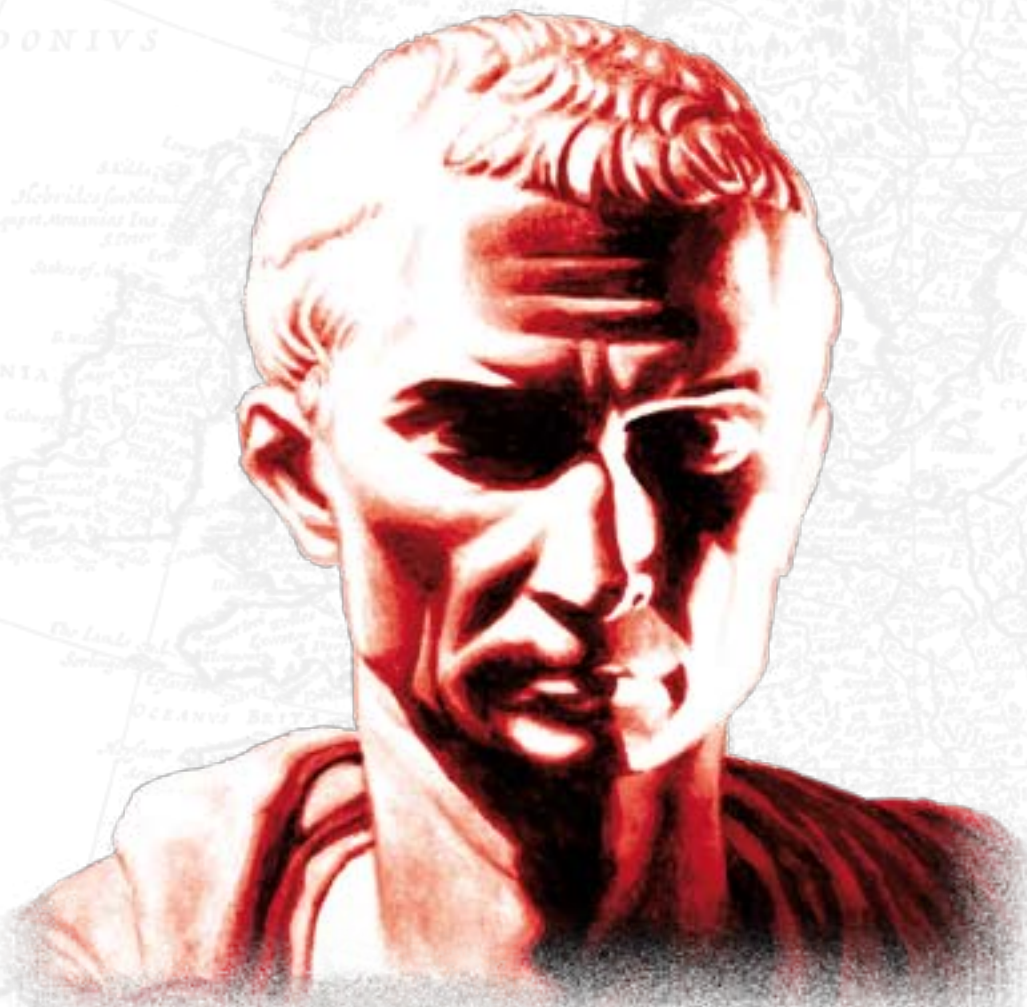


EUROPA UNIVERSALIS
ROME
SPQR



STRATEGY GUIDE

BY EDWIN HANKS

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Photo of a 1937 model of Ancient Rome in the time of Constantine, based on the marble map of Severus.

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I know there were at least a hundred people involved in the production of this game, and probably dozens at Paradox behind the scenes who I do not know. To all the betatesters and Paradox programmers and support staff, I want to express my sincere thanks for helping to make the game, Manual, and Strategy Guide enjoyable, quality productions. Special thanks are due to Johan Andersson and Chris King on the production side, and to Josie and Susana on the operations side at Paradox. Of the betatest crew, a few individuals stand out to me as having been particularly helpful for my purposes – Lewis Maskell (Stnylan), Jean-Marc Mussard (Hildoceras), Aric Ferrell (Jinnai), Pablo Martin Dominguez (Vacceo), Melvin Cheah (Minority), Krilja Vals (Silktrader), and Jason Pitruzzello (Secret Master). Thank you very much, guys! Additionally, I want to thank my family, especially my wife, for putting up with my long, crazy hours! And I am grateful for answered prayers, that I would be able to have the time and wherewithal to complete these two projects in such a short timeframe!

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INTRODUCTION

ABOUT THE TIMES



Place yourself in context. Imagine the times of Ancient Rome, and those in nearby civilizations. . .

In the days of Ancient Rome, “far off lands” referred not to China, or the New World, but to tribal settlements in what we now know as France, or Germany. They would have known about the Vikings of Scandinavia, and some might even have known there were countries even further away than India. The Roman “world,” however, consisted primarily of the shores and islands of the Mediterranean Sea. Few ventured beyond the Pillars of Hercules.

You start the game in 278 BC (474 AUC). The Colossus of Rhodes, and the Lighthouse at Alexandria – two Wonders of the Ancient World – are still under construction at this time.

Some of the Characters in a game starting on that date would have had fathers or grandfathers who actually *knew* Aristotle as a scholar, or even as a friend. He was as recent a figure to the people of that time as Einstein is to us today.

Alexander the Great personally shaped the Mediterranean world you see before you. His grand conquests – the greatest of the age – had come to a shocking close only 45 years before, with his death as a young man.



The storied Babylonian and Persian Empires had fallen to Alexander’s armies mere decades prior. By the time of his death in 323 BC, Alexander had conquered most of Greece, Asia Minor, Egypt, the Levant, Babylon, Persia, and parts of Afghanistan and India. Then, at the height of his power, he was gone. Into the vacuum stepped his rivalrous generals, branded by history as “The Diadochi” (the successors). Reputedly, Alexander said on his deathbed that his empire should be ruled by “the strongest”. True or not, his generals wasted no time in scheming to prove

themselves the strongest. The result was a fractured empire, with general Perdiccas taking over as Regent in place of Alexander’s illegitimate uncle and unborn son. He divided the empire between generals Antipater, Ptolemy and Craterus, but war soon began between the four parties, ending with Perdiccas’ assassination. Civil war erupted, and the conflict ultimately ended at the Battle of Ipsus in 301 BC. Antipater’s son Cassander was left in control of Macedonia; Lysimachus controlled Thrace; Seleucus held Mesopotamia and Persia; and Ptolemy commanded Egypt and the Levant. India fell away. Further war consolidated Macedonia and much of Greece under the Antigonid Dynasty, which continued to vie against the Seleucid Empire and Ptolemaic Egypt in the decades represented in *Europa Universalis: Rome*.

At the end of these times, five major empires stood around the rim of the Mediterranean. The glories of Egypt and the Seleucid Empire were waning, but they were by no means predestined to decline or fall. Macedonia remained turbid and tempestuous, as always, as likely to retreat as to burst forth. North African Carthage still thrived, and was even expanding into Spain. Rome, meanwhile, was a youthful sprout with a borrowed history, all potential, and so little yet to show.

As *Europa Universalis: Rome* opens its eyes upon the Mediterranean, any of these five powers has the potential to reach out and control most or all of the known civilized world, and any of the five had the power to stop the others. Everything hinges upon the choices made by those who control the destiny of each country.

The keys to victory or defeat are in *your* hands. . .



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STARTING A NEW GAME

Like most Paradox products, *EU: Rome* gives you almost limitless choices as to when and where to start your games. What you should choose depends on what you're looking for.

If you want a nice, easy game so you can learn the ropes, you have various options. In the early stages, you won't have as many choices in terms of National Ideas, but your opponents have the same handicap. Picking a major power like Rome, Carthage, Seleucids or Egypt gives you the advantage that nobody is going to easily conquer you. You have the luxury of making mistakes without bringing your entire country to a tragic end! On the other hand, those empires will put you right in the midst of all the complexity of ruling multiple provinces.

A better choice for learning might be a mid-sized country. My personal preference is Macedonia, in the early years of the game. You start as a coastal country without any huge neighbors, you're bigger than most of the people you might end up fighting, you only have four provinces to manage, and you have Barbarian territory nearby. It can teach you all the elements the game has to offer, other than ruling a major empire, though you can learn that easily enough – by building one!

I wouldn't recommend a Tribal country for a beginning player; they are usually quite a challenge, and you won't learn much about how to rule a civilized empire because the two types of government are quite different.

If you want to choose one of the five proto-Empires (Rome, Carthage, Egypt, Seleucids or Macedonia) and try to build up a Mediterranean empire such as Rome historically did, then start at the very beginning. Alternatively, you can poke around and find an early scenario which suits your fancy.

If you prefer to begin with a large empire already established for the challenge of governing far and wide, and/or so you can have the resources already at hand to fight against one of the other major empires (Egypt, Carthage, etc.), then pick a later timeframe.

If you want to pick a smaller country for a challenge, keep in mind that the later into the game timeframe you go, the hairier it will get! Mind you, there are also some smaller countries, as well as Tribal countries, which are isolated enough from the major empires that they can be fun for a while; that is, until the big boys show up.

In the earlier timeframes, the Greek peninsula always provides an interesting mix of small- and medium-sized countries that often scrap with each other and provide an interesting, yet risky challenge.

Another country I would recommend is Parthia, which doesn't exist in the earlier timeframes. Check through the bookmarks until you see a small country appear on the eastern edge of the map, beyond the Seleucid Empire. Later scenarios give Parthia stronger starting positions. Parthia can be fun because you've got your back to a wall – in this case, the edge of the game map – and you can concentrate your power against the enormous Seleucids, who have their attention drawn in about four different directions. See what you can get away with before they come hunting for you!

Civil War scenarios are always interesting, and you should consider the "Alea Iacta Est" scenario (the Roman Civil War) if you want this type of challenge.

Naturally, if you want a lot of selection and opportunities in terms of Technology, Buildings and National Ideas, look for the later scenarios where most countries have discovered more of the Tech Levels.

Some of the Hows and Whys of selecting your country are easy. Do you want to fight naval battles? Do you want to colonize Barbarian territory? Do you not want to have to fight a powerful neighbor in the near future? Keep these things in mind and examine the game screen to find the country that best matches what you're looking for.

EXAMINING YOUR COUNTRY

As important as knowing the abilities and unique characteristics of your own country (which we'll get to in a minute) is knowing the abilities and unique characteristics of your neighboring countries.

You would do well to remember that countries have reasons for doing the things they do. Sometimes they're good reasons, sometimes stupid, sometimes generous, and often selfish. Countries may depend on other countries to a point, but first and foremost, they must rely upon themselves. They rise and fall on their own



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abilities, natures, and the quality of their leadership at all levels of government.

You will be able to use the strengths and characteristics of your country to influence the world around you – that's what this game is about! However, never forget that your neighbors, pressing in upon you from the outside, can have as much impact on the alternate history you will create as your own actions.

For more information on the broader picture, how to read your opponents, and how to lead your country to victory on the grand strategic level, check out the Strategic Thinking and Planning section.

WHAT'S IN YOUR BACKYARD?

Take a look at every province in every country that borders your own. If these neighbors are small countries, continue to look beyond for about two or three layers.

Where are the Population centers? Where is the Tax base strongest? What resources do they produce, and what strategic value does each one have (see the Trade & Trade Routes section for more information on how to evaluate this)? How strong are any armies which are within your vision? Are there any ships in port? Switch to Terrain Mapmode to see what mountain ranges or other obstacles are near you. Remember that mountains are hard to attack into, and rivers cause penalties to the attacker.

What Forms of Government do these neighbors have? Check the charts in the Appendix to see what advantages each might have, and consider how that will guide their behavior, such as how Federal Monarchies benefit from having Vassals.

Are there any Wars currently underway? Who's Allied with whom? Is there a Core, indicated with a flag of a country other than the owner, in any of these provinces, which may later become the basis for a War (i.e. a *Casus Belli*)?

These are the kind of things you should be thinking about. As you continue through this Strategy Guide, you will learn tips and tricks to interpreting what you see on the map, and then turning that knowledge into strategies which will enable you to prevail amidst a sea of countries trying to do the very same thing.

CHECK YOUR OWN HOUSE

Now, evaluate your own country with the same critical eye. Click through each of your provinces. Check your own population centers, Trade Goods, terrain, etc. Hover your cursor over the Trade Goods to see what advantage each one carries, which will be your first clue as to how valuable each Trade Good will be to your country.

Also be sure to check to see what Religion and Culture exists in each of your provinces. Compare your predominant Culture and Religion with what's in your neighbor's provinces. Remember that because of the Tax Revenue advantages of like-minded populations, these provinces which share either your Culture or Religion would contribute significantly more revenue to your economy if they ever became part of your own empire.

CHECK OUT YOUR HORIZONS

Zoom out the map, and take a look beyond your "local neighborhood." What are the major powers in this world at this time? Some countries will quite obviously have an advantage over others. Is there a hulking superpower dominating your region (hopefully your own!), or is it full of smaller countries? What's immediately opposite your country, across the Sea? How close is your country to Barbarian (gray) provinces?

In the early scenarios, Rome, Carthage, Macedonia, the Seleucid Empire and Egypt are the major world powers. But each of these powers will wax and wane, resulting in a different picture at different times.

Basically, when you survey your local area and then the broader scope of the Mediterranean world, you are looking for threats as well as opportunities.

When evaluating your situation, remember that a large country is not always a powerful country. It may be strong in some ways, but have serious vulnerabilities in others. One example of this is the Seleucid Empire, which in the early scenarios is large, with many resources upon which to draw. But you will notice that it is bordered by large numbers of small- and medium-sized countries, many of which are none too fond of them.



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Egypt also borders them, and Macedonia is not far away. The Seleucids must defend every border they have, and the confused nature of their border means they might have to defend some portion of it at any time, and one small war may be followed by another, bigger one!

Every country has weak points which may be exploited by rivals.

Depending on your style of play, there may be key weak points you may wish to exploit across many different countries. What small countries are obvious targets for you if not for military conquest, then perhaps for Trade opportunities?

Any likely Allies? Alliances completely change the picture. You may almost see those countries as combined into one larger one for the purposes of warfare. Can you potentially construct an Alliance which will counterbalance someone else's advantage over you?

WHAT POTENTIALS ARE THERE?

Check out the lay of the land. What provinces connect to other provinces? Presume that you want to attack each of your neighbors, then assume that they want to attack you; what provinces are the routes to each of the others? This is important to know for combat purposes, but also so you know which provinces would be good targets for conquest.

Is there a province that would allow you to reach another country you might want to reach? Put that province on your list of possible targets.

As part of this same survey, check out the Support Limits in each of these provinces. These are like bottlenecks, where only a certain number of cohorts may fit without an army suffering Attrition. Attrition is an enemy of victory. There are times when it is simply necessary to surpass the Supply Limit and take Attrition, but making a habit of this can be wasteful, and may even lead to your downfall.

Because it determines what units you may build, you'll always want to know where the critical Trade Goods are produced. Take care in choosing which provinces will establish Trade Routes with that important province.





GENERAL GOVERNMENT

FIRST THINGS FIRST

There are a few things you should do when you first start the game.

Do you want the History Log to be displayed or not? What Mapmode do you wish to use? I almost always play in Diplomatic Mapmode, because it's very obvious to note the locations of all the different countries as well as their borders and other key factors. Some people prefer the Terrain Mapmode, which allows you to see what types of terrain are in each province. I find it hard to tell for sure where the country borders are in that Mapmode, but if you have an easier time with it, then by all means give it a try.

Also, do a quick clickthrough of all your Armies and Navies, just to see what you've got in terms of numbers and types. What type of cohort makes up the majority of your military?

MESSAGE SETTINGS

If you're a control freak, like me, you'll want to be informed of most of the information, or at least the stuff that relates directly to your country. Some players don't as it slows them down, and they figure it won't matter much in the grand scheme of things. If you're playing at high speed and you don't care if your best friend's nephew got married, then by all means, you can exclude that!

One strategy, which may be too labor-intensive for some players' styles, is to set the Message Settings to alert you to every possible event or happening. This way, you can get a feel for the vast amount of information the game collects. You can make decisions over the first week or two of the game as to which Events you feel you definitely need to know every time they happen via pop-ups, which can be placed in the History Log for later viewing later; this process will also let you determine which things you would prefer not to be bothered with. Be warned that this strategy will make your first few days a living Hell, because you may get hundreds of pop-ups. However, if you right-click on each distinct type of Message and set it not to inform you, you will stop getting that type of Message in the future. It shouldn't take long for you to get a feel for what you want, though you can always go back later and change these Settings.

GAME SPEED

The speed at which you will play is every bit as dependent on your style of play as Message Settings. In some ways they are related: you cannot play at high speed and read lots of messages. It's just not possible. People who run at top speed are willing to ignore most of the information available to them in order to get where they're going quickly. This is a personality issue, or perhaps one of perspective. These players tend to prefer a long-term picture of what's going on, rather than getting mired in the tedium of intricate details.

PAUSING

Some players will avoid hitting the Pause button at all costs. After all, if you keep Pausing every few turns, games will take forever to finish. This is one reason why Pausing is deeply frowned upon in the Multiplayer community: no one wants to have to wait for you to solve your problems while Paused. Some players cope with this dilemma by running at slower speeds, and this is a more acceptable solution even in Multiplayer, though most MP veterans will not have the patience for really slow speeds either. In single player games, I would recommend that you be ready to Pause for a variety of things, including setting orders at the beginning of a new War, or periodically checking your Characters to see who may be getting too Disloyal, or too powerful. This is always a matter of player style, and you will find your own preferences. Don't be afraid to pause, though, when you need to — after all, most commanders and Rulers would have all day to think about what they will do each turn!

Remember you can also arrange your Message Settings to automatically Pause the game when certain events happen. This is one way to keep the game from running on when someone Declares War upon you, among other things.



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EXAMINE YOUR GOVERNMENT

I recommend looking at your Government by examining the icons in the Information Bar (top left) from right to left. That's because many of the decisions you will need to make when you get to the Nation Overview may depend on what you see from the other icons' interfaces.

DYNASTY INTERFACE

This is the Ruler's Friends and Rivals, who are not people to be ignored. These are some of the most likely Characters to participate in a Civil War, on either side.

The first icon on the right is your Ruler's Dynasty Interface. It shows their family tree, including any spouses, kids, Friends, Rivals, etc. Often, you won't have some or even any of these at the start of the game. You may even have a living Father or Mother, although the ruler normally does not have living parents. In any case, you should familiarize yourself with any of the Characters in your list. Any Family and Friends are people you should be careful to help and promote whenever you see an opportunity. Whether that's finding a good job for them, or helping them when an Event comes up for them, just remember who your Friends are! In most cases, they'll be there for you when you're in trouble.

Remembering names might be difficult. I recommend keeping handwritten notes on these important Friends and Rivals. Keep track of all three names, because Roman naming conventions used many of the very same names which, when combined with Family names from large Families, can get very confusing. You will sometimes even have Father and Son with the same name.

As you're writing down each Character you're paying attention to, I'd recommend also writing down their Attributes (Martial, Charisma, Finesse) and their Statistics, particularly Popularity and Loyalty. These things will be good to know later when you run into government positions such as Governorships and Magistrates which you may wish to fill.

You'll also want to examine your Ruler's Attributes and Statistics. What Traits does he have? Anything specifically relevant to ruling? Some Traits will apply directly to Rulers, and will affect your whole country. For the most part, the Ruler's Attributes are only useful in his role as Governor of your Capital province, and in his chances for re-election (in Republics). Rulers with good Charisma and Popularity will have a good chance of staying there, though there's more that factors into that. If your Ruler has a lot of Wealth, then you may have an easier time when Character Events provide you with opportunities.

TECHNOLOGY INTERFACE

Normally, the computer automatically assigns the Characters with the highest Finesse to the Technology Magistrate positions, for research purposes. This is fine, in theory, but it often means that you have people there who you might prefer to have elsewhere.

Governors, for instance, also require high Finesse. Do you have a province where you would rather have one of the Characters who are assigned as Magistrates?

You also may decide that one Technology is more important than the others. The computer normally assigns from the top down, so that Land Tech gets the best Magistrate, and Religion (High Priest) the least skilled. You may wish to reassign them according to your personal preferences.

Check each Magistrate's Loyalty and Corruption ratings. Is this a person you trust in this position? There's not much at present a disloyal Magistrate can do to hurt you, though later patches may change this. But these positions do give Characters some status, Wealth and power. At the very least, you may want to replace a disloyal Magistrate with someone you want to show favor to. Be reasonable – don't replace a Finesse 8 Magistrate with a Finesse 3 Friend, unless you're role-playing, and making decisions based not on what's smartest, but on what a corrupt or careless leader might do.

Also, make sure when checking out the Magistrates that you don't have any military geniuses there! It would be a tremendous waste to have a great General locked up in a research role. Remember a Land Tech Magistrate doesn't need any Martial Attribute at all – you're still just looking for Finesse. Maybe it's worth keeping a skilled



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Martial guy there, because you have enough Generals of higher or equal skill that it doesn't matter. But when you need them, remember they're there. Check their Traits, too, for significant military applications.

Remember that some Traits only affect Characters in certain positions; most often, High Priest, or your Religion Magistrate. Check these folks carefully for these Traits. It might also be worth a quick check through the unassigned high-Finesse Characters to see if any of them have a positive Trait like this that could benefit you if they're placed in this position.

MILITARY INTERFACE

When you open the Military Interface, the first thing to look at is your Support Limit. That will give you an idea of how close to "capacity" you are in terms of what military units you already have. Some countries start the game with more cohorts than allowed by their Support Limit. But that's okay!

Consider the Support Limit a good starting point. That's how many cohorts you can have without spending extra. But, in *EU: Rome*, conquest and defense against conquest are important considerations – why *not* spend extra?!

For most countries, the armies and navies you have are not costing you an enormous amount in Maintenance costs. Feel free to check out the Economics Interface too, but you'll probably find that less than half of your income is being spent on Maintenance, and that's before you set up your Trade Routes!

Don't get carried away, but if conquest is imminent (either of your neighbor, or of you!), you've got to get an Army raised that's capable of taking on the enemy. Don't get discouraged if your Army is smaller; cleverness and craft can go a long way in fighting off a stronger enemy.

But recruiting Armies is for later; we're looking for what the Military Interface can tell us.

If you have Armies and Navies already, you will want to find leaders for them. Are you more concerned about the survival of your Army or of your Navy? That's where your best commander goes. Who has your highest Martial Attribute? If you've already checked your Technology Interface, you'll know whether you have highly skilled Martial Characters over there who may be better than those here. Feel free to swap them out.

