by +40) • Send Luxuries (+20 improvement) • Send Goods (Each block of 50 food, wood, metal, or stone will require 1 Order to send and improve relations by +1 point).
Unhappy Courtier/Family Member	• Influence via Ruler • Give them a job (General, Ambassador, Governor, etc.) • Convert them to your religion • Intercession (requires that you be on good terms with the head of their religion) • Failing all of that, imprison/assassinate so they can't cause trouble.
Economic Death Spiral	• Set all cities on "Council," then, as you're able, start pulling cities off of Council and have them train rural specialists to spike your resource counts in whatever area you're suffering a shortage. • Set about half your workers to chopping trees/scrub • Sell wood from chopping to buy resources you need so that the other half of your workers can build basic

	economic improvements (mines, farms, quarries, and lumber mills) until you resolve the resource crunch. • If the problem is a cash shortage, same approach as above, but set half your workers to building hamlets/shrines that produce money, gold mines, markets, etc. (any improvement that adds gold), while selected cities build treasuries and the rest run "Council (rotating cities until all of them have treasuries and/or the problem is resolved. This generally takes about a decade, but depending on the severity of the death spiral, it may take substantially longer.
Not Sure What To Do During Peacetime	Here's a quick checklist on how to prioritize your Orders during peacetime: 1) Give all your workers something to do (improve rural tiles, build new urban improvements, road building, chopping, including strategic clearcutting – road to friendly nations. Road to enemy nations to facilitate faster troop movement in the event of war, etc. 2) Basic Diplomacy (keep families happy, keep rivals happy with trade missions, etc., run espionage missions against hostile rivals, influence key family members, convert to religion, talk to the heads of religion (High Synod), etc. 3) Tutor any younger members of your Court if you're able (funds and people permitting). 4) Use your Scouts to explore the map/infiltrate rivals 5) Move military units onto Barracks/Ranges/Shrines that provide XP 6) Arrange your troops in potential trouble spots so you can make optimal use of the terrain in the event of an attack. During peacetime, you want to focus heavily on troop building so that IF you are attacked, you've got the forces you need to defend yourself then take the fight to the enemy.
Not Sure What To Do During Wartime	Here's a quick checklist on how to prioritize your Orders during wartime: 1) Pull your wounded to safety so they can be healed and put back into the fight. The more troops you can "recycle," the more effective you'll be in the field. 2) Kill enemy units – focus on the most critical battle first and work your way down. Generally speaking, don't attack a unit unless you can bring enough force to bear on it to KILL it. 3) Bring up reinforcements 4) Scout/Infiltrate enemy cities 5) Run Spymaster missions to damage enemy infrastructure, forcing them to repair walls or deal with rebels 6) Basic Diplomacy (as above, during peacetime) 7) If you have any spare orders, give a few workers something to do.

	During wartime, you want to focus heavily on training rural specialists so you can keep your economy growing. Naturally, this is a bit of a balancing act, as you may need at least a few cities working on troops to serve as reinforcements, but unless you've been ambushed, if you've been building troops during peacetime, you should have all the forces you need.
The AI Shows Up Out of the Blue with a Massive Army	This comes down to improper or insufficient scouting. Eyes up. If you infiltrate all cities bordering yours, it's no longer possible to surprise you. If there are large open areas between cities, install scouts in forest tiles there to watch the approaches.

Additional Resources

I f you want more Old World goodness, here are a few resources that will provide extra help if and as needed:

Design Notes, By Soren Johnson:

- Chapter 1 - Orders: https://www.designer-notes.com/?p=1679
- Chapter 2 – City Sites: https://www.designer-notes.com/?p=1691
- Chapter 3 – One Unit Per Tile: https://www.designer-notes.com/?p=1696
- Chapter 4 – The Tech Deck: https://www.designer-notes.com/?p=1703
- Chapter 5 - Yields: https://www.designer-notes.com/?p=1707
- Chapter 6 – Citizens & Specialists: https://www.designer-notes.com/?p=1711
- Chapter 7 – Characters: https://www.designer-notes.com/?p=1714

The Old World Discord Community:

https://discord.gg/HbESFnNv

ChaffCommanderCoffey's Twitch Stream:

https://www.twitch.tv/chaffcommandercoffey

Nolegskitten's Excellent Twitch Channel:

https://www.twitch.tv/nolegskitten

FluffyBunny's Twitch Stream:

https://www.twitch.tv/fluffybunnyoldworld

FluffyBunny, on YouTube:

https://www.youtube.com/user/eddbunny

Quarter To Three Forum Thread that's entertaining and educational:

https://forum.quartertothree.com/t/old-world-the-rise-and-fall-of-qt3-a-playthrough-starring-you-the-folks-on-the-forum/152695

Vel's Old World Video Strategy Guide

https://www.youtube.com/playlist?list=PLXWbh74XDG9NpzukMybli1_4lAZAuSue8

Vel's Twitch Stream

https://www.twitch.tv/velociryx