No matter how good they are at Finesse and Research, your best Martial Characters need to be commanding Armies or Navies. Their impact on Research is never going to match their potential impact on the battlefield, unless later patches change the degree of a Magistrate's influence over Technology.

The other consideration you have here regards your level of Maintenance. If you are not at war, don't expect to Declare War soon, and are pretty sure no one else wants to knock the block off your shoulder, then you may consider gaining extra income by reducing the Maintenance you pay for your Armies and/or Navies.

This may put you in a bad situation if you do find yourself at war. You may find yourself in battle before your troops can recover from the reduced Maintenance, which drops Morale, and which may take a month or so to recover after Maintenance is restored.

RELIGION INTERFACE

You will not start the game with an active Omen, so you have your choices wide open. The Omens are arranged in no particular order. You will need to hover your mouse cursor over each to see what effects they may potentially bring.

Don't Invoke any Omens just yet – wait until you see your full situation, including what National Ideas you'll pick. Because most countries will end up oriented toward something other than Religious National Ideas, there's a good chance you won't improve your Omen Success Chance before first trying to Invoke an Omen, but with everything to consider, just wait for now.

Come away from this screen knowing your Religious Power and your current Omen Success Chance.

Keep in mind that, at the start of each game, certain Religions will have an advantage over others in Omen Success Chance, though which Religions have this advantage may differ between timeframes. This is because of the Religious Power held by that Religion, an expression of the accumulated Religious Prestige from every adherent province. It's best to check your Religious Power versus everybody else when you first come into this interface.



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Conquering more territory and building Temples may increase your Religious Power over time. More immediate means of increasing Religious Power include certain National Ideas, a High Priest with certain Traits, and Trading for Spices.

DIPLOMACY INTERFACE

When you open the Diplomacy Interface, check the box in the lower right to see if there's anything vitally important you need to know: Wars, Alliances, Casus Belli that you have against other countries, etc.

Then sort your Diplomatic Relations column to see which countries are your closest friends, and which hate you.

Note where each of these countries are geographically located in relation to you, and in relation to your likely enemies. This will be important.

If you're not familiar with the Diplomatic Actions Interface, select a province in another country and click on the "Take Action" button to see your choices. These choices are described and analyzed in more detail in the Diplomacy section.

Don't send the Envoys out to make Alliances just yet. Wait a couple of days to see if other countries approach you first. No sense in wasting an Envoy's time for a month. However, if you need to set up Trade Routes with other countries, they have the goods you want, you have a relatively close Diplomatic relationship, and you need the cash, that's worth doing right away before your rivals start Trading with that province and you've lost out.

It's also wise, at this point, to check different powerful or nearby countries in order to see what National Ideas they've chosen, and what advantages that gives them. If it seems like some countries have not selected all of their National Ideas, come back after a few days have passed, and see if anything has changed.

ECONOMIC INTERFACE

The Economic Interface will display your various sources of income, as well as your expenses, your relative balance, and a list of your established Trade Routes.

As you begin a game, Taxation will usually provide most of your income, with Trade and Tribute providing less, especially in the early scenarios. Tribute income will change in steps as you acquire or lose Vassals. Trade, ideally, will increase over time as you add more Trade Routes, or your Tech Levels may afford you better modifiers. Taxation will increase steadily as your Population increases, or as you conquer provinces. Keep in mind, though, that conquest won't bring much of an immediate economic boost, as most provinces you're likely to conquer will have Religious or Cultural differences which will limit your ability to collect Taxes from there.

Be very mindful of your expenses, especially your Maintenance levels. Remember that, as you build more Ships or Cohorts, that these totals will increase, starting when the units are fully Recruited and not when you first begin Recruiting. Therefore, be careful not to overbuild your capacity to pay expenses, as this could make whatever goals you had for your Armies impossible to achieve!

Because many of the things you will need to do to succeed as an expanding country rely upon your ability to spend money (Stability, Province Improvements, etc.), you will want to maintain at least a small positive balance.

Periodically, keep an eye on your Trade Routes. See if there are any which are performing seriously below expectations for the other Trade Routes in your list (you can use the sort column functions for this), then go to those provinces to see if another Trade Route might be more profitable.

Ultimately, Trade should provide a large proportion of your income, especially if you've been able to achieve Trade-expanding Inventions and National Ideas.

NATIONAL OVERVIEW

Your Ruler is worth a quick look here, even though there's nothing you can do at present to change who he or she is. Hover your mouse over their portrait, and recall what kind of Attributes, Statistics and Traits they have (remember you first looked at them in the Ruler Dynasty Interface). If you haven't already written these down, do so now.

At the outset, most or all of your National Idea slots will be unassigned. The indicator next to your



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Government Advantage slot should be glowing green because you haven't violated any conditions yet. What is that Advantage? Think, based on everything you've seen so far, how important it is to you. That sense will come in handy when you decide which National Ideas to select.

A quick glance at your Provinces and their Population might be useful. However, the information is largely abstracted at this point. Later, as Populations begin to change, it may be helpful to see where the categories are growing, and consider how you might modify your Trade Routes, or other influences, in order to benefit one province or another. For this reason, if this degree of micromanagement is something you're interested in, you may choose to write these percentages down. Frankly, though, if you want to get that detailed, you would be better off looking at the more detailed information in the Province Interface for each – there, you will get actual Population numbers, not just percentages.

This is the last of the interfaces from the Information Bar you will need to examine. Now, you have some decisions to make with regard to how important that Government Advantage is (reviewed in the next header), and then with regard to which National Ideas you will choose to adopt.

FORMS OF GOVERNMENT

The Form of Government you have will help determine what kind of strategies you can reasonably use, and what advantages or disadvantages you have versus other governments.

Your Form of Government determines two things: the number and type of National Ideas you can have, and a particular Government Advantage. This won't matter much once you start a game, because you are locked into that Form of Government. However, it may determine which country you end up choosing to play.

CHART: TYPES OF GOVERNMENT

IDEAS						
CIVILIZED GOVERNMENTS	CATEGORY	MIL	ECO	CIV	REL	GOVERNMENT ADVANTAGE
Aristocratic Monarchy	Monarchy	2		1		Trade Income +25%
Aristocratic Republic	Republic	1		2		Character Loyalty Gain +1%
Democratic Republic	Republic			2		Character Popularity Gain +1%
Despotic Monarchy	Monarchy	1	1	1		Build Cost (Buildings) -33%
Dictatorship	Monarchy	1	1	1	1	Discipline +10%
Federal Monarchy	Monarchy		1	1	1	Tribute Income +25%
Military Republic	Republic	2		1		Discipline +10%
Oligarchic Republic	Republic	1	1	1		Monthly Character Wealth +5%
Republic Confederacy	Republic		1	1		Research Points +20%
Theocracy	Monarchy				2	Omen Success Chance +10%

IDEAS						
TRIBAL GOVERNMENTS	CATEGORY	MIL	ECO	CIV	REL	GOVERNMENT ADVANTAGE
Civic Tribe	Tribal			1		Research Points +10%
Military Tribe	Tribal	1				Discipline +5%
Religious Tribe	Tribal				1	Revolt Risk -1
Trade Tribe	Tribal		1			Trade Routes (per province) +1

Remember that you are not *required* to take the exact set of National Ideas assigned to your Form of Government, but you will be penalized if you do not match the slots exactly. If you pick National Ideas which match your Form of Government, then you get the Advantage particular to your government. Otherwise, you don't. This is an important consideration: what's more important to you, the Advantage, or better National Ideas?

Tribal Governments have a disadvantage in that they only have one National Idea they can pick. However, these governments are usually located amidst other Tribal Governments, so it doesn't matter as much.

For instance, Despotic Monarchies have a very good long-term Advantage (build-cost reductions) which



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will help empires develop over a series of decades. Dictatorships and Military Republics have an Advantage in military combat. Aristocratic Monarchies are better able to make money through Trade, and the larger the country, the more beneficial this Advantage will become.

Other than having an obvious Advantage, some Governments have challenges unique to their Forms. Federal Monarchies, for instance, are built up by convincing their neighbors to support them (to become part of the Federal system) by giving Tribute. When they can do that, they receive a significant Advantage.

Oligarchic Republics, Aristocratic Republics, and Democratic Republics are all somewhat vulnerable to the kinds of intrigues and infighting that cause Civil Wars. Not that other governments won't face this possibility, but these Government Advantages (if you can call them that) contribute to conflict between Characters that can lead to problems. That's not a reason to avoid playing them; they can still be quite challenging, and fun, but you should be aware of these things going in.

No country starts with a Dictatorship as their Form of Government. However, you may become a Dictatorship in certain situations, such as if you have a powerful, single leader (probably a military hero) in your country who has the power to rival your Ruler. In situations such as this, these Characters often either become a Dictator, or may lead a Civil War. Many players seem to prefer the Dictatorship, as it does give certain tangible advantages over all other Governments, like more National Ideas, and an automatic boost to your Armies' fighting efficiency if your National Ideas match the assigned categories. Keep in mind that if you become a Dictatorship, you may have to take Stability hits to change your National Ideas to those which are assigned.

NATIONAL IDEAS

As you can see, certain Forms of Government have Advantages that are more useful than others. When starting, you should choose whether the Form of Government Advantage for your Government is significant enough, and useful enough, for your purposes that you will want to keep it. If you decide it's important to you, then by all means keep to the assigned categories for the National Ideas you pick.

However, if you feel the Government Advantage pales beside the potential of one or two "out of category" National Ideas you would rather have, then by all means, break the mold and take the Ideas.

Don't feel like you always have to select all your National Ideas at the start of the game, either. Yes, it makes sense to "get the most out of" your ideas. But consider that some of these ideas won't be very useful to you right away anyway. If you only have Militia units, why take Horse Lords or Professional Soldiers as your National Idea? Wait until you have a need for one or the other, and then take it.

The other major reason for not filling them all right away is that you may find later on you need a particular National Idea, like Professional Soldiers. If you filled your slot with a different Idea already, like Martial Ethos, you don't want to take a -3 Stability hit just to change it.

Another reason to leave an Idea slot unfilled is so you can adopt new National Ideas that aren't available at the starting Tech Level without taking the -3 Stability hit. Mind you, this may be considered extreme, as it means that you may play for several years without the benefit of a National Idea you might have taken early in gameplay. The -3 Stability hit may be extreme in itself, unless you have the gameplay discipline to raise enough money to recover from your Stability loss quickly. It's a matter of what's more important to you. If the benefit in 10 years of a Tech Level 5 Idea is better than the long-term benefit of having a lesser Idea, then consider it. This may be made slightly easier if you're willing to pass up your Government Advantage, because then you could choose 2 of your 3 Ideas, and leave that third slot open. There are many options here, so decide which is best for you.

All National Ideas are limited to which ones you qualify for through your Technology Research in the appropriate category. For instance, if you've Researched up to Construction Tech 5, you may choose from the five Economic Ideas which are available at that Tech Level.

If you're a fan of Military Ideas, take note that the Economic Idea Tradition of Service might as well be a Military Idea, as it will certainly improve the performance of your military units. The same could be said of Civic Duty, a Civic Idea which improves the Defensiveness (ability to withstand Sieges and Assaults) of your cities.



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There are other Ideas which have military application too, but they are not as beneficial as these.

Each National Idea is an opportunity, but also has a negative consequence: you're choosing ideas NOT to take, and as you pass up those ideas, you also pass up those advantages. Keep in mind that as you choose a different path, other countries are seeking advantages they can use against you.

Remember the cost to change a National Idea is -3, which is pretty steep, so choose wisely!

MILITARY IDEAS

Governments with a Military character of some sort may take a Military Idea.

At the earliest Tech Levels, you may choose between Horse Lords and Professional Soldiers. Your choice should be made easier by whether you have more Heavy Infantry or more Cavalry in your Armies. If you have no access to Horses, and none likely soon, then the choice is even easier.

Similarly, the choice at Land or Naval Tech 5 is between whether you prefer to be a sea power or a land power. The increased Morale provided by Martial or Naval Ethos will enable your units to withstand bad "die rolls" in combat for longer periods of time. You cannot always control the odds in combat, but you know they will change every five days, giving you another random shot at combat advantage. Higher Morale earned through this venue or through Inventions will enable you to wait out "bad luck." Inventions will provide more increases in Morale, but they are smaller in scope. If Morale will help you more than rapid Reinforcement (which it probably will), then these are good Ideas to take.

Remember that, if you choose Tribal Recruitment, your Cohorts will be Reinforced more quickly (75 men per month, rather than 50), but also that your Manpower reserves will be drained that much faster. On the other hand, if you typically operate very large armies in enemy territory, Tribal Recruitment may be a way of Reinforcements outpacing Attrition, which otherwise would keep your troop strength stagnant. Tribal Recruitment should be used primarily if you have adequate Manpower reserves, and if you are not concerned that you will be bled dry by the Wars you anticipate, or if you are in a desperate war where you will definitely lose if you don't have some sort of edge against combat losses. If you choose this Idea to help in that desperate War, you need to win quickly, or else your Manpower reserves may collapse and your War will be lost anyway. A different definition of a "desperate" war may be that you are being pressed on several sides at once, despite having Manpower reserves. This is a good choice in those circumstances, because it allows you to get more effect from each of your units. Just watch out for a collapse in your Manpower after this has been going on for a while. Your survival will depend on your making Peace at some point so that your Manpower can recover.

At Land Tech 15, the Organization provided by Military Camps will be very useful. However, consider whether you have large numbers of Cavalry Cohorts, or the ability to create some. If so, then Cataphracts is the obvious preferred choice: it basically doubles the offensive effectiveness of your Cavalry, which is no small advantage! For later scenarios, such as in the days of Julius Caesar's triumphs, this is a top priority for Rome, or any other country which has access to more than a couple Horse provinces.

The highest Tech Levels allow you three further choices. The least useful of these is Militarized Society, which lessens Experience Decay. Not that Experience is not important, but if you are truly a Militarized Society and your country makes its name at War, then why would you have trouble keeping your units' Experience high? The cost reductions for Recruiting Heavy Infantry provided by Legionary Military System are very attractive for any country which has access to Iron and relies upon Heavy Infantry. On the other hand, once your Army is built, you should not have to continue building forever unless you are squandering your Cohorts in disadvantageous battles. Empires which are constantly growing (and therefore, increasing their Support Limits) may benefit in the long term from having this Idea. Otherwise, its utility is limited in duration. The third Idea available at Tech Level 25, Siege Train, can be enormously useful for any conquering power. Once you've played a few games, having waited months for your enemy's cities to fall, you will understand. Basically, this Idea makes Sieges last only 80 percent as long. Is that worth it to many players? Yes. Is it worth skipping another Idea that you really desire? Probably not. Your impatience will determine its worth to you. That's not to say that there aren't some circumstances where a rapid end to a Siege is a military priority, such as when a second War opens, and you must



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redeploy your forces.

If you have enough income to recover from the -3 Stability hit, do not discount the possibility of choosing Legionary Military System at the beginning of your game, raising a large complement of Heavy Infantry, and then switching to another Military Idea once your Army is fully recruited! Obviously, you may need to build more Heavy Infantry after combat losses, but only if your units are either Consolidated, or utterly destroyed in combat via Surrender.

Because most gamers enjoy conquering, Military Ideas are often the most popular of the whole range of National Ideas. It is true that these Ideas will assist an aggressive player. But also remember that many wars are fought smart, rather than fought tough. There is an economic element to all wars, which if entirely ignored can result in downfall for a militaristic society. Consider this before making an automatic choice to prefer Military Ideas to all others.

ECONOMIC IDEAS

Most Governments have some sort of Economic component to them. Naturally, a country which ignores its Economy will have difficulty coping against countries which have a greater ability to produce Ships, Armies or Province Improvements.

For those players starting in the earliest timeframe, Organized Recruitment will likely be your choice. It allows you to Recruit Cohorts more quickly, which can be useful. If you are a naval power and you expect your Navy to have the staying power to mount Blockades of enemy shorelines, then you may benefit from the Blockade Efficiency provided by the Naval Blockades Idea. If you lack that ability to go oar-to-oar with your enemies' Navies, then Organized Recruitment is the obvious choice.

Keep in mind that both of these early Economic Ideas have a military component to them, and yet neither will provide a decisive edge over anyone in combat. For this reason, players may wish to consider either taking a non-Economic Idea for this slot (which would result in the consequence of losing your Form of Government Advantage), or simply not selecting an Idea for the slot until you have advanced to Tech Level 5, when you will have better choices.

At Construction Tech Level 5, you will find three Economic Ideas directly related to income. Obviously, you should choose the one which will most benefit your country. National Prestige, which provides Tribute income, may be a good choice for a Federal Monarchy, or for any other country which is likely to be able to force or invite neighbors to be their Vassals. Empires which are very large and which rely heavily on Trade income may benefit from the Trade benefits associated with Tariffs. Otherwise, Tax Farming is the obvious choice, as every country will benefit from the increase in Tax revenue. The only exception may be a country which, for whatever reason, has little or no access to Slaves, which produce Tax revenue. Any country which borders Barbarian lands should have sufficient access to Slaves.

At Tech Level 15, you may choose between an economic development idea and what is basically another Military Idea. Long-term success in *EU: Rome* is likely to come from your ability to outgrow your opponents in the economic forum. Therefore, Improved Construction will provide a cost savings which will surely benefit a growth-minded player. On the other hand, the extra starting Experience Tradition of Service provides for all your newly Recruited Cohorts is not a small military benefit. If you are at War, are likely to remain so, and you still have the ability to expand your Armies with new Cohorts, then this Idea is a good choice.

The most advanced Economic Ideas allow you to further define your nation's culture and society, compared to all the others. Countries which rely heavily upon Trade should consider Regulated Markets and the income which will surely flow from extra Trade Routes in each of your provinces. Players with large empires, or who are strongly of the economic growth mindset, may wish to choose the Industry idea, which makes Province Improvements significantly more affordable. That can make a big difference if you must build 20 Temples! Bureaucratic Traditions is a more military-oriented Idea, but is also one which every country can benefit from. Countries which are at war may tend to prefer this Idea over the others, because Trade and Province Improvements often take a lower priority during periods of warfare. Some countries may lack a healthy



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positive Balance in their economic ledger, and so would be able to get some breathing room from the reduced Maintenance costs. All of the Ideas at this level are good choices, but each has its own advantages, depending upon your specific circumstance.

CIVIC IDEAS

The two starting-level Civic Ideas are distinct. Citizenship may benefit a player who mostly expects to stay at Peace, and who wants to try to out-Research his opponents. Converting Freedmen, which provide Manpower, to Citizens, who provide Research Points, is important for these long-term goals. However, few countries in *EU: Rome* will have the luxury of remaining at peace for decades at a time, and the 1 percent increase is not substantial enough to justify this choice, though later patches may change this value and make the Idea more valuable. Any country which expects to be at War and which does not have the military strength to hold all opponents away from its home cities should strongly consider Civic Duty, which will make an average Siege of that country's cities last 50 percent longer, due to the Defensiveness bonus.

Some interesting choices appear at the Civic Tech Level 5 stage. Similar in nature to Citizenship, the Emancipation Idea will convert your Slave Population to Freedmen more quickly. This will have the net effect of slowly reducing your Tax income, and slowly replacing it with Manpower. If you use two slots to combine it with Citizenship, you could theoretically convert your Population from Slaves to Citizens, though this would take hundreds of years at the 1 percent value. Instead, most players will choose to prefer either Diplomacy or Duplicity. Diplomacy will benefit those players who wish to remain primarily at Peace, or who wish to aggressively acquire Allies and Vassals. Countries which rely heavily on International Trade will also benefit from the Diplomacy Idea. If a player wishes to try more nefarious means of interacting with other countries, then Intrigue will allow more successful Intrigues, such as Assassinations, Seductions, or Temple Desecrations. Generally, Diplomacy will be the most useful Idea at this level for almost any country.

At Civic Tech Level 15, you may choose between a long-term growth Idea, and a long-term security Idea. Philosophies will enable your Technology to advance far more quickly, and for that reason is a very good choice for almost any country. However, certain empires are at serious risk for Civil Wars, or even simply for disloyal commanders who are a pain to manage. For this reason, certain countries or players with certain styles may instead prefer Loyal Politics. This option will make Civil War less likely, and will tend to support a good and just Ruler against his internal Rivals.

The most advanced Civic Ideas each have an impact upon the internal stability of your country. The Higher Duty Idea will tend to reduce infighting between Characters, allowing Characters to assist each other more often, and avoid getting in each others' way. All in all, while this Idea has some sense to it, it is not likely to have a massive impact. Populist Politics, similarly, will gradually influence the Characters of your country. Increased Popularity actually has a potential downside, as Popular Characters are more likely to become Rivals to the Ruler or Government. However, Popularity will also benefit the internal Tax revenue and possible conversions within the provinces, because Popular Governors are more likely to trigger positive Events. The Rule of Law Idea is more powerful than the other two Ideas. However, you may not like its effect. Rule of Law reduces Corruption in all your Characters by quite a bit, which in turn has the net effect of reducing your Revolt Risk, which most players will welcome. However, it will also reduce your Tax revenue, because Corrupt Governors will collect more in Taxes. Unless your country has a specific need, these advanced Civics Ideas may not be worth assigning to an Idea slot which may be used for a more useful Idea from the Civics category, or any other, if you're willing to face the consequence for a disallowed category of Idea.

RELIGIOUS IDEAS

Very few Governments have assigned Religious slots to their set of National Ideas, but remember that you do not necessarily have to have an assigned slot to take the Idea. If you're willing to accept the consequences, you have the freedom to take these Ideas even if your Form of Government usually does not allow it.

When considering the early Religious Idea Deification, you should ask yourself whether your current Ruler



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is worth protecting in his office. Is he useful there? Does he have Traits, Wealth, or Popularity which will give him an edge over his challengers in running your country? Who are his likely Rivals, and would you prefer them as Ruler instead of the guy you have? If you answered that you'd prefer someone else, then choose National Faith. If you want your Ruler to remain where he is, you may consider taking Deification in order to protect his status. In most cases, the Omen Power boosted by National Faith will make it your preferred choice at the earliest Technology stage. Remember, though, that this does not increase your chances of getting a successful Omen via a positive Omen Success Chance. It only makes a successful Invocation of an Omen more beneficial to you when it happens.

At Religious Tech Level 5, your three choices should have an obvious solution. Increasing your Stability is affordable enough that National Oracle may not be as valuable as it could be. However, patches may change these values, and if Stability becomes prohibitively expensive to achieve with the income levels you have, National Oracle may be your way out of bad Stability situations. The reduced Revolt Risk which comes with Religious State can also be very useful, especially in countries which already suffer from some unrest. However, the best choice in most cases would be the Divine Right Idea, which provides a massive 20 percent boost to your Omen Success Chance. Combined with other factors, this may make your High Priest's Omen Invocation rate reliable enough to count on when Omens are needed. Taking some of the risk out of Invocations should bring you peace of mind.

At Religious Tech 15, you face another relatively obvious choice. As with Rule of Law, the Tolerance Idea has trade-offs. You will lessen Revolt Risk, but at the same time you will reduce the average Tax income from your provinces which previously had Corrupt Governors. The Omen-boosting result which comes from Pantheon's increased Religious Prestige means that you may further increase the reliability of your High Priest's Omens; remember that Prestige equals Power at the national level. Once you can succeed at an Omen with relative certainty, you have gained an important edge over your rival countries. The 20 percent increase in Religious Prestige can help you overcome the Omens of more populous Religions.

The most advanced Religious Ideas each have their advantages. Philosophical Advances increases the spread of your Civilization Levels to less civilized provinces. This can aid greatly in allowing Colonization, though the other requirements for Colonization will probably take longer to achieve than the necessary increase in a province's Civilization Level. If you are an aggressive Intrigue player, and you find value in using the Seduce Governor Intrigue, you may benefit from Evangelical Faith, which reduces the very expensive bribe used to Seduce a Governor so that it is a more affordable Diplomatic Action. Probably the most useful of these three Ideas, however, is College of Pontifices, which substantially reduces the Failure Penalty for a failed Omen. Combined with positive influences on Omens, which will make them more likely to succeed, or more powerful if they do, a lessening of the penalty for failing an Omen Invocation will trend your average effect from Invocations far more in your favor. If your failures don't cost you much, and your successes have more relative impact, then you have an edge over your Religious opponents rarely seen by other countries.

STABILITY

Regardless of your National Ideas or Government Type, your Stability will always be central to how you operate your government. Stability, first and foremost, affects Revolt Risk in all your provinces. Revolt Risk also has a negative impact on your Tax income, and you will find it hard to raise money when your Stability is low. You will also have to deal with more Revolts.

JINNAI (ARIC FERRELL)

If you're at -3 Stability or in an imminent position to get an effect that would lower your Stability again, such as being conquered by Barbarians, save your money until after the situation has passed.



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Anyone in negative stability is in double trouble, because not only do you get a negative value to Revolt Risk for your negative stability, but you get an additional penalty just for being in the negative.

There are times when you will do things intentionally that you know will cost you Stability, whether it's a Declaration of War without a Casus Belli, or changing a National Idea. It's always best to raise your Stability to its maximum (+3) before doing these things, as raising the money to restore your Stability will be more difficult if you let yourself go deep into the negative. Alternatively, simply keep the Gold around in your Treasury and be ready to make Stability Sacrifices immediately after your Stability gets hit. Either option achieves the same goal, and neither way is better than the other. But, to avoid many pains caused by low Stability, you should prepare to do one or the other.

HILDOCERAS (JEAN-MARC MUSSARD)

Tip: You've lost a province to ugly Barbarians? Too bad, but it is an opportune time to Sacrifice a boar and get Stability cheaper than before!

REPUTATION

Your Reputation (or "Badboy") will determine how other countries react toward you. At high levels, this will cause them to Declare War upon you. At both, lower and higher levels, you will find countries will be less willing to do what you are asking them to do in your Diplomatic Actions.

Keeping your Reputation low or returning it to low levels by letting time pass without more aggressive actions is important to return to normal Diplomatic Relations. Sometimes, you will decide you don't care much what other countries think.

But don't give up on important Diplomatic Actions which may, at times, be necessary for your survival. Unless they are extremely powerful, many countries cannot stand up in War for long periods of time by themselves. Having Allies is important to distract your enemies and to provide additional military support for your War effort. If you have surpassed the point of no return with regard to Badboy, and even those countries who used to like you don't any longer, then you may have consigned yourself to eventual defeat at the hands of your enemies.

Time will heal these wounds to your Reputation, and countries will forget how aggressive you were, though this may take many years. Take time to digest your conquests before moving on, unless you want to risk being permanently disliked. To be sure, however, some countries will pass a threshold where they are so powerful that they can defend themselves against any rivals. Just know your capabilities and your limits.

PROVINCE IMPROVEMENTS

Constructing Buildings, or Province Improvements as they are more officially called, is one means of expanding your country's capabilities and economic structure. Some of these Buildings help you defend your country, while others will improve your Trade or Tax revenue. Each has its own benefits, and each becomes available at a different Tech Level.

Generally, you will find that these Buildings become available to you at times spaced far enough apart that you will not be overwhelmed with things you have the ability to Build, but do not have Gold for. Most countries will develop slowly, over time, as periods of Peace and relative prosperity provide an opportunity to concentrate less on military options, and more on internal infrastructure. A wise player, even if he spends much of his time at War, will not neglect these Province Improvements, as they will make your country stronger in the long run and provide you advantages that poorer, less successful countries will not have. If you find it impossible to raise money to Construct these Buildings, then you may well find that you've become one of those poorer, less successful countries!



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RENSSLAER (ED HANKS)

Don't worry if you don't get the hang of managing your economy in your first game or two. Many players take their time learning what is an intensely complex game. You will learn, eventually, and can become very good at some aspects of the game which will make it enjoyable for you. Some players, even veterans, never really pick up everything. Maybe you're just not an economics whiz. Don't worry – enjoy the game anyway!

Each Province Improvement has its own unique advantages:

AQUEDUCT – In the long term, Population growth will be critical for countries to gain strength in terms of Manpower, as well as Technology Research capacity. An Aqueduct will be helpful in achieving that Population growth.

FORUM – This is an early Technology which will allow you to make your first expansions to Trade Routes. Since you can potentially raise much revenue through effective Trades, the Forum is an important improvement to any province. This extra Trade Route will enable you to build up your economy, and depending on what Trade Good you are able to bring in or export, it improves your flexibility in providing the right Good to the right province for defensive purposes, or for Religious Power (Spices), etc.

TEMPLE – As one of the earlier Technologies you will develop, this is available to be Constructed in the early stages of your games. The Temple will increase the Religious Prestige of the province where it is Built, which ultimately increases the Religious Power (including its bonus for Omens) of that Religion. Be careful that you don't Build Temples in provinces which don't share your Religion, because that only helps out someone else!

ARENA – Arenas reduce Revolt Risk by distracting the Population, and giving them an outlet for their aggressions. The 10 percent Revolt Risk reduction is not huge, but it can come in handy when you have the resources to invest in it. Build your other priorities first, and Arenas as the opportunity arises. If Revolts are particularly bad in your country and you would prefer to spend 50 Gold Constructing an Arena than have to keep troops nearby to deal with possible Revolts, you may find this Province Improvement worth your money.

ACADEMY – An Academy will improve your Research abilities by increasing the Research Points that province's Citizens can produce. Available to Build at a moderate Tech Level, this will be one of the earlier Province Improvements you may be able to Construct. If you have the resources, you should do so, as the Research Points, Technology Levels and Inventions they provide will give you an advantage over any countries which cannot compete in RPs.

FOUNDRY – As with the Tradition of Service National Idea, a Foundry will benefit you by giving your newly Recruited units Experience when they are first trained and before they are sent into combat. This can be very useful, and in some circumstances the results of a combat may depend on the Experience of one side's Cohorts over the other's. Once you reach the right Tech Level, Constructing a Foundry is Gold well spent.

IRRIGATION – One of the first Province Improvements you will be able to Build in some provinces. Irrigation improves your Tax revenue from that province. This significant improvement to income is sure to come in handy over the long term. However, concentrate Construction of this type of Improvements in your richer provinces first, because that is where you will initially see the largest result for your economy.



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MINE – Like Irrigation, but available only at moderately higher Tech Levels, Constructing a Mine in a province will improve your Tax income. The same recommendations apply as for Irrigation.

FORESTRY – Like Irrigation and Mines, Forestry represents an improvement to the management of the province which will result in more Tax revenue. Not available until Construction Tech Level 9, it may be worth Constructing in your richer provinces first, and later in every province, in order to derive the best results from your economy.

ROADS – When you reach Construction Tech Level 15, you will be able to Construct Roads through your provinces. This is a necessary and very beneficial Province Improvement. Not only does it greatly improve your armies' mobility through your country, but it also improves your Trade capacity.

HARBOUR – Like a Forum, a Harbour will allow you to add a new Trade Route to each province where you've Built one. If you rely heavily on Trade for your income, which you should if you intend to ultimately succeed, then a Harbour is a necessary addition to your provinces, starting with those defensible provinces with the most useful Trade Goods.

FORTS – No one likes to come home and find someone has moved into their house while they were away. Forts are the easiest way to guarantee you will have at least some reaction time before the enemy sets up shop in your cities. The bigger the Fort, the larger the walls, the more secure the city will be from Sieges and Assaults, and the longer you will have to drive the invaders away before they cause significant damage. A Fort is always a good investment, and you should develop Forts in vulnerable provinces to be as strong as possible.

HILDOCERAS (JEAN-MARC MUSSARD)

To build quickly in many provinces, you can use the Ledger. The Country Overview shows with hammers the places where you can build new Province Improvements. Clicking the hammer launches the building construction, if you have enough money.

Take note that Irrigation, Mine and Forestry are mutually exclusive Province Improvements. You won't be able to Build more than one of the three in any one province. This simply represents an economic difference between provinces, tailored to its climate or characteristics.

Roads only need to be *between* two provinces to improve the range of their Trade Routes, not necessarily *in* both provinces (or all three). Pick a central province for your earliest Roads. Further expansion of the network will help with the rapid transportation of your military units.

Building Province Improvements such as Irrigation, Mines or Forestry will make it more likely to have positive events, such as Great Harvest.

REVOLTS & REVOLT RISK

Many factors influence whether a province has high Revolt Risk or not. Stability, the competence of the Governor, War Exhaustion, and other factors may increase a province's Revolt Risk. Certain other factors, such as National Ideas and Province Improvements, may reduce the Revolt Risk.

Revolt Armies are not well led, and they often will be small in size. However, danger can come from multiple Revolts at the same time, or larger Revolts, or even smaller Revolts while your full attention is directed elsewhere. For this reason, Revolts are best dealt with quickly so they do not continue to cause you problems. Keep a close eye on the Siege status of any city where Rebels have taken hold. If the city is about to fall, that is when you must act.

If you are entirely unable to respond to the Revolt right away, then you can wait until the city is about to fall. In worst case scenarios, you may wait until after the city has fallen, and retake the city just as if it were conquered by an enemy. However, by that time, the Rebels often will have moved to another province to cause problems.



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Wise Rulers will take steps to lessen Revolt Risk in those provinces where it's possible to do so. Governors are one source of agitation which can easily be changed if the Revolt Risk grows too high. Remove Corrupt or incompetent Governors, and replace them with better ones, if any exist. If you are concerned about the Revolt Risk in a province, consider switching one of your Trade Routes to bring Wine into the province.

Unless your Stability is already low (-2), there is no sense changing from one National Idea to Religious State, because you will suffer higher Revolt Risk from the Stability penalty (for changing National Ideas) than you would if you left it alone. Building an Arena is also an impractical response to elevated Revolt Risk, because it will take a year to Build. The quickest way to respond to high Revolt Risk in a province is to increase your Stability. It also never hurts to have a few Cohorts standing by. Ultimately, and sadly, that is your cheapest and quickest option.

Remember that if you annex a province or an entire country, it will exhibit Nationalism for 30 years, meaning increased Minimum Revolt Risk, which cannot be eliminated by any of the positive modifying factors.

Some border provinces may become Disconnected Problem Areas, which means Revolt is more likely. Increasing Civilization Value, strengthening Forts, and stationing Cohorts there will help. You can also avoid the Disconnected Problem Area altogether by keeping Cohorts stationed in low-Population border provinces in the first place. This almost always applies to newly Colonized provinces.

GOVERNORS

You will not visibly see how a more competent Governor rules better than an incompetent one, but you will see the effects over time by the nature of Events connected to that province.

A Governor should have a high Finesse Attribute. This will help encourage good Events, and discourage negative ones. Some Characters have Traits which will make them good or bad Governors. Traits such as Cruel or high Statistics such as Corruption may have tradeoffs, producing more Tax revenue, but also higher Revolt Risk. These Governors may also be more subject to Seduction or joining against you in a Civil War.

You will never want to leave a province without a Governor, because the negative penalties to Tax revenue are severe. If one dies, appoint a replacement immediately, before the end of the month. Even an incompetent Governor is better than none at all. Appoint your teenaged third cousin, if you wish.

Choose your Governors carefully. Every once in a while, check each Governor's Character to see how his or her Corruption, Loyalty and Popularity are doing. Consider replacing Governors if they are too Corrupt, Unpopular, or Disloyal.

Like many of us, Characters are sensitive to job changes. Characters who enjoy their job are not happy when they are removed. Likewise, Characters who want a job are happy when they get it. This can become a way of improving Loyalty or helping advance a Character's political chances, if you are willing to reward certain of them. This treatment will often go to your Friends and Family, though there is some benefit to giving jobs to those who are not yet your Friends (see Character section).

At the same time, those Characters who you dismiss in order to promote others may become your Rivals, or may simply have lower Loyalty. Even their close Friends or Family members may turn slightly against you when you remove a Character. Keep all this in mind as you decide who should hold what positions.

Ideally, if you remove a Character from one job, they will appreciate another job. Check first, though, to see that their Loyalty has not been too badly damaged by the first removal. If so, nothing you can do will make that Character happy again.

RELIGION AND CULTURE CHANGES

Provinces which have Cultures and Religions which do not match the State Religion or Culture have penalties against their Tax revenue, as well as other problems which make them less useful to the State. In fact, these conditions have a substantial impact on how much Tax revenue is produced there. It's even worse if both Religion and Culture are different from the rest of the country.

Events may trigger based on internal conditions, potentially changing a province's Culture or Religion to



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match that of the rest of the country. Increasing Civilization Values are helpful in this direction, as is a good Governor.

By carefully selecting a Governor with high Charisma ratings and high Popularity ratings, you may help this process along. Those qualities in the Governor may trigger some of the Events which cause these changes. For this reason, these Governors are best used in provinces with mismatched Culture and/or Religion. Ideally, if you have a Character with relatively lower Finesse (such that you would not normally place him as Governor of a good province), but high Charisma, this might be a good placement for him.

VACCIO (PABLO MARTIN DOMINGUEZ)

You can create a combination of factors to change a province's Culture or Religion. First, make sure the Governor of the province you want to change has high Charisma, as this Attribute is the key factor. Cultural change can happen with a provincial governor with a Charisma of 4 or more. If it is 7, it actually improves your possibilities. Second, set a Trade Route from your most civilized provinces to the one you want to change. The bigger the difference between Civilization Values, the faster the increase in the lesser province. The higher the Civilization Value, the higher your chances of causing its Culture to change. The smaller the population, the easier it is to change them. To get a Religious conversion, you need a High Priest with a Finesse of 4 or more. If your Ruler has Traits regarding moral behaviour (pious, zealous, righteous or devout), chances are higher. Having a government which is Theocratic or a Religious Tribe also raises the chances.





TRADE & TRADE ROUTES

GENERAL CONCEPTS IN TRADE

Trade Routes can provide the important difference between having the money you need to prevail over your rivals, or slow financial and strategic stagnation. They can also help or hinder your military efficiency. Don't neglect the importance of having established the best Trade Routes!

SPECIAL CASES

If you have access to Amber as a Trade Good, it is wise to find the provinces which produce the highest Tax Revenue, which are usually those with your own Culture and Religion, and which have the highest population of Slaves. Assign a Trade Route to bring Amber there. It will increase your Tax Revenue even more, since the Revenues are already high.

Avoid Trading Spices to any provinces which do not share your State Religion, because that will only add Religious Prestige and Power to your opponents. Trade Spices into provinces which will benefit your own Religious Power. If you don't have other major priorities, it is a good idea to go to those core provinces which share your State Religion and assign at least some of them to Trade for Spices. Ideally, if you have plenty of open Routes, sign all of them up for Spices, and then go about the rest of your assignments. Religious Power is nothing to scoff at, even during wartime. Consider how many Trade Routes you have, and what you would be giving up if you Trade for Spices instead of whatever military needs those provinces have.

Never allow a foreign country to set up international Trade for Spices, unless you know that province believes in your State Religion. If this means that you have unassigned Trade Routes in Spice provinces, accept that as the best thing for your country. The only exception might be if you are asked to Trade with a country whose Religion is so far down the Religious Power scale that it won't matter in the grand scope of things.

Wine is a Trade Good which reduces Revolt Risk, and can come in handy if Traded into a province where Revolt Risk is a problem. Fish assists in growing Manpower, and so during War (or Peace) could assist in boosting Manpower if directed toward the provinces with the largest Population.

Any province where you wish to encourage Population Growth can establish a Trade Route for Grain, and will have a serious boost to the local growth rates. Thankfully, Grain is common enough that few provinces are so isolated that they cannot Trade for Grain.

If any of your strategy involves trying to build a large navy, set up your wood routes early. Keep enough wood-supplied provinces in reserve for archers, but the rest should be set up to trade Wood to coastal provinces that are far enough away to be unlikely targets of a blockade. Those provinces are where you will build up a fleet large enough to make a difference when the time comes; if you're not concerned about the strength of the enemy's navy, then build ships near his coasts – this tactic is directed against competent navies.

If you don't have the Gold or income to build more than two ships at a time, then there's no need to supply more than two Port provinces with Wood. If your financial situation later changes for the better, then you can change this.

ASSIGNING TRADE ROUTES FOR PROFIT

A good player will make Trade the backbone of their country's economy. Trade has almost limitless potential, as each country will add more Trade Route capacity over time, and military or Colonial expansion will only add to the number of provinces to Trade with. This is true, and potentially beneficial, even if some of those provinces are owned by other countries!

Generally, you'll find that the more distant Trade Routes create the best profits. To the extent that you can, you should take advantage of this.

If you have more than a few provinces for which you need to set up Trade Routes, and you are establishing



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routes primarily for financial success rather than for War-making abilities, then start setting Trade Routes for your most distant coastal provinces first. These will probably be your most valuable Trade Routes, because they can trade over long distances with any other coastal province. Next, work your way toward your capital, setting the coastal provinces first. Last should come your landlocked provinces, as they can often Trade only within their region.

Another way to check the most profitable Trade Routes is to start clicking provinces systematically, and clicking the Trade Route icons without actually assigning them yet. When you see a profit total significantly larger than any of the previous provinces you've checked, that's a good bet for the best deal you can make. But first, before you choose that route, click on the province at the other end of that lucrative Trade, and see if there are any provinces it can trade with which would provide even *higher* profit!

If you're at War, or are likely to be, there are different recommendations, which can be read below.

COVERING YOUR BASES & TRANSITIONING TO WAR

Because of entirely different priorities, it is often worthwhile to reassess your Trade network if you find yourself at War, or if you intend to launch one.

Whether you are at war or not, you should not leave vulnerable provinces vulnerable unless you don't believe you can defend them. If you have an isolated province which might be vulnerable to an enemy (like Rome's outpost at Carthage in later scenarios), make sure to establish Trade Routes which will provide a Defensiveness bonus such as Stone, and enable them to Recruit your best one or two types of Cohort. Salt, to improve Recruitment speed, is also a good idea.

When your Trade Routes are set up for profitability and you later find yourself at War, is it worth changing? This becomes a judgment call. Remember that when you close one Route down and start another, you will lose the income from that Route for a month. However, if you are not in desperate financial need, it is always best to accept this loss rather than handicap your military response by not providing the right military resources.

Without severely reducing your profits, it will be wise to pay attention to your potential needs during wartime (see Assigning Trade Routes During War). If war seems likely at any time in the near future, consider starting to set up some "wartime" Trades even though you're not at war yet. This will keep you from having to reassign these Routes when War starts, which is not just a hassle, but will also cost you profits during the month it will take to make the change.

Behind the lines, deep in your empire, by all means arrange Trade Routes for profit – you will need the money! But near your frontier provinces, where combat will occur and Cohorts need to be raised, you would be wise to switch to Wartime priorities.

ASSIGNING TRADE ROUTES DURING WAR

Your first order of business is to set up Trade Routes to your provinces which border the enemy. If you anticipate the enemy will have the ability to get past your defending Armies and attack these provinces, then arrange to Trade for Stone, which adds Defensiveness. An exception to this rule is if you believe the enemy can easily capture the province whether you have added Defensiveness or not. If they're likely to move in, Assault and then move beyond this province before you can mount a serious defense, then your line of defense (and the Stone Trade Route) needs to move back one or more provinces from the actual border.

The next Trade Routes you will want to set up relate to the Recruiting of Armies. Iron allows Heavy Infantry Recruitment. Wood allows Archers. Horses allow Cavalry and Horse Archers. Salt accelerates Recruitment. Be careful not to get these items too close to the front unless you're positive you can hold the enemy back and keep them from conquering these border provinces.

Unless the War requires other priorities, it is best to keep Spice Routes the way they are. Even if your Omen



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for the year has already been Invoked, a long War will require your Religious Power to remain high. As an alternative, if your memory is good, you can switch these Routes out for Wartime priorities and then re-establish the Spice Routes just before you Invoke your next Omen.

Don't set up the same province to receive two trade goods which achieve different goals. For instance, instead of having a border province trade for both wood and iron, which would allow for both archers and heavy infantry, specialize the provinces. Have one border province trade for wood, the other for iron and, if you have enough trade routes, set both up to trade also for salt to speed up recruitment times.

Before you assign Trade Routes, determine how much money you can spend Recruiting units. If you haven't enough money to raise several Cohorts at once, this step is unnecessary. But if you have the income or the funds to raise large numbers of Cohorts, then it will be good for you to assign each province one or two types of military unit that they will be asked to produce. Assign Trade Routes to bring Wood where you will Recruit Archers or Build Triremes, Horses where you will Recruit horse-mounted Cohorts, and Iron where you want to Recruit Heavy Infantry.

Since, getting the right products to the right province is your most important task when selecting Trade Routes for best military effect, it's best to start selecting from the frontier provinces that **do not** have important Trade Goods rather than the other way around. That's because you still need money from trade; it's just not your first priority. Selecting this way allows you to choose the best province (highest value trade route) from which to get your desired goods. Why get wood at .2 profit, when you can get wood at .5 profit?

Producing or Trading for Elephants allows the raising of fearsome Elephant Cohorts. However, these are so expensive that you may not have Gold to raise them. And, even if you do, these units take forever to produce. You should prefer to Recruit Elephant Cohorts in the rear, away from where the enemy Armies may capture the province. Because of the time of production, travel time to the front is less important.

FOREIGN AND OVERSEAS TRADE

Since long-distance Trade Routes are the most profitable, it makes sense that this rule applies also to many Foreign Trade Routes between countries.

Checking overseas Trade Routes requires clicking on the Diplomatic Actions screen, choosing each province in sequence that you could possibly trade with, and seeing what the profits would be. Since these Trade Routes could come in many different combinations, it can become time-prohibitive to check them all. But if you spot check, you will often get close to the maximum profit that you're looking for. This way, you haven't wasted too much time if the other country refuses to Trade with you!

ADVANCED CONSIDERATIONS

As things happen in the game, remember to occasionally check your Trade Routes to make sure you're not missing opportunities to set up better Routes, according to the logic provided here. Do you have access to a new Trade Good which could help another province meet its needs? Has the military frontier moved, requiring you to close down old military Routes (Wood, Iron, Salt, etc.) and move them to the provinces of the new frontier? Do you have provinces which have newly converted to your State Religion, and if so, do you have open Spice Routes? If you have newly acquired coastal provinces, does this provide the opportunity for more profitable Routes?

Is it better to occasionally switch and swap out all your trade routes? That way you make sure you're getting the best trade deal as situations change. Be careful in changing foreign Trade Routes, as it may be difficult to re-establish these. When you build a new Road or another province improvement that affects trade, or when you get a new invention, take away a trade route and see if there's a better deal you can make to make more money.

MINORITY (MELVIN CHEAH)

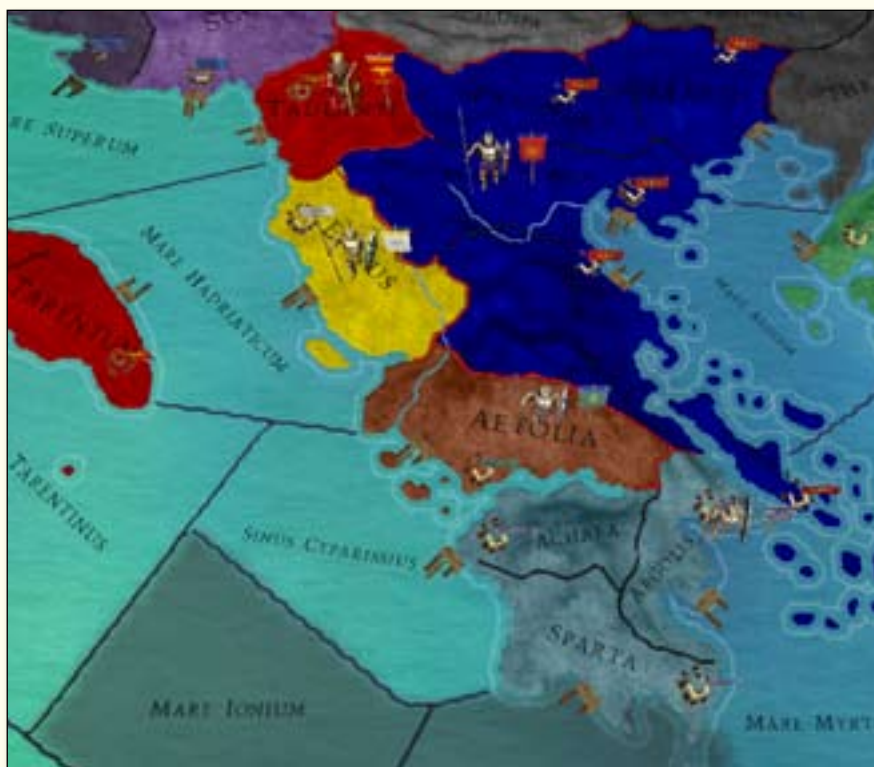
Trade income is extremely profitable for nations on the fringes of the map. The northernmost country, Atrebates, for example, can earn up to 1.96 early from trade with their Celtic cousins in Thrace. Also, remember that Religious differences play a big part in deciding how likely a Trade Route is to be accepted.



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HISTORY OF MACEDONIA

The Greeks had ruled the Mediterranean Sea at one time. Their rivals were certainly the Phoenicians and the Carthaginians, but that rivalry was in many ways focused more on commerce rather than their military. Even Rhodes competed for the trade of this vast sea. But it was the Greeks, primarily, who spread their seed in the form of colonies all across the coasts of Italy and the Black Sea, even some to Africa, though those colonies were primarily Phoenician. The Greeks largely dominated the Mediterranean culture, too. All the lands that fell under Alexander's hand were Hellenized to some extent, especially after his rise to power. They largely remained that way after his death under the Greek, Seleucid and Egyptian empires he left in his wake. *Europa Universalis: Rome* begins just after a series of wars, both internal and external, which wracked the Greek Peninsula. The kingdoms which Alexander had consolidated fell apart into their constituent parts, even down to city states, which confederated in strong alliances called Leagues. Macedon fought a series of wars with Rome under Philip V and Perseus, the first of which was a war of alliance with Carthage, which was fighting the Second Punic War. Rome struck first, meaning to forestall any Greek reinforcement to Hannibal as he moved across the Italian countryside. Macedonia bowed out of that war four years before Hannibal was finally defeated by Scipio. A second war which took place soon thereafter put restrictions upon Macedonia, preventing her from acting outside of her own borders. A third war, in 192 BC, was sparked when Greece asked Seleucid for aid in overthrowing the Roman influence over the Greek Peninsula. The Romans decisively defeated the Greeks and Seleucids, most notably at Thermopylae, in 191 BC. Further warfare against Rome over the following decades resulted in virtually all the Greek territory falling under Roman control.





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OMENS & RELIGION

Because of the risk involved in Invoking Omens, you may not want to Invoke one right away. In fact, if your Omen Success Chance is not high, you may not want to Invoke one at all! You may also consider holding back if you are wary of getting a bad Omen which will negatively affect some critically important facet of your rule.

So the question becomes: do you attempt the Omen in order to achieve some long-term goal, such as population growth, or do you hold the attempt in reserve so that you might be able to use it in some emergency, such as boosting your Defensiveness in an invasion?

There are eight Omens which your High Priest can Invoke. The purposes of each is the same, regardless of the Culture, though the names will change from Culture to Culture.

CHART: OMENS

PURPOSE	EFFECT
Trade Income	+25%
National Revolt Risk	-3
Discipline	+10%
Morale (Army/Navy)	+5
Research Points	+25%
Population Growth	+5%
Defensiveness	+50%
Ruler Popularity	+1

*Remember Omen Power Modifies these totals

Remember that your Omen Power may modify these totals upward, making each effect stronger in relation to the degree of Omen Power.

WHAT ARE OMENS GOOD FOR?

Each Omen lasts for one year from the time it was Invoked. Because of this, you must sometimes think ahead. If you are fairly sure you will not be at War for the next year, you may choose to Invoke any of several non-military Omens in order to build up your economy or society.

The Trade Income Omen provides a very useful boost to your Trade revenue, and is always a good choice for countries which have established many profitable Trade Routes. The Population Growth Omen will provide long-term support for your country by building capacity for Tax revenue, Manpower, and Research Points.

The Research Points Omen is also good during Peacetime. If the RP Omen can be invoked repeatedly, you may actually gain a substantial lead over countries which have been less aggressive in pursuing Research.

The Revolt Risk Omen can be helpful whether you are at Peace or at War, depending on your situation. If you have fallen into a pit of negative Stability, which will crank up your Revolt Risk nationwide, this may be a good way to buy insurance against widespread Revolt! Use this as you feel the need.

The Defensiveness Omen is a good bet during times when you may not be at War, but you know you may find yourself suddenly attacked. However, since this Omen is never useful unless you *are* at War, it is best to wait until that time to Invoke the Omen. To do this, of course, you must plan ahead and decide not to Invoke a different Omen.

During Wartime, your needs from Omens will change. Be careful when at War, because if your Omen Success Rate is not high enough to give you a reasonable expectation of success, your ham-fisted High Priest may actually do more harm than good!

Morale boosts are always useful during Wartime. As I mentioned elsewhere, Morale gives you time to wait out bad tactical positions in battle (i.e. bad die rolls!), and gives you hope that you can turn around a battle which you at first appear to be losing.

Discipline is the other best Military option. If you are not greatly concerned with your Morale status, or if you know you have the advantage in commanders, this would be your preferred choice because it increases the



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fighting efficiency of your units.

The Ruler Popularity Omen is a rather different one, and one which you wouldn't normally look to unless your Ruler is in danger of losing the office to a Rival, and your Ruler is someone you want to keep there (you know who the chief Rivals for the office are, and you prefer the one you have). This Omen, used repeatedly, may sustain that Ruler in power long enough for conditions to change enough that the challenge to his or her authority passes.

If you're busy building up for war, but you're not within a year of starting it, consider using your Omen for something more domestic. Build up your Population, or Research Points. If you are concerned about keeping your Ruler in power, then maybe a Popularity Omen would be best.

OMEN SUCCESS CHANCE

The problem with Omens, especially in the early stages of the game, is that they are notoriously unreliable. Depending on your Religious Power, you may see only half of your Omens succeed, ranging down to forty percent or less. Since the "backfire" penalty for a failed Omen is often equal but opposite to the desired benefit, you may actually find during these early stages that Omens will hurt you more than they help until you can improve some of the relevant conditions!

If you really want to make a game of these Omen Invocations, you'll need to increase your Religious Power. The Romans, for instance, start really low on Religious Power because they're a small sect. Religious Power will not affect their Omens very much. The most important factor with regard to Omens is your Omen Success Chance. This is your probability for success when your High Priest attempts to Invoke an Omen. To get a higher chance of success, they will have to take over and use proper governance to convert more provinces, build Temples, Trade for Spices, and achieve Religious Tech Levels and Inventions — not a short term process! Only National Ideas and Trading for Spices really provide an immediate boost to Religious Power. Ultimately, a high Omen Success Chance will always be the long-term goal.

Eventually, these tactics will offer every religion the potential to get serious positive modifiers to their Omens, which can benefit everything else they do. The only problem is that, in order to get there, (unless your religion starts at the top), you have to succeed first at "everything else!" In other words, don't get the cart before the horse — Omen Success Chances will come eventually if you're successful, but don't count on it to carry you early on unless you're born with the favor of the gods.

Once you can succeed at an Omen with relative certainty, you have gained an important edge over your rival countries. Having a high Omen Success Chance means those favorable Omens are more like "low-hanging fruit," which can be taken up when you need it, rather than a risky gamble that may or may not hurt you instead. Whether by conquest or otherwise, prevailing over other, formerly more powerful Religions will help you in this respect.



TECHNOLOGY RESEARCH & INVENTIONS

Aside from their simple Finesse Attributes, your choice of Magistrates to conduct your Research will not make a lot of difference in how well your Research goes. More significant is what you do to improve the number of Research Points you generate. Some Characters' performance as Magistrate may also be affected by Friends, Rivals or triggered Events, which are sometimes keyed to the Attributes of Magistrates. High Priests may impact your ability to convert provinces to your Religion.

Naturally, you should consider which of the Technology Research areas you most want to concentrate upon, and assign your most able Magistrate for that category. That is not to say you must always concentrate your best administrators as Magistrates. You may have a province of particular importance where you would like to have the Character with the most Finesse as Governor. It's important to note that, if you made all your best administrators Governors, there would be no talent left for Research. The Magistrate's Attributes will not greatly affect the rapidity of Research completion, but they will influence it, and this influence should not be ignored.

Some Characters may have Traits which will help or hurt them if they are placed in certain positions, such as Magistrates. The High Priest, in particular, may have positive and negative Traits which will greatly impact his or her ability in that job. Be careful to check these Traits in the Magistrates you already see assigned, as well as over time, because Characters' Traits may change. Keep this in mind, also, when replacing Magistrates.

Over the long term, the country which advances its Technology most rapidly will have an advantage in its economy and in combat over the less developed countries. Research Points are important, and so increasing your Citizen Population, choosing the right National Ideas, appointing the right Governors, and building Academies will help your country develop more quickly than others.

As you advance through the Technology Levels, you will occasionally be asked to make a serious decision about the direction your country will henceforth take. This may be to prefer Big Ships over Small Ships, or Closed Nobility over Open Nobility. If you pick, for instance, Form over Functionality, then the Inventions which follow will all reflect that choice, and the Inventions in the branch which you did not choose will be forever closed to you.

Some of these Technology Branches are harmless – they just limit your later choices. Others, such as Closed or Open Nobility will have serious consequences, in that Closed Nobility takes you in the direction of civil unrest.





HISTORY OF EGYPT



For more than 5,000 years BC, a native civilization had thrived around the Nile River Delta of Egypt. However, in the centuries before the timeframe of *Europa Universalis: Rome*, Libyans, Kushites, Assyrians and Persians had attacked and weakened the ancient kingdom. By the time of the first recorded Greek visits to Egypt, the massive Temple at Abu Simbel was already mostly covered by drifting sand. The Persians established Egypt as a permanent satrapy, basically making it a vassal of the Persian Achaemenid Empire. The invasions of Alexander the Great overthrew Persian control, and the government and ruling culture thereafter became not so much Egyptian as it was Greek. On Alexander's death in 323 BC, his general Ptolemy came to control the empire, first as a component of the post-Alexandrian regency, and later as an independent king in his own right. Historically, the Ptolemaic Dynasty ruled Egypt for nearly 300 years. Conflict related to the death of Alexander raged for decades, and set up a rivalry between Ptolemy and Seleucus, the general who had established control over Syria and most of the eastern remnants of Alexander's empire. It was under Ptolemy's reign that the Great Library at Alexandria was founded, and the studies of mathematician Euclid were patronized.





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DIPLOMACY & WAR

A game in which you do not interact with other countries would be a boring one indeed! Small countries which do not find Allies will likely find themselves prey for larger countries. Large countries which do not engage in positive interaction with other countries may find themselves constantly at War. Many players will enjoy that, but it is not really experiencing the full game. On the other hand, there are many available Diplomatic Actions which are exclusively hostile in nature.

DIPLOMATIC RELATIONS

Every country in the world has a certain level of Diplomatic Relations with every other country, measured on a scale of 1-200 points positive Relations, or 1-200 points negative Relations. Basically, the more positive the value, the more the countries like each other. Negative points mean hostility, to one degree or another.

There are things, naturally, you can do to make your Relations better or worse; most countries don't take kindly to Declarations of War, for instance! Most Diplomatic Actions have some positive or negative impact on these Relations. Relations are also affected by Religion, and by Reputation (see Reputation & Badboy). Relations can also be intentionally influenced by spending Gold to Send Gifts to countries you want to be friendly with, or with whom you wish to become Allies.

SECRET MASTER (JASON PITRUZZELLO)

Religion has a significant impact on Relations. Over time, countries with the same Religion will come to like one another. The only major religion to be shared among several countries at the same time is Greek, including two important powers: Macedonia and the Seleucid Empire. What this means is that, over time, the surviving Greek-religion powers will form a fairly tight-knit bloc. Greek minors in Greece will end up Tributary states to Macedonia, while all the eastern Greek states will settle in the Seleucid Empire's sphere of influence. If the AI is left to its own devices, these power blocs are inevitable at any point prior to the Second Punic War Bookmark. It also means that all of the other religions cannot count on making any friends without massive monetary investments via diplomatic gifts.

When you propose a Diplomatic Action, the computer will analyze the potential results and inform you of the likelihood of its success. Unless you just want to ruin your Relations, for some reason, there is little sense in trying an Action which is shown as "Impossible" to achieve. The only result would be that your Relations would be harmed. The lower the probability of success, the greater the chances of your target country refusing, which causes a lessening of positive Relations.

SEND GIFT

The easiest way to improve your Relations with another country is to spend money to send them a nice Diplomatic Gift. They are under no obligation to respond with kindness, but they are likely to improve their Relations with you. This is one way to build a long-term relationship with another country, which may end in an Alliance or other friendly Treaties. It is also a way to keep an enemy from being too angry with you, which may perhaps prevent a War from starting.

REPUTATION & BADBOY

If you are playing aggressively and find yourself conquering many provinces, you will begin to acquire a bad reputation as a "Bad Boy." Other countries will begin to behave differently toward you, largely in a fearful manner. Fear, in international relations, sometimes means they will stay away from you, not make friendly deals, etc. But sometimes fear means they will lash out militarily, and try to join with other countries to stop your expansion and lessen the threat you pose to their peace and prosperity, or even to their own empires!



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CORES

Provinces in your home country usually have Core status, which means you consider that province part of your country, and would fight for it if someone tried to take it. You can sometimes gain Cores outside of your territory, and that provides a *Casus Belli*: an excuse for you to attack the country that controls that land that you consider yours. You also maintain a Core for a certain period of time when you've lost a province, and you will want to try to take it back.

Remember that the AI countries feel the same way, and won't want to lose a Core province. Expect wars if you hold a province that another country considers a Core.

ENVOYS

For every Diplomatic Action, a Character called an Envoy must be tasked with the job of delivering the Diplomatic message, or performing the Intrigue Mission.

You should choose an Envoy on the basis of their Charisma if you want their Diplomatic Mission or Intrigue Mission to succeed. However, some Diplomatic Actions are so dangerous that you may wish to send a relatively incompetent Character to do the deed. That way, if he is executed, it will be no great loss! This rule should always be followed with regard to Declarations of War, because that Mission requires no skill to complete, and those Envoys are least likely to return with their heads attached to their bodies.

Envoys who deliver messages or perform Missions which displease the other country may be subject to Capture, Execution, or Ransom.

ALLIANCES

Alliances can be a double-edged sword. They usually entangle others into coming to your aid when you need them, but they also entangle you in the schemes of your Allies, which may put your country in danger if your Ally is an aggressive nation. Even if they Ally is not aggressive, but is instead attacked by a powerful country or combination of countries, you may be faced with the choice of entering a dangerous War, or dishonoring your Alliance. Weak countries may be unable to survive without an Alliance; at the same time, that Alliance has the potential to cause the small country its own destruction unless it's willing to dishonor a Call to Arms.

Dishonoring a Call to Arms will end your Alliance, and give your former Ally a *Casus Belli*, so they may choose to attack you and get their revenge once their War is over! Be ready for your own Allies to refuse your Call to Arms as well. Not that they often will refuse, but all countries are generally following their own self-interest, so if it's less in their interest to Declare War than it is to remain at Peace, they may refuse.

When looking for potential Allies, look for what countries would most benefit you in a War against your most likely enemies. Also take into account what kind of trouble the Alliance could get you into. Who are your potential Ally's likely enemies? Will they involve you in War with the country you most wanted to avoid being at War with? If so, is that War inevitable? If so, then this may still be a good choice. You may not be able to pick the time and place to start the War, but at least you're not inviting an unnecessary one.

You may Dissolve an Alliance at any time. This will harm your Relations, however.

CALLS TO ARMS

When Calling on Allies, don't ask every one of five or ten countries to assist you, unless you're at war with an empire of enormous size. Most of these countries will never have the opportunity to bring their men into combat if they are distant. There is always the possibility they will refuse to come, and then you have a future Enemy, rather than an Ally. Pick and choose which Allies have the most to offer in your war, and which are generally close enough to make a difference.

If your War is not a big war, why bother asking your Allies to enter on your side? They might refuse and become your enemy. Don't be frivolous.



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TRIBUTE & VASSALS

Countries may become Vassals or Tributary Powers of a more powerful country through the terms of a Peace Treaty, or because they judge that they will be safer under the protective wing of a larger, stronger country.

Any country may ask another to become its Vassal by Demanding Tribute, which means that the Vassal would begin paying a portion of its income to the stronger power. In return, there is a promise of support.

You may wish to ask to enter this subordinate relationship as a Vassal yourself by Offering Tribute, because sometimes you may need the protection of a more powerful country.

If you become a Vassal, make very sure you have the money to pay for your next Tribute payment. Otherwise, you've given your former protector an excuse to Declare War on you.

CASUS BELLI

A Casus Belli is an excuse to go to War. Not that countries don't sometimes go to War without an excuse, but it is generally detrimental to a country to do so, because it will result in a Stability hit as a consequence. Without a Casus Belli, other countries may also view your aggressive action as threatening toward them, and so your Relations may be harmed.

You may gain such an excuse by another country's refusal to a Call to Arms, or it may be because of some hostile action taken against your country. Occasional Events called Border Disputes may provide you a Casus Belli in order to settle the dispute with force of arms. Vassals which miss a Tribute payment also generate a Casus Belli against them by their masters.

If you want to get a Casus Belli which will allow you to declare war on a country without Stability penalties, see if that country will accept a ridiculously high tribute payment. When they fail to pay, you will gain a Casus Belli against them.

SILKTRADER (KRILJA VALS)

To get a Casus Belli, try to Seduce Governors. You will need 250 Gold and a target Governor with low Loyalty. If you succeed, appoint the same Governor in that province. The AI is likely to Seduce Him back... which will give You a Casus Belli!

MILITARY ACCESS

If you are at War or soon expect to be, it is always helpful if you have the ability to reach your enemy! Military Access Treaties are one way to do this. If you can convince a country which borders both you and your enemy to allow you Military Access to his country, you can march your Armies across his land to attack your enemy. If necessary, you can also connect a string of these Treaties so your Armies can march across two or three countries to reach their destination.

It is unlikely that you will have complete success when you ask for Military Access, but the times that you are able to get Access make the efforts worthwhile.

INTRIGUE MISSIONS

There are a series of Diplomatic Actions which are decidedly un-Diplomatic. These are hostile Actions called Intrigue Missions. You should always choose either an Envoy who is really good at his job (high Charisma is used for Intrigue Missions), or who is really expendable!

SUPPORT REBELS

By using the Support Rebels Action, you can sometimes trouble an enemy with Rebels and create economic turmoil and dead soldiers without having to Declare War. The increased Revolt Risk for the target province is often enough to result in some sort of action. Alternatively, it may simply make a Revolt more likely in the near future. The Action lasts for a full year, so it may take a while to get results. In the meantime, you can try this Action again, and increase the odds!



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SILKTRADER (KRILJA VALS)

Cause the enemy logistical issues by supporting rebels deep in his territory! The Seleucid Empire is a perfect example. The Egyptian player can support rebels in Parthia, hopefully forcing Seleucid troops to be dispatched there, far from the Egyptian front.

DESECRATE HOLY SITE

This is not a powerful Mission, but it can cause disruption and dismay among your enemies. There is a small chance it may even cause one of their Omens to backfire. The one sure result is that your Relations will be harmed if your Envoy is discovered.

This reduction in the Religious Prestige of the province, which also affects the Religion's Power, lasts for a full year – long enough to either negatively affect their next Omen Invocation, or cause them to wait until after the Desecration wears off.

Keep in mind that this affects not just the particular country you target, but also any other countries which follow that Religion. Obviously, if you happen to share a Religion with your target country, you would be hurting yourself too!

SEDUCE GOVERNOR

This is one of the most effective Intrigue Missions. A successful Seduction will actually cause the target Governor and his province to defect and come over to your side! At 250 Gold, this is an expensive Action, but the potential result may make it worth it. You could easily spend 250 Gold in a War to take the province, and you would have all the benefits you might otherwise have to spend as much or more money on during a war, with potentially the same result. However, you would avoid all the risks of such a war.

A successful Seduction may also provide your target country with a Casus Belli against you, because you now own territory they consider their own (i.e. their Core province).

ASSASSINATION

Keep in mind that Assassination actions are directed toward an individual who you select, and not a country. However, such an act, whether successful or not, may result in a bad Diplomatic result if your Envoy is discovered.

Likewise, if you Assassinate a Character in your own country, you may gain the resentment of his or her Friends and Family. Nevertheless, some Rulers will find this tactic avoids letting powerful Rivals develop into powerful threats.

Failed or Successful Assassinations will cause the target's Family to turn against the Ruler to different degrees.

Remember that other countries are not immune from the same sort of back-biting and knife-fighting that goes on in your own Character's political community. A Civil War may be only a few steps away. If you can identify who is loyal in their government, and who is less so, consider assassinating one of the powerful loyalists in the hopes that someone less loyal might take their place, thereby sparking a Civil War.

However, the Assassination Action can also be directed at Characters in your own country in the same way as against Characters in other countries. See more about this in the Characters section, where we discuss how to deal with Rivals within your own country.

WAR AND PEACE

DECLARATIONS OF WAR

In order to attack another country, you must first Declare War.

Always remember that, if you have a Treaty of Military Access with another country or if you have a Treaty of Alliance, you must first end that Treaty before Declaring War. This can become a warning sign to the other country that something is perhaps going wrong with your relationship.



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Before you take the extreme step of Declaring War upon another country, you should always carefully consider your War Aims, and your vulnerabilities. If you are likely to be attacked when your back is turned, and your Armies are in another country, you should be wary of Declaring that War.

MAKING PEACE

Peace terms are rarely considered by either side near the beginning of a War. Surely, a badly outnumbered victim may wish to return to Peace, but that does not seem a realistic goal so soon after the start.

Indeed, after a period of time, the computer AI who is losing may begin asking for Peace in the most unreasonable terms. Feel free to refuse these offers out of hand, unless they actually offer something useful, or if you are feeling desperate for some reason.

One type of Peace is a "White Peace," which basically returns everybody to the borders as they were before the War, and no further consequences are agreed to by either side. Basically, it resets the situation as if the War had not happened, except that there is a Truce established for a period of five years.

No realistic Peace Offer other than a "White Peace" is likely before one side or the other begins accumulating Warscore. Warscore, of course, is won slowly by winning battles, and is won more quickly by conquering provinces.

Sometimes, a country will be relatively eager to end a War, and they will be willing to accept a Peace Offer which is larger in value than the Warscore. However, you will normally have to make an Offer equal to or less than your Warscore advantage in order to get a favorable response from your enemy.

Repeatedly trying the same or similar Offer may also get results. The computer AI considers each Offer as a percentage of probability, based on the Warscore and the value of the Offer. The further below the Warscore the requested Offer is, the larger the percentage chance of your enemy accepting your Offer. Likewise, there is an increasingly slim chance of your enemy accepting an Offer which exceeds the Warscore.

The timing of a peace offer may be critical. Choose a time when you have just gained an advantage in Warscore, or just before you are about to lose a province to the enemy.

VIOLATING TRUCES

Breaking a post-war Truce through a Declaration of War carries Stability penalties, which you will normally not want to suffer. However, there may be occasions when you deem it necessary to again Declare War shortly after having won or lost the last War.

WARFARE & ALLIANCE LEADERS

In a War, the most powerful member of the Alliance automatically becomes the Alliance Leader. You may make a separate Peace with any country in the enemy Alliance, but the only way to end the War entirely is to make Peace with the Alliance Leader. Even if you make Peace with the country which started the War, you will remain at War with the Alliance Leader unless you deal directly with them.

The tricky part about being at War with an Alliance Leader is that you must not only conduct War against the entire Alliance, but you must also convince the Alliance Leader that it is in their interests to end the War. That means earning Warscore specifically against the Alliance Leader.

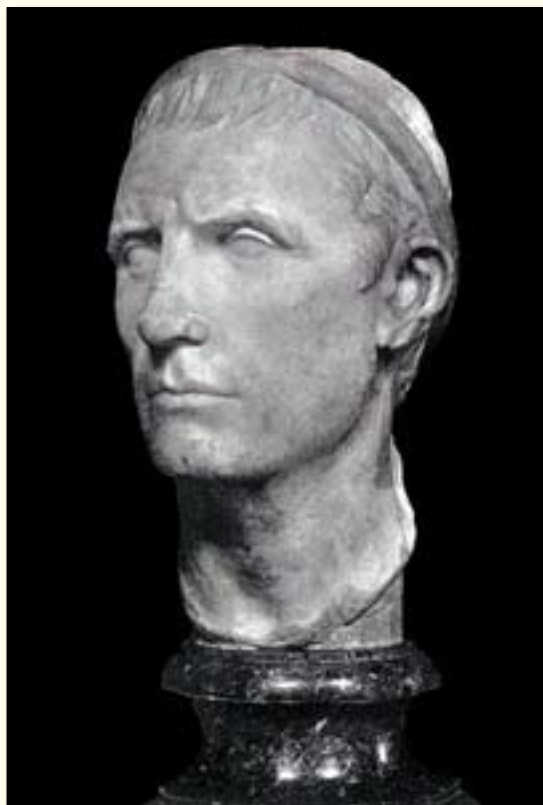
Keep in mind that, if you've taken any of their provinces, making a separate Peace with a country which is not leading the Alliance will reduce the total Warscore you've earned against that Alliance. While it is often militarily desirable to close off one front of the War and allow your troops to be freed for duty elsewhere, it is not always in your best interests to Sue for, or accept, a separate Peace.

One result of the Alliance Leader concept is that the country which starts a War may not actually gain anything from it, while the Alliance Leader (who calls the shots!) does benefit from the Peace. This is also a tricky way of the player benefiting from being Alliance Leader.

If a province is given up in a Peace Treaty, it will become owned by the country which controlled it prior to the Peace. AI-controlled Alliance Leaders, however, are not always as likely to be generous enough to ask for territorial gains by Allies.



HISTORY OF THE SELEUCID EMPIRE



King Antiochus III

Seleucus was one of Alexander the Great's generals, and became part of the "Diadochi" (successors) after his death. After the Partition of Triparadisus in 320 BC, his domain was Babylonia, and he established himself as king there in 312 BC. All the lands to the east, as far as India, were his for a time, until they started to fall to other local powers. Seleucus' victory at the Battle of Ipsus in 301 BC resulted in his control over Syria and part of Asia Minor, and led to his new capital being located at Antioch. Ptolemy, of Egypt, had him assassinated as he tried to expand his power into Thrace and the rest of Greece. The Seleucid Empire, under Seleucus' son Antiochus and his successors, warred frequently with Egypt, and suffered internal disruptions and

revolts. Many provinces in Asia Minor and elsewhere split off from the Empire over time, and some were able to retain their independence. Parthia, in Persia, grew great in size and influence in later centuries. Starting in 223 BC, Antiochus III began to restore the Empire to its former glory by reconquering some of the lost territory and renewing wars with Egypt. However, seeking to capitalize on a power vacuum in Greece, he overreached, and the Romans defeated Antiochus III at the Battle of Thermopylae in 191 BC. The resulting Treaty of Apamea was an embarrassment to the Seleucid Empire and established Roman control over much of their western lands. Years later, Antiochus IV waged successful wars against Egypt, but as the Romans expanded their power and control over the Mediterranean, they again flexed their muscle, and the Seleucids were forced to withdraw from Egypt or face conflict with Rome. Turmoil reigned in the following decades, with revolts, civil war, and external conflicts primarily with Parthia and the Jewish Maccabees, which further eroded Seleucid strength. By 100 BC, the Parthians had become the dominant empire in what used to be the Seleucid Empire, and the greatness of this once vast kingdom drifted away. It was finally incorporated into the Roman Empire by Pompey.



BARBARIANS & COLONIZATION

BARBARIAN HORDES

Barbarian hordes can be really, really big. In fact, you may often find they contain more soldiers than your own Army. This is an especially huge potential problem in the early scenarios, because Barbarians are not much worse at fighting than early Technology civilized Armies! They also may have Generals who are as skilled, or more so, than your own. The bottom line: don't underestimate Barbarians!

NEGOTIATE WITH BARBARIANS

Sometimes, it's easier to Negotiate with them and give them a reason to go away, or to Settle peacefully. Click on the Negotiate with Barbarians icon when the Horde has entered one of your provinces, and you can try to make deals with them.

Two of the Negotiate options will have the Barbarians go home. Another two will have them stay, under some sort of uneasy mutual agreement that they will remain peaceful. There is yet a fifth option: the Barbarians will not listen to anything you have to say, and will continue Pillaging your country!

The more powerful your country, the more likely the Barbarians are to listen to your suggestions. The problem with that is that if you were powerful enough to make a serious impression on them, they would never have made it to your provinces in the first place.

The simplest and most satisfying Negotiate option would for the Barbarians to Surrender, and basically "go away." However, you know you feel silly even making such a demand when you're obviously unable to repel them with military force. There is a good chance the Barbarians will laugh in your face. If this is such an unrealistic option (sometimes it may not be – everything depends on circumstance), you might be best off not attempting it.

If you have enough Gold, the likeliest and most reasonable arrangement is for the Barbarians to accept payment for them to leave you alone. Your chances of this happening are far greater, and increasingly so, as the Gold you offer increases.



A Barbarian's view of Italy



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If the Barbarians accept your terms, the next two choices will allow them to settle in territory that was formerly yours, but under different circumstances. Naturally, this requires a certain acceptance of the inevitable on the player's part. First, you must make a judgment as to whether you have the strength to repel the invaders, and then re-take whatever land they have already taken. Second, it's often wise to decide whether it's worth making such an effort. Do you really want to pull your Armies away from other wars or other defensive positionings to defeat the Barbarian horde? Often, the answer is yes.

You must then decide whether you wish to give up your province and let the Barbarians settle there as a Vassal under an agreement of Tribute. That's the Create Client option. Unless you fight subsequent wars with them, you will not get the territory back. You may lose opportunities to expand Colonies beyond the new Frontier, and it may complicate other things. On the bright side, this province may serve as a buffer against more Barbarian invasions.

The other choice is to ask them to settle as members of your country, though not yet as Citizens, as that title will take some time for them to acquire. However, with proper Governorship, these Barbarians may eventually become valued Freemen, and perhaps even Citizens in your empire. That's not such a bad choice, except that you were forced into it. If you would prefer to endure the unrest that will surely follow until Assimilation occurs, rather than send military force to subdue, destroy and retake the lands the Barbarians have occupied, this is often the best option.

THE THREAT OF A HORDE

As has been mentioned, Barbarian Hordes seem drawn toward Civilization, even though from the civilized perspective, they seem to want to destroy it.

At present, a small Tribal Government being overrun by a Barbarian Horde can actually be a benefit, because the game is designed so that you still remain in control of the country, no matter who governs it. If you are a purist, you can assume that you've "lost" when this happens, and go find another game. But, since the addition of the strength of the Barbarian Horde actually improves the country in most ways, most players will choose to accept the temporary disadvantage, and play on with the new, stronger country.

If you're chasing a Barbarian Horde and trying to end its potential threat to your country, but you find it's actually heading into a neighbor's lands, you have a choice. Do you want the experience, popularity and possible wealth that could come from a victory over Barbarians? If so, then you may perhaps wish to continue forward and quash them. However, if it gives you a strategic advantage to have them 1) battle against another country and kill the soldiers of a nation who may be your rival, and/or 2) ravage your rival's countryside and destroy parts of his civilization, then by all means allow them to ravage your enemies!

SILKTRADER (KRILJA VALS)

It is sometimes possible to stir up barbarians in enemies' countries. It's a very clear possibility to hurt an enemy at war by dropping troops on their frontiers and retreat as the Barbarians rise.

COLONIZATION

Besides being a source of constant threat to nearby civilizations, Frontiers can also provide opportunities. Colonization, in most cases, provides valuable long-term growth, in economic terms, in Population, and in military position. However, there are some rather significant growing pains that come along with Colonization, and you need to be aware of what they are so you can adjust to avoid major problems.

Colonization will benefit your country in the long run, because it will ultimately add to your Population, and provide new markets for your Trade Goods by opening up new Trade Routes to add to your network. A Colony will also serve as a bulwark against the Barbarians, and will expand your country's reach into Barbarian territory; this will increase Civilization Levels and, in time, provide a Population base from which to launch other Colonization efforts. In many cases, there are Trade Goods which a country would benefit from, and they are



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only accessible after one or more rounds of Colonization. Rome, for instance, cannot Recruit its own Cavalry until it expands some distance into Gaul to find Horses, or at least to find a province which can allow a Foreign Trade Route to extend toward the Tribal Governments there.

SECRET MASTER (JASON PITRUZZELLO)

Colonies are not free to found, despite having no monetary cost. Colonization uses up Population from the source province, lowering that province's Population to form the Colony in the new province. They increase the Research costs of your country as well as the Stability costs, just like acquiring provinces by any other manner (Conquest, Defection, Seduction). Also, Barbarians still exist in the province after the Colony is founded, and will occasionally rise up in revolt. They may also rise up and join any other barbarians that happen to walk through the province.

If you and your neighbor are competing to colonize the same barbarian provinces, make sure your army is stronger so that you will be the leading general in the combat and siege events that allow Colonization.

When Colonization moves the frontier beyond a province where you've put one of your militarily-minded (high Martial attribute) Governors, or Governors whose Charisma and Popularity make provinces more likely to convert Cultures or Religions, remember to move him on or at least to ensure someone reasonably capable is Governor in your new frontier province.

SECRET MASTER (JASON PITRUZZELLO)

Coastal provinces are good for colonization, especially if you have other coastal provinces to trade with them. If you lack a land connection to some part of your empire and Colonization would create a land connection, then go ahead. If the province produces something you desperately need, Colonize it. Once you have roads, it becomes worthwhile to colonize the interior of the continent. Roads allow you to trade with provinces over land in a fashion similar to coastal provinces. Of course, feel free to launch punitive expeditions against the barbarians living there in order to keep them under control. Just because you don't found colonies doesn't mean letting the barbarians build up their strength!

Editor's Note: Secret Master has produced an exhaustive study of Colonization, called Colonization 101, which is too large to publish in its entirety here. I'm reasonably sure it will be available on the Paradox Forum after the game's release. I'd encourage you to seek out his wisdom!

The primary reason Colonization may temporarily slow you down is that you are basically taking 10 Population from an established province, where they are actively earning Tax revenue and Research Points, and placing them into a province where the Civilization Level is 30 or 40 points lower, which handicaps their Research capabilities at the same time as those Research costs have increased. There are other various conditions which make developing the Colony less than ideal. The province also becomes difficult to defend, as it will not at first have a Fort or any other Province Improvements.

Eventually, with a good, solid Governor chosen for his Charisma and Popularity, a Colony will build itself into a respectable province in its own right, and the Barbarian Population will even begin to settle down, accept the new Culture, and become assimilated into your country's regular Population.

Unless you wish to sit behind your Frontiers and let other countries develop what begin as Barbarian lands, you should look at Colonial expansion as a matter of building bridges to other provinces which have strategic importance, by reason of critical Trade Goods, or overland access to one's enemies. A huge percentage of the world map is made up of Barbarian provinces, so over the course of centuries, that will become your means of expanding peacefully, even if you never pursue conquest against other empires.



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CHARACTERS

Those of you who are veteran Paradox game players will be used to not worrying too much about who's commanding your forces, so long as they are competent. No more! You still have the understandable concern of wanting to have competent people in charge of your most important battles, but now you must consider whether that General is getting too big for his britches. Is he still Loyal to you? Will he continue to be after the next battle? What about the Cohorts under his command? Can he be trusted with an Army that size? How many of his Cohorts are Loyal to him personally, and how many to the State? If he were to Rebel, who is nearby to keep him from overrunning your remaining Armies?

These are the considerations made important by the new Character interaction scheme developed for *Europa Universalis: Rome*.

GENERAL CHARACTER CONSIDERATIONS

Before you decide to do anything with a Character, whether it's selecting him for a job or targeting him for Assassination, make sure to check his Attributes and Statistics to see where he stands on the important things.

What aptitudes does he have? High Finesse makes a Character good at administrative jobs. Charisma is ideal for Envoy or Intrigue Missions. Martial is good for military leaders. What kind of Loyalty rating do they have? Is it lower than the last time you saw them? Is it nearing the 40 percent level, which is where they start to "go rogue?" Are they getting too Popular for comfort? Would their personal Corruption disqualify them for the role you're considering? Is this person amassing personal Wealth that they can possibly use against you, or to gain more power?

A Character's Family is important because they will have strings attached to those Characters in the same family. Pulling one string affects them all to varying degrees.

A Character's Friends and Rivals are also important. Too many Rivals can handicap them. Good Friends can be of great benefit... unless you happen to do something bad to them, in which case...

TRAITS

Traits carry with them a wide variety of possible problems and opportunities. There are too many Traits to adequately discuss here. Most Traits should have obvious advantages and disadvantages.

There are certain Traits to watch out for.

Traits such as Original Thinker or Tactically Inflexible are opposite sides of the same coin. Original Thinkers are the Generals you want out there leading your best Armies, though hopefully they will have a good Martial Attribute too. Generally, if a Character has the Trait, as well as a strong Martial Attribute, place them at the head of your best Army. However, even Characters with this Trait and lower Martial can be of benefit. Just trust them to lead less important Armies. Watch these Characters carefully, though: if they're frequently in combat, they can begin to be a threat to your rule.

Tactically Inflexible Characters are not the end of the world. If they also have high Martial ratings, then they will still be good in combat; they just won't get special Battle Events.

Be very careful placing someone with the Brave Trait in positions of combat leadership, because these Characters are particularly likely to pick up Loyal Cohorts, which are always a problem if the Character turns against you.

Traits like Silver Tongued can be ideal Envoys, but only if they already have decent ratings in Charisma. Blunt Traits have the opposite effect. Here, you would generally avoid sending them as Envoys, no matter what their Charisma Attribute, because a -10% modifier always applies. If they are far and away higher in Charisma than anybody else you can send, then go ahead and use them when you have to.

Take note early on of any Characters whose Traits carry advantages or disadvantages "as Ruler." If so, check their Popularity, Charisma and Wealth to see if they likely have any opportunity to become Ruler. If they have



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good modifiers, consider the possibility of promoting their careers (see the Promoting Characters header). If it's someone you don't want in power, there are ways to reduce the likelihood of them getting there.

As with Rulers, there are Characters whose Traits will only apply if the Character is in a Research position as Magistrate or High Priest. Carefully consider their Finesse, compared with your other candidates. If it's within two or three points of another Character whose Attribute is higher, but who don't have the Trait, see if you can fit the guy with the Trait in there without upsetting whoever you're dropping from the job. Naturally, if anybody has negative Traits which apply to these jobs, keep them as far away from the job as possible.

Characters whose Traits or Corruption increase Revolt Risk are not necessarily bad choices for jobs. Carefully check the Revolt Risk where you want to place them, and if their appointment won't push it above 0, then go ahead. Just remember who they are (or check the Ledger), and if conditions increase the Revolt Risk later, see if you need to replace them.

These notes are guidelines, and are certainly not a comprehensive look at Traits. There are many Traits, and there may be more added in future patches. Use common sense in evaluating them and their effects.

JOB SELECTION

GENERALS, ADMIRALS & ENVOY SELECTION

Unless you spend time removing and replacing Magistrates or Governors, most of your decisions with regard to jobs for your Characters will be with regard to Envoys or positions of military leadership. There are some key Attributes you must pay attention to in each of these selections.

Generals and Admirals, naturally, need high Martial Attributes. If you have any Characters with high Martial Attributes, high Charisma, and perhaps even a Battle Event-related Trait, such as Original Thinker, they would be your perfect General. Admirals cannot get Battle Events, so they will not need Charisma.

The problem with perfect Generals, however, is that they develop huge egos, and begin to think they are more important than the country or the Ruler who sent them to War. In other words, Popular Generals are potentially a country's own worst enemy because of the rules on Rivals, Loyal Cohorts and Civil Wars.

Your best General, from a political perspective, is going to be one with a high Martial Attribute, but either high Loyalty, or low Popularity. These are competent Generals without as much likelihood of causing problems.

A General or Admiral whose Martial skill is significantly higher than his opponent's will have a modifier applied which better reflects his overwhelming superiority (this is a change made since the Manual was sent to press). This is yet another major reason why you never want to send an Army into battle without a commander — those armies are assumed to have a Martial 0 leader, whereas even a Martial 2 leader would have a better chance of leading the Army to victory.

CHARACTER POOL

If you start running out of characters to lead armies or send messages, do you start cannibalizing province Governors? Some countries have a small enough pool of Characters for use in Government positions that you may face shortages, especially after Wars might have killed some of your Characters.

You definitely do not want to take Governors away from their assignments, because the province would suffer greatly. Taking a Magistrate away from his job as Research Leader has the potential to halve the amount of Research Points being generated. You may choose to remove the Magistrate for whatever Technology category you are least in need of, and that will generally not set you back too far. You may temporarily replace him with almost any Character, which will help build back some of the Research Points. Careful, though — this will cause a net decrease in Loyalty.

OTHERS

It has already been mentioned that you'll generally prefer high Finesse Characters as Magistrates and Governors.

For provinces with special needs, such as new Colonies or provinces with high Barbarian populations,



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consider finding a Character with not just high Finesse, but also high Charisma and Popularity. Make sure they don't have other Traits or Statistics that could increase Revolt Risk.

MANAGING CHARACTERS

Generally, the rule is to promote those Characters who are on your side, and to not treat the others as well. However, this kind of behavior has a self-fulfilling quality to it, so perhaps should not be followed in all cases (see the An Alternative View header).

PROMOTING CHARACTERS

For most Characters, it will never really matter what decisions you make regarding their titles or jobs, because they will never be a factor beyond that job. If you remove them, they go away and don't bother anybody.

Remember this isn't the case for a certain percentage of your Character Pool. Watch for people who are very Popular, very Wealthy, very Corrupt, who have very high Charisma, and whose Loyalty is low. Watch each of these people very carefully. They will be the movers and shakers in your country. Most Rulers would prefer their subjects move, but not shake!

If you want a Character closer to the centers of power, then you should try to place them in important positions – Governor, Magistrate, Admiral. In these jobs, they will acquire more Wealth and perhaps Popularity. More importantly for these purposes, they will like you (the Ruler) more. Placing them in these positions should slightly increase their Loyalty. Just remember that if you have to remove them, their Loyalty may go down again.

The opposite should be true if there is someone you disfavor, or who you perhaps consider a threat. These Characters should be removed from jobs where they can cause trouble. Yes, they may hate you for kicking them out, but they won't be in a position to do much about it.

For Generals, especially, make sure the ones whose Loyalty is dropping stay away from positions where they will win battles, where they will increase their Wealth, Popularity, or even gain Loyal Cohorts. You may consider sending these Characters into battles where they will surely lose, because this will cause them to lose Popularity. The downside is there's still a possibility they may pick up Loyal Cohorts.

If you have candidates that you'd especially want in the position of Ruler, build their popularity and wealth as described. Send them into combat where they will win battles, and not where they will lose!

These rules apply for keeping your Ruler where he is, too. If you can risk your Ruler without a reasonable likelihood of death or defeat, try putting him out there in charge of what will soon be a victorious Army. This will serve to increase Popularity, and protect his position.

AN ALTERNATIVE VIEW

An alternative viewpoint to the traditional "Friends helping Friends" model is to assume that your Friends will typically be on your side, no matter how you treat them. While there is a certain risk in this thinking, it may often hold true. This philosophy would say you should extend "patronage," such as jobs, favors, and so on, to Characters who are otherwise not tied to you, so that they will be.

The additional risk of this thinking is that you may end up placing Characters in power and giving them additional influence, Popularity, Wealth, or even Loyal Cohorts, only to later find that they've turned on you and are using that power against you in a Civil War.

This alternative is worth considering, and may be recommended in some circumstances, but is not always likely to keep you from being burned.

THREATS AND DANGEROUS CHARACTERS

In any large empire, you will have a set of Characters who have gained fame and fortune for winning battles and elevating your empire to its current level of greatness. If you're fortunate, much of this celebrity fell upon your Ruler. However, there may be some Generals, Admirals, or perhaps politicians who have not only benefited from



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their titles, but have acquired an ego, and may be ambitious enough to challenge your Ruler.

On the one hand, this may not be a big deal. You — the player — still control the country, no matter who is in power. But Civil Wars are generally bad for the country, and if these other Characters do not have Attributes or Statistics that are as favorable as your current Ruler, you might prefer to stick with the guy you have.

Watch for Characters whose Popularity is increasing too high, or for Characters whose Loyalty is dropping too low. When you see this happening, start taking steps to keep them from gaining more power. If they're a General, remove them, if it's not too late. Take Cohorts out of their command (see the Managing Loyal Cohorts header).

Since there are things which will tend to decrease Loyalty, like combat and Popularity, it's best to keep them out of those situations once you have a choice.

Another option is to take steps like changing your National Ideas, which may improve your Ruler's standing.

MANAGING LOYAL COHORTS

It's not necessarily bad for a Character to have a few Loyal Cohorts laying around. They really aren't a danger to you unless the Character's Loyalty drops. Loyal Cohorts can even be a good thing if the leader who they're Loyal to stays on your side in a Civil War!

In fact, Loyalty of these leaders can be an important part of managing their Cohorts. If you have a General who is unquestionably Loyal (rating of 70 percent or higher), try transferring the Loyal Cohorts of the Loyal General to serve under the disloyal General! The Cohorts can't switch their Loyalty, and they will join the Loyalist side, even if the disloyal General rebels.

The trick is where to place Cohorts which have become Loyal to the dangerous Characters. You don't want them mixed in with other Cohorts, because there is a good chance those others will come with them if they enter a Civil War against you. As a rule, keep a disloyal Character's Loyal Cohorts together, though not necessarily with that Character. Spread them out if you can and place them off in weird corners of your empire, where they will have a hard time coalescing against you. Set good, Loyal commanders to watch these Loyal Cohorts with troops of their own, whether they are Loyal to them or not.

When you're in desperate situations, and the General you're relying on to save your country is one of these Characters whose Loyalty is dropping, it's a hard call. Do you have anybody who you can call upon to take over the command? Make this decision before their Loyalty drops to the point of no return.

DISBANDING LOYAL COHORTS

Sometimes, it's just worth it to Disband Cohorts which are Loyal to a disloyal General. It will cost you dearly, but it's better than having ready-made Armies prepared to oppose you in a Civil War.

ASSASSINATION

In the worst case, you may find it necessary to Assassinate a Rival or potentially disloyal threat in order to keep him from raising rebel Armies against you.

If one of your Generals has a lot of Loyal Cohorts, check to see who his eldest son might be. Does he have high Charisma or Popularity? If not, there's a good chance that if you can kill the father, his son will not inherit the Loyal Cohorts, and they will become free again.

Check out what Family he belongs to. Can you afford to offend these people? Remember that it might soon come down not to who's offended, but rather who's fighting you, so don't dwell upon this problem for too long. If this guy is really a threat to you, take him out!

ROLE PLAYING

There is always an opportunity to use the Traits and other information you have on Characters to insert a "personality" into the Characters you're playing. Maybe you will want to replace competent leaders and give those jobs to your best Friends. Who knows? This can be quite fun, though it may add a challenge to your game beyond normal gameplay. Can you be a crass, corrupt Ruler, and still win the game?



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THE FIRST EMPEROR



Taken in 696 AUC, this screenshot shows a young friend of the great Julius Caesar.

Young Gaius Octavius was the son of one of Caesar's allies and, over the course of many years, found himself taken under Caesar's wing. As with many prominent Romans, his accomplishments led to new nicknames, and sometimes even titles; Octavius' first name change led him to be known as Octavian. However, he was to have one more. When Julius Caesar was assassinated by a cabal of his enemies in the Forum in 44 BC, Caesar's will provided that Octavian was to be posthumously adopted as his very own son. Since Caesar, by that time, was proclaimed to be descended from the gods, this made Octavian not just the heir to Caesar's vaunted name, but also a descendent of gods, at least in the view of popular society. Thereafter, he was known as Augustus Caesar, and though it took several years for him to consolidate his birthright, but thereafter he would be known as Augustus Caesar, who went on to become one of the most heralded and revered Emperors of Rome.



EVENTS & TRIGGERED MODIFIERS

EVENTS

There is not a lot of planning you can do to prepare for Events. There are so many potential Events that there's no possibility of discussing very many of them. Your best bet is just to take a look at the Event and its possible outcomes, and make an educated choice from what you've learned from this Guide.

Many of the Events are Character-driven, and will affect how at least one other Character relates to the current Ruler.

Having a Rival is not all that bad, but it can hurt in some respects. It's not good, either, to raise the anger of a Character by replacing them, thereby creating a loss of Loyalty. You just have to check the Loyalty rating of the Character who will be hurt, which you can check before responding to the Event. If it's high enough, then it may be worth the lost Loyalty. At least they don't become a permanent Rival, which could cause problems of its own.

Some Events will provide Border Disputes, which will establish new Cores, and which can become the excuse for a War against one of your neighbors.

TRIGGERED MODIFIERS

Like Events, there are a large number of Triggered Modifiers (TMs), things which will modify your economy or other game conditions and which arise when certain conditions are met. Some of them are worth briefly talking about.

One TM is Starvation. Generally, you will want to avoid this by making sure you are Trading for food (Grain or Fish) near most regions of your country.

Controlling certain points on the Game Map will bring benefits, especially if you're not the original controller. Rome, for instance, doesn't get a TM for holding Rome, but it will if it conquers Carthage, or Alexandria. Straits are important because they control access to waterways. There is a Mediterranean Control TM for whoever controls both Carthage and western Sicily. One TM benefits whoever holds the cultural centers of the eastern Mediterranean such as Athens, Alexandria, etc.

Certain TMs will provide production bonuses for controlling the main grain centers of the Mediterranean.

You are likely to stumble upon many of these TMs by accident, if you're not looking for them. If you really want to know ahead of time so you can "go for the goal," you can open the Triggered Modifiers text file in the Common folder of your *EU: Rome* directory. This will list each TM and its conditions. Ask on the Paradox Forum if you don't understand the language. However, it's much more fun to find these TMs by accident. Use common sense in knowing where they might be, as they are generally established using logical rules.

The objective of this section is to "teach you to fish, not hand you a fish." By not telling you exactly how to deal with each situation, you'll instead know how to critically think through them.



CIVIL WARS

If all your efforts to manage the Loyalty of Characters and their Loyal Cohorts comes to naught, you may find yourself in a Civil War. Naturally, this changes everything.

If you're fortunate, you won't already be in a major War when this happens. If you're even more fortunate, no one will decide to take advantage of your Civil War to Declare a new War! In this situation, you'll have enough problems as it is.

What you'll face in opposing your rule will depend somewhat upon how well you did your job in handling disloyal Characters and their Cohorts. Hopefully, the Rebel supporters will be scattered and ineffective. Ideally, you were able to identify the Character with the highest Martial skill and lowest Loyalty who ended up becoming the enemy commander; that way, you will have placed his Loyal Cohorts in the most isolated positions.

If your Rebels are separated from you and don't have ships, then you're in good shape. They may try building to come after you, but hopefully by then you'll have time to mount an attack against their position. As in any other War, naval superiority can give you a distinct advantage.

Aside from the initial setup, there is little about a Civil War to differentiate it from normal combat and War strategies. The exception is that you may still experience defections to and from your camp. Be ready to react to this, and keep a close eye on your Governors and military leaders so you will know who might be next to go.

No Civil War will end until one side wins completely and decisively over the other. Mind you, if your opponent wins, your game will end.

HISTORY OF THE ROMAN REPUBLIC



Experts dispute over the historical, cultural, and ethnographic origins of the Roman people. However, what is important in determining the mindset of a society is not where the people really came from, but where they *believe* they came from. The founding legend of Rome is encompassed in Virgil's poem *The Aeneid*, which traces Rome's lineage to ancient Greece.

The *Aeneid* tells of the Homeric hero Aeneas, an ally of Troy and son of the goddess Venus (Aphrodite, in Greek mythology), who departed the Aegean after the Trojan War, and eventually settled in Rome, by way of Carthage. Many years later, his infant descendants, Romulus and Remus, were fathered by the rape of a Vestal Virgin by the god Mars, and were therefore descended from two Roman gods. A jealous king had the babies thrown into the River Tiber, but Romulus and Remus washed up on shore alive, and survived by suckling on a she-wolf and being fed by a woodpecker. Romulus eventually killed Remus over a dispute, and became the first King of Rome in 753 BC. Though academics say there must have been more, legend says there were seven kings of Rome before the founding of the Roman Republic, around 510 BC. Backtracking a bit, remember that according to Virgil, Aeneas had stopped in Carthage, where he fell in love with Queen Dido. When Aeneas was convinced by the gods to depart and pursue his destiny in Italy, she killed herself while vowing vengeance. In legend, this is the



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beginning of the mortal dispute between Rome and Carthage. In actuality, the two western powers shared treaties of friendship through more than two centuries of their history, the first coinciding with the founding of the Republic. The roots of Roman militarism and determination were surely born from their rough early history. To survive in a region dominated by the Etruscans, the Romans conquered nearby cities and established alliances to make themselves more powerful than their neighbors. In 390 BC, Gallic Barbarians invaded and sacked Rome. Over the next 100 years, the Romans fought three wars with their regional rivals, the Samnites. In this crucible of conflict, they learned the craft of war and the virtues of *Dignitas* (dignity, self-worth, pride), *Firmitas* (firmness and determination) and *Severitas* (sternness and self-control).



Across the Adriatic Sea from Italy, King Pyrrhus of Epirus had become involved in a series of civil wars following the death of Alexander. In 286 BC, he briefly gained control over the Kingdom of Macedon, but was driven out two years later. Perhaps he was looking for a victory to reclaim his honor, because when the Greek

colony of Tarentum in southern Italy called upon him for help in 281 BC, Pyrrhus agreed. Bringing an army of 20,000 hoplites (heavy phalanx infantry), plus cavalry, archers and even 20 war elephants, Pyrrhus fought several engagements with the Romans, winning every one. Confident of victory, he extended a peace offer to the Romans, which they impudently rejected. Growing desperate from what he felt was a Roman refusal to listen to reason, he pressed on, engaging the Romans again at the Battle of Asculum in 279 BC. Again, he won the battle, but lost thousands of his best soldiers. Pyrrhus was said to have remarked to his lieutenant that "one more such victory would utterly undo him!" It was this persistence in battle and dogged determination that established the Roman reputation as a new star in the Mediterranean world, a force to be reckoned with. During these years of the Roman Republic, before the founding of the Empire, Roman soldiers carried a banner emblazoned with "SPQR," which stood for *Senatus Populusque Romanus*, meaning "in the name of the Senate and People of Rome." While the initials continued to be used long after the fall of the Republic, they actually meant something in these Republican years. It was the rise to heroic status of the young conquerer Julius Caesar that finally doomed the Republic. When the Senate challenged his behavior and authority, Caesar prompted a civil war against the Consul Pompey and the Senate by leading a legion of loyal soldiers toward Rome. Over the space of four years, he drove Pompey from Italy, chasing him first to Greece and then to Egypt, where Pompey was killed. After others rose to lead the war to preserve the Republic, Caesar eventually sailed to Spain, where he defeated Pompey's sons in battle. After his apparent victory, Caesar was assassinated by a conspiracy of Republicans, and his successors fought on for many long years of civil war and internal strife, even after his death.



STRATEGIC THINKING & PLANNING

What will end a decades-long rivalry of one country over another? Often, the answer is not their Armies or Navies, so much as their economy and Technology. These are long-term battles, waged with administrators, rather than by Generals. Get your head in the game, and you will have a good shot at coming out on top.

From the structure of the game and its Technology Research tree, it is clear that countries which gain an advantage in Technology Levels and Inventions will begin to pull away from less developed countries in economic and military ventures. For this reason, some players may want to consider using an overall strategy centered on Technology Research.

What is the best way to assure you have the best Technology in the world? First, you should select National Ideas which aid Research; the Civic Idea Philosophies accomplishes this, and if you wanted to go a step further, the Civic Idea Citizenship converts Population to Citizens, which will result in higher Research Point generation. Naturally, you should keep your provinces supplied with Governors (there is a penalty to RP if a province has no Governor), and you should Construct Academies wherever you have the resources to do so, beginning with the provinces where the most Citizens live. You should establish Trade Routes between your provinces with the highest Civilization Levels and the provinces with your lowest Civilization Levels, as this will produce the quickest increase in the Civilization Level of those provinces. I should offer a note of caution on this last point, in that some provinces will not have enough of a Citizen Population to make it worthwhile to end a profitable Trade Route in order to channel it toward a less developed province. Use your best judgment. Lastly, as often as you can, you should Invoke the Research Points Omen, thereby increasing the effectiveness of your Research Points.

Ultimately, population growth will be your best ally in earning more research capacity.

Look through your enemy's provinces for critical trade goods which the enemy may be relying upon to build ships, armies, etc. These are important to him, just as they are to you, and you may find it profitable to seize these provinces. Not only will you block its use by the enemy, but you may be able to use it for your own purposes.

If Stone is in short supply, then you'll have to pick which provinces are the most important to defend, and make those your strongholds. It is also recommended to Trade Stone into your Capital, if you believe it will come under attack. It's all a matter of deciding which provinces are the most valuable without being vulnerable. Some provinces may be both valuable and vulnerable, and so you must decide whether it's impractical to mount a serious defense. If the battle to hold this province will cost you most of the Army you need to defend the rest of your empire, then it is likely not practical. However, if it is the best stand you can make, then you have some hard choices to make.

Remember that Wars are almost always be won by the power which can maintain its economy in the strongest shape so that they can Recruit new Armies and keep up its defenses.

When you're at war, try to avoid sending every Army you have to the front. Not only can the enemy bring in troops by sea or sneak them in somehow, but another country may also decide to take the opportunity to hit you while you're down. You'll want reserves to deal with this potential invasion.

Alternatively, you may build new units to make up this reserve, but since your Recruiting capacity may be limited, this may not be the best solution. You may find that if you build more, you'll bankrupt yourself. Better to keep some regular units around, and reinforce with new Recruits.

The ultimate victor in a conflict between large empires, competing against each other over decades or centuries, will often be the one which can capture provinces from the other. This, in the long run, will shift resources such as Trade Goods or Tax Revenue from one empire to the other, tipping the balance between them.



LAND COMBAT STRATEGY

PRE-BATTLE CONSIDERATIONS

COMBINED ARMS

EU: Rome is designed to reflect the fact that different specialized military units working together form a more effective whole than individual units or groups of single-type units.

Different types of units have different aptitudes, as shown in the Effectiveness Chart. Militia can do fine against other Militia, but cannot compete with Heavy Infantry. Heavy Infantry can do well against anybody, though it is most effective versus Horse Archers and Archers, if it can reach them. Remember that the Archers are supposed to be in the back ranks, so in order to reach them the Infantry must first defeat the enemy Infantry. Meanwhile, the Archers in the back ranks are able to do very well against the Heavy Infantry as it attacks.

CHART: MILITARY UNIT EFFECTIVENESS

	M	HI	C	HA	WE	A	SPEED OF TRAVEL
Militia vs.	100%	50%	50%	50%	25%	100%	1
Heavy Infantry vs.	110%	100%	120%	150%	100%	200%	1
Cavalry vs.	150%	70%	100%	100%	50%	150%	2
Horse Archers vs.	200%	100%	100%	100%	50%	100%	2
War Elephants vs.	200%	100%	50%	50%	100%	200%	1
Archers vs.	150%	150%	100%	100%	50%	100%	1
Trireme	-	-	-	-	-	-	4

* Chart read left to right; Militia (left) versus Cavalry (above) is 50% effectiveness while Cavalry (left) versus Militia (above) is 150% effectiveness

If you study the chart, it should be obvious that different unit types can counter other unit types, and so it's always best to combine Infantry with Archers and Cavalry. The advantages of each counter the vulnerabilities of the other.

The exception to the Combined Arms rule is when you must move quickly. Obviously, Cavalry and Horse Archers are much more free to roam the countryside at high speed than your Infantry units. If it's necessary, split the horse-mounted troops off to reach an objective, and have the Infantry follow.

COMBAT LEADERS

Be careful to have at least one minor Character – no matter his skills – in command of any Army that's going to be in combat. It will make a difference against many opposing Generals, particularly if they have high Martial attributes.

There is no immediate way to know the skills of the commander of an enemy Army or Navy until you go into battle with him. However, there's a roundabout way. You can click on that enemy's country, and select the Diplomatic Action Assassinate, and you can look at that Character's Attributes.

As a matter of fact, if the enemy commander has higher skill than you, it might be worth it to go ahead and attempt the Assassination! Wait until one day before the enemy will arrive for battle so that the AI will not have time to reassign a new commander.

AUXILIARIES

Auxiliaries are mercenaries who are willing to be hired to fight for a country. These units can be Recruited only in provinces next to a border. They cost more to Recruit, but do not count against Manpower restrictions, which can be a great quality if you've been bled dry during a long War. You may find that only a limited number of Auxiliaries are available.



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SECRET MASTER (JASON PITRUZZELLO)

If it has money, the AI will bypass manpower restrictions by raising a never-ending stream of auxiliary militia. The militia are cheap enough that major powers like Carthage can constantly buy new ones. Thus, it is impossible to bleed the AI dry until you strangle their income.

COMBAT MANAGEMENT

DEPLOYMENTS

When going into combat, an Army will tend to choose deployment positions which mask the Army's vulnerabilities, while emphasizing its advantages. This order only breaks down if the Army does not have a proper number of Combined Arms Cohorts, or if battle losses have disrupted the order of battle.

Infantry and Militia will always deploy in the frontline. This is to protect the units which will occupy the backline. If there are not enough Infantry or Militia units to cover the entire front, plus one or more units to cover the flanks, some of the backline units may be forced to move forward. Anyone in the frontline is vulnerable to attack by the enemy's frontline units.

The Archers and Horse Archers will deploy in the back if there is enough of an Infantry/Militia front. The major difference between Archers and Horse Archers is that the Horse Archers have greater mobility, and can move to the flanks to attack with greater range.

The Cavalry also has longer range and thus can make their impact felt against more of the enemy's frontline units. They can also make flanking attacks more effective.

MANAGING BATTLES

Many players think it's bad enough that they have to take a moment away from high-speed gameplay to see if they're losing too badly in a battle or two. However, if you can take the time to watch the battles from the Battle Interface, it can be very informative and helpful. You will watch units on each side take casualties, and the ones that are hardest hit (the ones suffering the worst morale casualties, and verging on breaking) will start to fade. Watch for these and those of your enemy if you want to get a clearer idea of how the battle is going.

Naturally, if you're not doing well, you have the opportunity to order a retreat. If you're not paying attention, your first hint of a disaster may be the casualty figures at the end of the battle.

Also, you can watch for units which are being hit particularly hard. You can select individual Armies within a battle (though not individual Cohorts) and you can order them to retreat while the other units continue the battle. This is one way to protect the hardest-hit units.

It is usually better to retreat from a losing battle before you are forced to by a collapse of Morale. Retreating on your own terms means you choose to which province they retreat. Otherwise, you may not have a say.

Remember, also, to pull out of a losing battle before your friendly-enemy troop ratios drop below 10:1. Otherwise, you will lose everyone.

BATTLE EVENTS

Unfortunately, you will not have that much control over whether you will get Battle Events in combat, or which one you'll get. The trick is to get the right commanders in there to make Battle Events more likely.

When units engage in combat, commanders will use whatever tactics they know will give them the advantage. Your average commander doesn't know better than to charge at the enemy and make a big show. That's why you don't let your troops go into combat with an average commander!

STRATEGIC CONSIDERATIONS

DECISIVENESS IN BATTLE

Always try to attack with superior force, even if you have to bypass one enemy Army in order to hit another with



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more strength. You can always come back to get the other one once the first one has been defeated.

Fight winning battles, not losing battles. If you're getting slaughtered, you should pull back and fight another day on better terms, unless there is some higher purpose you are achieving in the battle. These higher purposes might include the fact that your outnumbered units are nevertheless inflicting terrible casualties on the enemy. Perhaps you are sacrificing the army, using its demise to prevent a more certain defeat in another province. Or perhaps it is a delaying action which will allow your other defenders to arrive in position to repel the invaders. Unless these or similar circumstances provide for an exception to the rule, you should really pull back, rest, and come at the battle another day with more troops, or perhaps better die rolls.

Cohort management is important. As a wise player gains military superiority on the battlefields of War, they will concentrate on the utter destruction of as many enemy Cohorts as possible. This is the only way to permanently reduce the enemy's military capacity, at least until they can Recruit more Cohorts. Yes, their combat losses will reduce their effectiveness for a while, but if the Cohorts are not destroyed, they will eventually build back their original strength with Reinforcements. Since a country you War with once is one you will often War with again, non-destruction of enemy Cohorts provides only a short-term victory.

One means of destroying Cohorts is to either meet their Armies with a numerical superiority ratio of 10:1. That will cause the enemy Army to automatically Surrender and thus be eliminated when they are forced to Retreat. This is often possible after a decisive victory where the enemy has taken substantially higher losses than your own forces. Whenever you have the resources to do so, combine your Armies in order to achieve this 10:1 ratio.

The other means of destroying enemy Cohorts is to cause such significant casualties that it forces the rival AI or player to Consolidate their Cohorts into a smaller number. Those eliminated Cohorts are lost forever.

Remember that these tactics work in reverse, too: you should be on guard to avoid concentrations of enemy troops which are close to a 10:1 ratio against your own troops. Remember the admonition about Consolidating Cohorts: once you've made that choice, those disbanded Cohorts are lost forever.

DEFEND BOTTLENECKS

Remember the terrain bonuses to defenders, and the Attrition penalties given to large Armies which move through provinces that cannot support them. Also, pay attention to the obvious paths which Armies must take to invade. You can pick a place where large numbers of enemy troops must march through, and set up your defenses there. You'll have maximum advantage from Attrition, because you won't probably suffer it on your own territory, but the enemy will. This also becomes a focus for your reinforcements to be thrown in.

Alternatively, block the main passage, and send reinforcements around to flank the enemy while he's busy trying to break the center.

MAINTAIN BATTLE FRONTS

You should never get locked into thinking that an army cannot operate on its own behind enemy lines. However, there are reasons why many wars develop a "front line of battle." Keeping a solid string of armies along the line of conflict with the enemy keeps them from slipping units behind your lines. It also prevents the enemy from attacking your armies from multiple directions, and ensures you have friendly forces nearby to reinforce against an attack.

On a more strategic level, the benefit is that you do not have to maintain a large reserve behind the lines, because you know the enemy cannot reach those provinces. This allows you to keep your strength in battle, and not sitting around. Maintaining naval superiority is vital to this strategy. If you cannot prevent enemy sea invasion, then your "front line" on land may be useless.

FABIAN STRATEGY

Don't give up hope if you're outnumbered and can't meet the enemy head-on in battle. In the Second Punic War, Quintus Fabius Maximus developed a strategy not unlike guerilla warfare, where the Romans would avoid battle with the main elements of Hannibal's Army, but would attack when and wherever they could achieve local



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superiority against small detachments of Carthaginian soldiers. This is what you must do if you are fighting a losing battle, and still want to win. If done right, you will wear down the enemy faster than he can wear you down, and you'll gradually gain back your odds.

A corollary to this is that you should make strategic attacks where the enemy is weak, not where he is strong. If you can land forces by sea, choose a province away from their main armies so you will have time to capture a city or bring more reinforcements.

TIMING MILITARY ACTION

There is a proper time for everything. Do you Declare War, and then start building armies? Or do you build up first, and then Declare War?

Keep an eye on all the enemy Armies within your view. Sometimes, you'll be heading for a battle, and you'll notice that an Army in that province is scheduled to leave on a date just after when you're going to arrive. Is it worth stopping your Army and restarting its movement so that it will attack against a smaller opposing force, since you'll slip in behind the departing unit?

This works both ways. Sometimes, you will specifically want to intercept an enemy Army before it gets somewhere, or before it slips out of your grasp, so you can destroy it!

Whenever you start movement, check the tooltip to see when your Army will arrive. You don't have to remember the exact number of days it will take, but remember approximately how long it's going to take. This will be helpful in many calculations you may need to make to time everything right during a game.

Sometimes, you'll order an Army to move into a province, and you'll realize you need it to get there more quickly. Does the Army have more than one type of unit? Is it worth reorganizing so you can send the Cavalry ahead, to be followed by the Infantry later?

If you have two Armies, both of which are too small to go into battle by themselves but which would be able to tackle the enemy Army together, consider timing them to arrive on the same day. Be sure that the slower one moves first, and see what day it is scheduled to arrive in order to make sure there aren't any other enemies around who might interrupt its movement with combat.

This tactic, too, works both ways. Remember earlier, when we were talking about intercepting enemy Armies? You can do this in order to keep the enemy from concentrating his forces against you. If you see two enemy Armies heading towards a battle, and you don't want to have to face both at once, see if you can intercept one of the Armies with one of your own. If so, it will disrupt the timing of the enemy attack, perhaps long enough that one Army can be defeated before the other gets there. Sometimes, this tactic may sacrifice one of your Armies, which is perhaps too small to survive the combat intact. However, sometimes it's worth it for the sake of strategy.

SACRIFICE PLAYS

When is it useful to "sacrifice" an Army or Cohort in order to save others? Rarely, it should be said. However, the strategic advantage of losing one unit in order to save a larger Army is sometimes worth it.

For instance, what if you have an Assault underway, and it seems the enemy will arrive to attack that Army just as it's at its lowest Morale, due to the Assault? Or what if your Siege is at 100% and the city will surely fall any day, but an enemy is bearing down on you and will undoubtedly defeat your Siege Army and send it packing? Sometimes, the loss of one unit will be worth it for the strategic advantage. Just remember the long-term cost: your unit will be savaged, and will not be militarily effective for some time after.

PROACTIVE DEFENSE

When trained for battle, elephants are fearsome creatures, but they are also very expensive and take forever to recruit. If you happen to see a province where an enemy Elephant unit is being raised, see if it's worth assaulting (or, if you have time, besieging) the city to stop construction. If you take it over, the Elephants don't get recruited, and all the money they spent to raise them is lost!



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Alternatively, if you can spare the manpower to send 10,000 or more soldiers to sit on the city, there is a good chance the Elephant unit will surrender in the face of 10:1 odds.

In fact, this strategy is worth mentioning as a general rule – roving armies of 10 or more cohorts can destroy the enemy's cohorts faster than they can be rebuilt. It can be of great benefit to your capacity for victory if you have the local superiority to do this.

CONSOLIDATING COHORTS

There is some sense to doing this if you're in a desperate battle and you need to make sure the reinforcements get to the right units. Personally, I'm going to strongly caution against it in the strategy guide, because unless you have more understrength units than your manpower resupply can handle at one time, it actually slows down your reinforcement rate.

Why turn 10 understrength units, some of which are at 0 and others are at 100 or 300, into just 5 units, 3 or 4 of which are full strength? Full strength units don't get reinforced, so only the 1 or 2 units which are still understrength will get the 50-man reinforcements. So you get 50 or 100 men to reinforce your army, rather than the 500 men you would have received in the unconsolidated army. Granted, the unconsolidated cohorts are only 50 men, but so long as they stay with big brother and don't go haring about on their own, they're still safe. They don't disappear in combat when they get to zero strength, like they would in Paradox Interactive's *Victoria*.

SIEGES

It's rarely a bad idea to besiege an enemy city if you have the troops to do it. If this Siege strategy would prevent you from concentrating forces at the front, then you may have to reconsider. But if you can reasonably expect to hold onto the Siege for a long period of time, you should attempt to do so, and capture the city. That's the only way to bring the enemy to its knees.

Remember that the larger the Siege force, the more quickly the Siege will progress.

ASSAULTS

Only Archers, Militia and Heavy Infantry can participate in Assaults. The Archers, obviously, provide support. The Infantry and Militia storm the walls.

Generally, you will need to have a strength advantage of 5:1 or better over the enemy garrison to have any hope of overwhelming them. The larger your force, the more likely and more quickly the Assault will succeed. If you run out of Morale, you can wait, build it back up, and try again.

If the walls have been breached, the Defenders lose a certain bonus to defense, which often means your Assaulting soldiers can make it through if there is such a breach.

SEABORNE INVASIONS

Be careful when landing your troops on unfriendly shores. You will always suffer a negative modifier if you attack an enemy army from the sea. The same is true if you land your soldiers in a port that is already in battle. Sometimes desperate situations call for desperate measures, but if you have time you can prevent this modifier if you land your troops where there is no opposition, and march them into battle.

Remember also that you can land troops in a friendly port more quickly by moving the transport ships into port, rather than having the troops landed from positions at sea.



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STYLES OF WARFARE

At some point after you've researched the right Tech Level, you will be asked to select what form of warfare you wish to pursue.

VACCEO (PABLO MARTIN DOMINGUEZ)

For Roman warfare, it's quite easy since the benefits only apply to 3 troop types: heavy infantry (offensive), cavalry (defensive) and archers (defensive). Just add the quantity of archers and cavalry, and be sure to have the same amount of heavy infantry. Hellenistic warfare benefits Heavy Infantry as defensive while Horse Archers, Cavalry and Archers benefit as offensive. Apply the same calculations but with a bigger variety of troops.

This same kind of choice exists for Naval Tech. You will be asked to choose between Big Ships or Small Ships.



At the Battle of Actium in 31 BC (723 AUC - just 6 years before the end of the EU: Rome timeframe), Caesar's adopted son and heir, Octavian, established a decisive victory over his civil war rival, Marc Antony, at the naval Battle of Actium. Marc Antony's ally and lover, Egypt's Cleopatra, suddenly departed the scene of a losing battle, and Marc Antony fled after her with a portion of his fleet, leaving the remainder to its ugly fate.



NAVAL COMBAT STRATEGY

FLEET MANAGEMENT BEFORE BATTLE

Attrition is as deadly to ships as combat. In fact, if you're not careful, you may actually lose more ships to Attrition than to combat.

Your ships will suffer Attrition any time they are away from friendly coastlines. Additionally, they will suffer quite a bit more Attrition if they stay away from those friendly coastlines for a long period of time; say, anywhere from weeks to months. You must watch carefully to see what situation they're in, and bring individual ships home as they begin to suffer fatal Attrition.

MANAGING SEA BATTLES

It's usually best to watch your sea battles carefully. If you start to lose, make sure to retreat before your ships are very badly damaged, or you might lose them anyway because of the retreat mechanics used for naval combat.

Knowing when to retreat from a Naval battle is hard. You may realize you are losing, but at the same time, you can sometimes expect to have some ships captured if you flee. That only strengthens the enemy. Do you take that chance? Do you keep fighting, and hope that they don't catch up to you?

Often, the best commander will have the advantage in whether he'll be able to catch up with the enemy and capture some of the fleeing ships.

STRATEGIC NAVAL CONSIDERATIONS

Once you've been put at a disadvantage at sea, you're often stuck there since it takes so long to build ships to replace those you've lost (if you had enough in the first place!). This means that most countries are more vulnerable to Naval Blockades than to Blockades on land.

Naval Superiority will give your enemy the ability to land troops on your shores without your being able to do the same to him.

It's really hard on ships to maintain a Blockade away from port. Storms and general wear and tear mean the ships take a beating. Attrition is high, and will eventually ruin the effectiveness of your ships. Try holding back a small reserve fleet, and send replacements to the blockade fleet from time to time to take the place of the ships who've had the worst time of it, which can then go back home to repair.

Remember that Fleets can affect land combat as well. They can block passage across a strait. They can also protect a crossing at a strait by engaging any enemy who hope to block the passage. Until the battle is concluded, those troops may continue crossing. Whether you can hold them long enough becomes the question.

If your army is on an enemy shore, and is at risk of being defeated in battle, you may want to keep a fleet of appropriate size around so these cohorts can retreat to sea. This has the added benefit of enabling you to land them elsewhere soon after.

SILKTRADER (KRILJA VALS)

Naval movement is safer (less attrition for armies, doesn't affect manpower) and often faster.

Naval supremacy offers many logistical options, sensibly speeding up operations.

LOCAL SUPERIORITY

You may still be able to win a naval war in the long-term even if your navy is smaller than your enemy's. Local superiority means having more of your own ships than the enemy has in that region of sea. If you set up a fleet of several ships, seek to avoid the enemy's larger fleet, but instead to find small fleets of ships which you can defeat. This tactic can eventually whittle down the enemy navy's strength, a few ships at a time, until you ultimately gain the upper hand and can win.

This strategy works in land combat, too.



HISTORY OF CARTHAGE



Hannibal's elephants cross the Alps.

In the centuries before the Roman Empire came to control the Mediterranean, it was the Greeks and the Phoenicians who held regional sway. For much of that time, the Phoenicians controlled most of the seaborne trade around the region, and Carthage was founded by these seafarers. It continued to be a major trading hub in the western Mediterranean. When Levantine Phoenicia (centered upon Syria and Lebanon) was conquered first by Nebuchadnezzar's Babylonians in 574 BC, and later by Cyrus' Persians in 539 BC, Carthage survived as heir to the Phoenician legacy of trade. The Carthaginians controlled much of the

Mediterranean by maintaining an enormous navy. Carthage allied with the Etruscans (predecessors to the Romans in Italy) against the Greek colonists throughout their region, gaining control over parts or all of several major western islands. The rivalry with Greece grew to the point that Carthage allied with the Persians, but defeat in that war set the empire's prospects back. Carthage turned to consolidating her African holdings, though they still struggled with the Greeks over the island of Sicily for centuries to come. Between 310 and 307 BC, warfare with the Greeks of Syracuse reached its climax, with simultaneous sieges of Carthage by Greeks, and Syracuse by Carthaginians. Finally, a Carthaginian victory ended the war. When the Roman Kingdom sprouted up, Carthage signed a treaty of friendship with them, the first in 507 BC. Two more treaties were signed over the next two centuries, and Rome cooperated with them in war against Pyrrhus of Epirus. However, a clever bunch of rogue mercenaries in Sicily were able to survive by playing Carthage and Rome against each other, sparking what would become known as the First Punic War in 263 BC, just after the beginning of the timeframe of *Europa Universalis: Rome*. Carthage was eventually defeated in a series of three epic struggles. The first was primarily a naval conflict which took place over 23 years, and a Roman victory on the island of Sicily yielded the Carthaginian half of that island to the Romans, along with a gift of tribute. It established Rome as a naval power. The Second Punic War (218 BC – 201 BC) began over what could be considered a border dispute, as Carthage and Rome had both begun to colonize the eastern coast of Hispania (Spain), and their spheres of influence intermixed. While fighting raged in Sicily and Spain, the Carthaginian masterstroke was Hannibal's crossing of the Alps to invade Italy itself.



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However, Hannibal lost his siege engines and elephants in the frigid mountain passes, which meant that his several victories against Rome in the fields proved hollow. Despite a brilliant victory at Cannae, where Hannibal's 54,000 soldiers killed or captured 80,000 Romans with the loss of only 10,000 of his own, Hannibal eventually found that he hadn't the strength to capture Rome

itself. Rome's Italian allies remained loyal, and the Romans cut off Hasdrubal's attempt to reinforce Hannibal through another crossing of the Alps. The Roman general Scipio first won allies and victories in Spain, and then traveled to Africa, where he invested the city of Carthage itself. Hannibal was forced to return to defend their capital. In the end, Hannibal's brilliant strategies came to naught, with nothing to show for his efforts but a 17-year pillaging of the Roman countryside. Carthage was forced to give up its Spanish colonies to pay another large indemnity to basically disarm its army and navy, and its territory was reduced to a few provinces on the coast of Africa. In 149 BC, the Romans were determined to destroy Carthage, and in the three-year siege of Carthage in the Third Punic War, they did so. Legend has it that the city of Carthage was totally destroyed, although some remnants of her old glory remain, even today.





RESOURCES FOR PLAYERS

PARADOX FORUM, PATCHES, UPDATES & ERRATA

If you want answers, updates or patches, wish to discuss the game, or just chat, all of those things are available at the Paradox Forums: <http://forum.paradoxplaza.com/forum/index.php>.

The Forum is where you will also find Country Guides (mentioned above) as well as new and improved strategies, often dealing with new patches. Here, you can also voice preferences for changes to the game design that can produce better patches in the future!

Any Errata – things that have changed since the time this Guide or the Manual was written – will be located on the Paradox Forum. They should be updated to best reflect the changes.

You will also find Mods, as many players modify the game code, which is relatively easy to do with Paradox programs. This provides more, or different, challenges, or a different perspective on the game through different rules.

AARS

Other players actually write stories about their games, called After Action Reports (AARs). These may be simple recountings of what someone did in the game as a player. It could also be set as a history book, telling about this alternative history as if it were fact. Some become fan-fiction pieces, which tell a dramatic story about the game. Many of these writers are very good, and others improve their skills as writers because of the feedback from other writers, everyone talking about the things they enjoy most: history, gaming and writing!

COUNTRY GUIDES

It should be noted that among the many things you should be able to find in the *EU: Rome* sections of the Paradox Forums are Country Guides. There is a lot of thinking that is specific to certain countries, and whole sections of the Strategy Guide could be devoted to them. However, these strategies are subjective, and may actually change from patch to patch. That's why it will be far more effective to ask these questions in the Forum once the game is released than for me to try to explain each country's strategies, and then try to predict how patches will modify game balance, and even game rules.

Again, the objective of this Strategy Guide is not to "hand you a fish," but rather to teach you how to think within the Paradox game model, so that no matter the situation, you will have a good idea of how to approach it strategically.

Here are some brief comments submitted by Beta Testers which have more universal application:

VACCEO (PABLO MARTIN DOMINGUEZ)

As a Tribal Government, why not just pay tribute to whatever major power is around you? They will provide some protection for you, and won't rush to be your enemy.

VANDELAY (DAVID HASKIYA)

As Macedon, your first geostrategic goal should be to not ever, ever, ever allow the Romans, Carthaginians or Seleucids to gain a foothold in Greece. If they do, they can destroy you!

JINNAI (ARIC FERRELL)

For small tribal nations, it's better to spend your early money on Stability, except in the case of Irrigation. Don't worry about building troops because you can't maintain them. Your income will not be high enough without Trade commodities. It can be better to let the Barbarians run over you. The amount of loss in Civ Value is easily recovered, and the population you get is



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generally better than your current population. Then you can use the troops to invade another country and grow.

KIERUN (YANN GOLANSKI)

Any Greek minor nation: Ally yourself with Macedonia and DOW the two Greek minors and capture them. Once you have them, concentrate on Trade and Research with Macedonia as a shield. You can focus on the island minors and take them if you can. At one point, Macedonia will get attacked by a major power and you can backstab it and take the remaining lands of Greece. You should be in a strong position to take on the bigger guys and create a mighty Greek Empire.

SILKTRADER (KRILJA VALS)

With Carthage, block the two straits from Sicily to allow Magna Grecia and Epirus to support their troops in Italy.

MINORITY (MELVIN CHEAH)

If your religion is Greek, grab trade with Masilla. Not only are they the furthest, and thus the most profitable Greek trade partner, you also enrich them. Masilla's expansion can serve to impede Rome's Gallic expansion and Carthage's Spanish expansion while also expanding the Greek religion's reach, which improves your omen success chances.





MULTIPLAYER

As complex and accurate as Artificial Intelligence can be at times, there is nothing yet that can approximate the insight and cunning present in a human opponent. For this reason, many players really enjoy Multiplayer (MP) games against other humans.

This is a radically different form of contest, as these games are usually played without pausing. Your team may select a lower speed to keep from outrunning everybody, but pausing is considered very bad form. Because of the fast pace, you will need to learn to keep track of many things in your head, and to adapt quickly to a changing situation.

If you don't think you can do it, try it out first – if you fail the first time, take the lessons you've learned into the second game, and keep learning! You can practice running at speed, without pausing, even in Single Player. Just set it as a rule, and don't hit those buttons! You'll get used to it soon enough. These multitasking skills are critical for victory in MP.

Multiplayer Armies are generally larger and more concentrated than AI Armies, because the players know they can adapt quickly, and because human adversaries always figure their opponent will have a big stack of Cohorts, too. More can be done with these large Armies, and the only disadvantage is Attrition. Players have noted that those who take careful account of how they move large stacks to avoid Attrition often have an advantage.

Assaults are much more popular in MP as the Army can avoid losing the initiative, and can move on to the next task. However, this requires large stacks of Cohorts, which allow you to Assault without losing large numbers of troops or the majority of your Morale.

One major difference in MP games is that Diplomatic Actions and Offers are received by a real human player, who can make more sophisticated decisions about them or issue counteroffers. Moreover, using the Chat function, you can work out deals behind the scenes and make complicated agreements, coordinate Alliance forces, etc. Keep in mind that this also makes it more possible to backstab any friends who are getting too powerful!

A “balance of power” will tend to work itself out in MP, because when one side starts to see that its opponents are getting too powerful, they will join with others to stop them. Also, members of an alliance who start to see one country of their own alliance gaining the upper hand will switch sides to counter them. Eventually, one side or the other may decide to “take out” one of the major players and change the balance of power, only to have a new one emerge.

Mistakes made in MP are unlikely to go unnoticed. Also, vulnerabilities are generally recognized and exploited. If you're on top of the world but you've just entered a major war, expect other countries to pile on and try to take what they can from you before you are no longer distracted.

While some players counsel sneaky and two-faced styles, other players emphasize the need to maintain an honest, straight-dealing reputation in order to keep from having people distrust everything you say. Perhaps conferencing with the players beforehand on the Forum will give you a feel for how each group of players works.

Lastly, never give up. The nature of MP play is that countries which were thought “out of the running” can still come back later on, because other countries will ignore them for a while. Later, a country which has passed its prime, but which has rebuilt some of its power, may prove useful for one of the alliances, and can climb back into the top tier!

JARKKO SUVINEN

In Multiplayer, naval supremacy is very important. Whoever, or whichever alliance, controls the Mediterranean holds the tempus, making everybody else react to his decisions. Naval supremacy is generally also the best way to protect your lands, as it prevents hostile deep-strikes and flanking maneuvers, while opening several attack venues for the naval power.



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APPENDIX

APPENDIX A: CULTURES & CULTURE GROUPS

GROUP	INDIVIDUAL CULTURE	GROUP	INDIVIDUAL CULTURE
Latin	Roman	North Levantine	Carthaginian
	Etruscan		Phoenician
	Osco Umbrian	South Levantine	Jewish
	Messapic		Nabatean
	Venetic	Persian	Persian
Hellenic	Greek		Parthian
	Macedonian		Median
North African	Egyptian		Armenian
	Numidian		Ibero
Illyrian	Illyrian		Assyrian
	Pannonian	Scythian	Scythian
Thracian	Thracian		Sarmatian
	Dacian	Gallic	Gallo-Ligurian
	Phrygian		Celtic
	Pisidian	Germanic	West Germanic
Iberian	Iberian		North Germanic
	Aquitanian		Suebi
	Celt-Iberian		Vandalic

APPENDIX B: RELIGIONS & RELIGIOUS GROUPS

RELIGIOUS GROUP	RELIGION	RELIGIOUS GROUP	RELIGION
Hellenistic Pantheon	Roman	Paganism	Shamanism
	Greek		Druidism
	Egyptian		Animism
Semitic Patheon	Carthaginian	Monotheism	Judaism
	Phoenician		Zoroastrian



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APPENDIX C: BUILDINGS & PROVINCE IMPROVEMENTS

BUILDING	TECH REQS	CIV VALUE REQS	BUILD TIME	EFFECT	NOTES
Aqueduct	Const. 24	35	12 mos.	Population Growth (in province) +2%	Also must have Civic Tech 14, and Civic Planning, and Arches & Domes inventions
Forum	Const. 1	5	12 mos.	Trade Routes (in province) +1	
Temple	Civic 1		12 mos.	Religious Prestige +1	Also must have Religious Organization invention
Arena	Civic 18		12 mos.	Revolt Risk (in province) -10%	Also must have Const. Tech 22, and Arches & Domes, Civic Planning, and The Mob (inventions)
Academy	Const. 12	30	12 mos.	Research Points (in province) +25%	
Foundry	Land 26	35	12 mos.	Starting Experience (armies raised in province) +10	Also must have Civic Planning invention, possible after Civic Tech 14
Irrigation	Const. 1	5	24 mos.	Tax Income (in province) +50%	Only in certain provinces
Mine	Const. 5	15	24 mos.	Tax Income (in province) +50%	Only in certain provinces
Forestry	Const. 9	10	24 mos.	Tax Income (in province) +50%	Only in certain provinces
Roads	Const. 15	40	12 mos.	Trade Transit Range +1; Movement Speed +50%	Also must have Civic Planning invention, possible after Civic Tech 14
Harbour	Naval 10	35	24 mos.	Trade Routes (in province) +1	Also must have Civic Planning invention, possible after Civic Tech 14
Fort Level 1	Const. 1	5	12 mos.	Fort level 1	
Fort Level 2	Const. 10	25	12 mos.	Fort level 2	Prerequisite: Fort level 1
Fort Level 3	Const. 20	35	12 mos.	Fort level 3	Prerequisite: Fort level 2



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APPENDIX D: NATIONAL IDEAS

IDEA	EFFECT	NOTES
MILITARY IDEAS		
Horse Lords	Cavalry Discipline +10%	Available anytime
Professional Soldiers	Heavy Infantry Discipline +10%	Available anytime
Martial Ethos	Land Morale +25%	Land Tech 5
Naval Ethos	Naval Morale +25%	Naval Tech 5
Tribal Recruitment	Regiment Reinforcement Speed 50% Faster	Land Tech 5
Military Camps	Land Organization +10%	Land Tech 15
Cataphracts	Cavalry Offensive +100%	Land Tech 15
Legionary Military System	Heavy Infantry Cost -50%	Land Tech 25
Militarized Society	Experience Decay -1%	Land Tech 25
Siege Train	Sieges 20% Faster	Land Tech 25
ECONOMIC IDEAS		
Organized Recruitment	Cohort Recruitment Time -10%	Available anytime
Naval Blockades	Blockade Efficiency (income) +33%	Available anytime
National Prestige	Tribute Income +10%	Construction Tech 5
Tariffs	Trade Income +10%	Construction Tech 5
Tax Farming	Tax Income +10%	Construction Tech 5
Improved Construction	Building Construction Cost -10%	Construction Tech 15
Tradition of Service	Starting Experience +10%	Construction Tech 15
Regulated Markets	Trade Routes +1 (per province)	Construction Tech 25
Industry	Building Construction Time -25%	Construction Tech 25
Bureaucratic Traditions	Maintenance Costs -15%	Construction Tech 25
CIVIC IDEAS		
Civic Duty	Defensive +50%	Available anytime
Citizenship	Freedmen to Citizen +1% over 10 years time	Available anytime
Emancipation	Slaves to Freedmen +1% over 10 years time	Civic Tech 5
Diplomatic	Diplomatic Missions +10% Chance	Civic Tech 5
Duplicity	Intrigue Missions +10% Chance	Civic Tech 5
Loyal Politics	Monthly Character Loyalty +20%	Civic Tech 15
Philosophies	Research Points +25%	Civic Tech 15
Higher Duty	Maximum Rivals -1; Maximum Friends -1	Civic Tech 25
Populist Politics	Monthly Character Popularity +1%	Civic Tech 25
Rule of Law	Corruption -20%	Civic Tech 25
RELIGIOUS IDEAS		
Deification	Ruler Popularity Gain +10%	Available anytime
National Faith	Omen Power +10%	Available anytime
National Oracle	Stability Cost -33%	Religious Tech 5
Divine Right	Omen Chance +15%	Religious Tech 5
Religious State	Revolt Risk -1 (per province)	Religious Tech 5
Tolerance	Corruption -10%	Religious Tech 15
Pantheon	Religious Prestige +20%	Religious Tech 15
Philosophical Advances	Civilization Spread (i.e. Civilization spread to provinces) +25%	Religious Tech 25
College of Pontifices	Omen Failure Penalty -25%	Religious Tech 25
Evangelical Faith	Seduce Cost (against Governors) -25%	Religious Tech 25



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APPENDIX F: TECHNOLOGICAL INVENTIONS

LAND TECH INVENTIONS		
INVENTION	EFFECT	PREREQUISITES
Mass Charge	Militia Offensive +6%; Militia Discipline -5%; Land Organizations -2%	Land Tech 1; Civ Value in Capital Btwn 5-35
Elite Contingents	Militia Discipline +1%	Land Tech 2; Civ Value in Capital Btwn 10-35
Throwing Spears	Militia Offensive +1%	Land Tech 3; Civ Value in Capital Btwn 15-35
Tribal Divisions	Battle Event Chance +2%	Land Tech 4; Civ Value in Capital Btwn 20-35
Reserves	Militia Offensive +1%; Militia Discipline +1%	Land Tech 5; Civ Value in Capital Btwn 25-35
Armour	Heavy Infantry Defensive +2%; Lose all more primitive Land Tech inventions	Land Tech 1; Civ Value in Capital Btwn 35-60
Basic Drill	Heavy Infantry Discipline +1%	Land Tech 3; Civ Value in Capital Btwn 35-60
Standardised Equipment	Heavy Infantry Offensive +2%; Heavy Infantry Defensive +2%	Land Tech 6; Civ Value in Capital Btwn 35-60
Officers	Heavy Infantry Discipline +2%	Land Tech 8; Civ Value in Capital Btwn 35-60
Defensive Formation	Heavy Infantry Defensive +3%; Heavy Infantry Offensive -1%	Land Tech 10; Civ Value in Capital Btwn 35-60
Elephant Warfare	War Elephant Offensive +5%	Land Tech 14; Civ Value in Capital 60+; Hellenistic
Phalanx Charge	Heavy Infantry Offensive +3%	Land Tech 18; Civ Value in Capital 60+; Hellenistic
Phalanx Deeping	Heavy Infantry Defensive +3%	Land Tech 20; Civ Value in Capital 60+; Hellenistic; Phalanx Charge invention
Mixed Phalanx	Heavy Infantry Defensive +5%	Land Tech 24; Civ Value in Capital 60+; Hellenistic; Phalanx Deeping invention
Sword Equipped Troops	Heavy Infantry Discipline +2%	Land Tech 27; Civ Value in Capital 60+; Hellenistic; Mixed Phalanx invention
Maniple System	Heavy Infantry Offensive +3%; Heavy Infantry Defensive +3%; Global Manpower -4%	Land Tech 14; Civ Value in Capital 60+; Roman
Pillium	Heavy Infantry Offensive +5%	Land Tech 17; Civ Value in Capital 60+; Roman
Veteran Centurions	Heavy Infantry Discipline +5%	Land Tech 20; Civ Value in Capital 60+; Roman
Cohort System	Global Manpower +5%; Heavy Infantry Offensive +5%; Heavy Infantry Defensive +5%	Land Tech 24; Civ Value in Capital 60+; Roman; Maniple invention
Marian Reforms	Global Manpower +3%; Heavy Infantry Cost -1%	Land Tech 27; Civ Value in Capital 60+; Roman; Maniple invention
Horse Archers	Horse Archers Offensive +2%	Land Tech 1; Civ Value in Capital Btwn 5-35; Horses
Disciplined Missile Troops	Archers Discipline +2%	Land Tech 1; Civ Value in Capital 35+
Equipment Standardisation	Archers Offensive +3%	Land Tech 5; Civ Value in Capital 35+
Basic Armour	Archers Defensive +2%	Land Tech 10; Civ Value in Capital 35+
Missile Support Troops	Archers Defensive +4%	Land Tech 15; Civ Value in Capital 60+; Roman
Field Fortifications	Archers Defensive +4%	Land Tech 20; Civ Value in Capital 60+; Roman
Field Artillery Tactics	Archers Offensive +2%	Land Tech 25; Civ Value in Capital 60+; Roman
Missile Disruption	Archers Offensive +4%	Land Tech 15; Civ Value in Capital 60+; Hellenistic
Elite Archer Units	Archers Offensive +4%	Land Tech 20; Civ Value in Capital 60+; Hellenistic
Parthian Shot	Horse Archers Offensive +5%; Horse Archers Defensive +5%	Land Tech 25; Civ Value in Capital 60+; Hellenistic
Steppe Cavalry	Cavalry Offensive +2%	Land Tech 1; Civ Value in Capital Btwn 5-35; Horses
Noble Cavalry	Cavalry Discipline +1%; Cavalry Cost +1%	Land Tech 1; Civ Value in Capital 35+
Mercenary Skirmisher Cavalry	Cavalry Defensive +4%; Lose Noble Cavalry	Land Tech 7; Civ Value in Capital 60+; Roman
Cavalry Support	Cavalry Defensive +4%	Land Tech 14; Civ Value in Capital 60+; Roman
Heavy Cavalry	Cavalry Offensive +3%	Land Tech 21; Civ Value in Capital 60+; Roman
Mercenary Cavalry	Cavalry Offensive +2%	Land Tech 7; Civ Value in Capital 60+; Hellenistic
Cavalry Charge	Cavalry Offensive +2%	Land Tech 14; Civ Value in Capital 60+; Hellenistic; Mixed Phalanx invention
Armoured Cavalry	Cavalry Defensive +2%	Land Tech 21; Civ Value in Capital 60+; Hellenistic



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Career Generals	Battle Event Chance +2%	Land Tech 12
Political Generals	Battle Event Chance +2%; Cohort Loyalty Chance +2%	Land Tech 14; Career Generals invention
Loyal Veterans	Heavy Infantry Discipline +5%; Cohort Loyalty Chance +2%	Land Tech 16
Foundry	Allows Foundry	Land Tech 26; Civic Planning invention (Civics Tech 14)
NAVAL TECH INVENTIONS		
INVENTION	EFFECT	PREREQUISITES
Harbor	Allows Harbor	Naval Tech 10; Civ Level in Capital 35+; Ports
Marines	Trireme Offensive +5%	Naval Tech 2; Civ Level in Capital 35+; Ports
Naval Archers	Trireme Offensive +5%	Naval Tech 5; Civ Level in Capital 35+; Ports
Trained Rowers	Trireme Offensive +5%	Naval Tech 10; Civ Level in Capital 35+; Ports
Archer Platforms	Trireme Offensive +5%	Naval Tech 12; Civ Level in Capital 35+; Ports
Quinquereme	Trireme Defensive +5%	Naval Tech 15; Civ Level in Capital 60+; Ports; Big Ships
Catapults	Naval Morale +5%	Naval Tech 18; Civ Level in Capital 60+; Ports; Big Ships
Covered Rowing Decks	Trireme Defensive +5%	Naval Tech 23; Civ Level in Capital 60+; Ports; Big Ships
Archery Towers	Trireme Defensive +5%	Naval Tech 27; Civ Level in Capital 60+; Ports; Big Ships; Archer Platform invention
Additional Archer Contingents	Naval Morale +5%	Naval Tech 30; Civ Level in Capital 60+; Ports; Big Ships; Archery Towers invention
Specialist Boarding Equipment	Trireme Offensive +5%	Naval Tech 15; Civ Level in Capital 60+; Ports; Small Ships
Improved Crew Discipline	Trireme Discipline +5%	Naval Tech 18; Civ Level in Capital 60+; Ports; Small Ships; Trained Rowers invention
Formation Keeping	Naval Organization +5%	Naval Tech 23; Civ Level in Capital 60+; Ports; Small Ships
Specialist Marines	Trireme Offensive +5%	Naval Tech 27; Civ Level in Capital 60+; Ports; Small Ships; Marines invention
Liburnian Vessels	Trireme Discipline +5%	Naval Tech 30; Civ Level in Capital 60+; Ports; Small Ships
Merchant Class	Trade Income +5%	Naval Tech 3; Civ Level in Capital 35+; Ports;
Trading Opportunities	Trade Routes (every province) +1	Naval Tech 7; Civ Level in Capital 35+; Ports;
Merchant Power	Trade Income +5%	Naval Tech 13; Civ Level in Capital 60+; Ports;
Trade Centres	Trade Routes (every province) +1	Naval Tech 20; Civ Level in Capital 60+; Ports;
Convoys	Trade Income +5%	Naval Tech 25; Civ Level in Capital 60+; Ports;
CIVIC TECH INVENTIONS		
INVENTION	EFFECT	PREREQUISITES
Religious Organization	Allows Temple	Civic Tech 1
Double Dealing	Diplomatic Mission Chance +1%	Civic Tech 4; Civ Level in Capital Btwn 15-35
Underhand Diplomacy	Intrigue Mission Chance +1%	Civic Tech 4; Civ Level in Capital Btwn 25-35
Patronage	Character Loyalty Gain +5%	Civic Tech 1; Civ Level in Capital 35+
Regularized Tribute	Tribute Income +5%	Civic Tech 2; Civ Level in Capital 35+
Open Courts	Character Loyalty Gain +5%	Civic Tech 3; Civ Level in Capital 35+
Classical Greek Philosophy	Research Points +5%	Civic Tech 4; Civ Level in Capital 35+
Formal Embassies	Diplomatic Mission Chance +5%	Civic Tech 5; Civ Level in Capital 35+
Improved Contacts	Intrigue Mission Chance +5%	Civic Tech 6; Civ Level in Capital 35+; Formal Embassies invention
Small Scale Corruption	Corruption +5%	Civic Tech 7; Civ Level in Capital 35+
Political Prosecution	Character Popularity Gain +5%	Civic Tech 8; Civ Level in Capital 60+; Open Courts invention
Divine Favour	Ruler Popularity Gain +5%	Civic Tech 10; Civ Level in Capital 60+
Educational Status	Research Points +5%	Civic Tech 12; Civ Level in Capital 60+



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Province Exploitation	Corruption +5%	Civic Tech 14; Civ Level in Capital 60+; Small Scale Corruption invention
Philosophical Heroes	Research Points +5%	Civic Tech 20; Civ Level in Capital 60+
Endemic Corruption	Corruption +10%	Civic Tech 24; Civ Level in Capital 60+; Province Exploitation invention
Closed Nobility	Tribute Income +5%; Selects Closed Nobility Track	Civic Tech 10; Civ Level in Capital 60+; Must choose "Closed Nobility" when Event comes
Noble Plotting	Lose Invention Patronage	Civic Tech 11; Civ Level in Capital 60+; Closed Nobility & Patronage inventions
Dissatisfied Plebs	Revolt Risk +50%	Civic Tech 12; Civ Level in Capital 60+; Closed Nobility
Natural Intrigue	Intrigue Mission Chance +5%	Civic Tech 13; Civ Level in Capital 60+; Closed Nobility & Noble Plotting inventions
Improved Tribute	Tribute Income +5%	Civic Tech 20; Civ Level in Capital 60+; Closed Nobility
Restless Outsiders	Revolt Risk +50%	Civic Tech 22; Civ Level in Capital 60+; Closed Nobility
Rulership Via Strength	Character Loyalty Gain -5%	Civic Tech 24; Civ Level in Capital 60+; Closed Nobility
External Plotting	Intrigue Mission Chance +5%	Civic Tech 26; Civ Level in Capital 60+; Closed Nobility
Open Nobility	Revolt Risk -50%; Selects Open Nobility Track	Civic Tech 10; Civ Level in Capital 60+; Must choose "Open Nobility" when event comes
Plebian Nobility	Max Friends +1; Max Rivals +1	Civic Tech 11; Civ Level in Capital 60+; Open Nobility
Citizenship on Emancipation	Slaves to Freedmen +1%	Civic Tech 12; Civ Level in Capital 60+; Open Nobility
Natural Diplomacy	Diplomatic Mission Chance +5%	Civic Tech 13; Civ Level in Capital 60+; Open Nobility
Factional Politics	Max Friends +1; Max Rivals +1	Civic Tech 20; Civ Level in Capital 60+; Open Nobility
Social Mobility	Freedmen to Citizen +1%	Civic Tech 22; Civ Level in Capital 60+; Open Nobility
Social Contentment	Revolt Risk -50%	Civic Tech 24; Civ Level in Capital 60+; Open Nobility
Renowned Diplomacy	Diplomatic Mission Chance +5%	Civic Tech 26; Civ Level in Capital 60+; Open Nobility & Natural Diplomacy inventions
The Mob	Character Popularity Gain +10%	Civic Tech 13 & Political Prosecution invention -OR- Plebian Nobility & Dissatisfied Plebs inventions
Civic Planning	Allows several buildings (indirectly)	Civic Tech 14; Civ Level in Capital 35+
Arena	Allows Arena	Civic Tech 18; The Mob, Civic Planning & Archs & Domes inventions
CONSTRUCTION TECH INVENTIONS		
INVENTION	EFFECT	PREREQUISITES
Forum	Allows Forum	Construction Tech 1; Civ Level in Capital 5+
Fort 1	Allows Fort 1	Construction Tech 1; Civ Level in Capital 5+
Irrigation	Allows Irrigation	Construction Tech 1; Civ Level in Capital 5+
Mining	Allows Mine	Construction Tech 5; Civ Level in Capital 15+
Forestry	Allows Forestry	Construction Tech 9; Civ Level in Capital 10+
Fort 2	Allows Fort 2	Construction Tech 10; Civ Level in Capital 25+
Academy	Allows Academy	Construction Tech 12; Civ Level in Capital 30+
Roads	Allows Roads	Construction Tech 15; Civ Level in Capital 40+; Civic Planning invention (Civics Tech 14)
Value of Functionality	Build Time -1%; Selects Functionality Track	Construction Tech 10; Civ Level in Capital 35+; Must choose "Value of Functionality" when Event comes
Revolt Against Decadence	Build Cost -1%	Construction Tech 12; Civ Level in Capital 35+; Functionality
Standardization Designs	Build Time -1%	Construction Tech 14; Civ Level in Capital 35+; Functionality
Concrete	Build Cost -1%	Construction Tech 16; Civ Level in Capital 35+; Functionality
Outlawing Guilds	Build Cost -1%	Construction Tech 20; Civ Level in Capital 35+; Functionality



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Fort 3	Allows Fort 3	Construction Tech 20; Civ Level in Capital 35+
Competition	Build Time -1%	Construction Tech 22; Civ Level in Capital 60+; Functionality
Standardization of Materials	Build Cost -1%	Construction Tech 24; Civ Level in Capital 60+; Functionality
Specialist Construction Tools	Build Time -1%	Construction Tech 26; Civ Level in Capital 60+; Functionality
Low Building Standards	Build Time -1%	Construction Tech 28; Civ Level in Capital 60+; Functionality
Low Material Standards	Build Cost -1%	Construction Tech 30; Civ Level in Capital 60+; Functionality
Value of Form	Build Time +2%; Character Loyalty Gain +1%; Selects Form Track	Construction Tech 10; Civ Level in Capital 35+; Must choose "Value of Form" when Event comes
Pursuit of Decadence	Build Cost +2%; Religious Prestige +1%	Construction Tech 12; Civ Level in Capital 35+; Form
Internal Decoration	Build Cost +2%; Omen Success Chance +1%	Construction Tech 14; Civ Level in Capital 35+; Form
Decorative Enhancement	Build Time +2%; Tribute Income +1%	Construction Tech 16; Civ Level in Capital 35+; Form
Colonnades	Build Cost +2%; Omen Power +1%	Construction Tech 20; Civ Level in Capital 60+; Form
Specialist Guilds	Build Cost +2%; Character Loyalty Gain +1%	Construction Tech 22; Civ Level in Capital 60+; Form
Master Craftsmen	Build Time +2%; Religious Prestige +1%	Construction Tech 24; Civ Level in Capital 60+; Form
High Standard Buildings	Build Time +2%; Tribute Income +1%	Construction Tech 26; Civ Level in Capital 60+; Form
Additional External Decoration	Build Time +2%; Omen Power +1%	Construction Tech 28; Civ Level in Capital 60+; Form
Gilt Interior	Build Cost +2%; Omen Success Chance +1%	Construction Tech 30; Civ Level in Capital 60+; Form
Large Scale Building	Allows certain buildings (indirectly)	Construction Tech 20 -OR- Concrete & Decorative Enhancement inventions
Archs & Domes	Allows certain buildings (indirectly)	Construction Tech 22; Large Scale Building invention
Aqueduct	Allows Aqueduct	Construction Tech 24; Civic Planning & Archs & Domes inventions (Civics Tech 14)

RELIGIOUS TECH INVENTIONS

INVENTION	EFFECT	PREREQUISITES
Reliable Omens	Omen Success Chance +10%	Religious Tech 1
Cult of War	Land Morale +5%	Religious Tech 3; Civ Level in Capital 5+
Go Forth and Multiply	Population Growth +1%	Religious Tech 5; Civ Level in Capital 15+
Powerful Omens	Omen Power +5%	Religious Tech 6; Civ Level in Capital 35+; Reliable Omens invention
Priestly Caste	Stability Cost -5%	Religious Tech 8; Civ Level in Capital 35+
Prophetic Texts	Omen Failure Penalty -5%	Religious Tech 10; Civ Level in Capital 35+
Cult of the Sea	Naval Morale +5%	Religious Tech 12; Civ Level in Capital 35+
Political Priesthood	Character Loyalty Gain +1%	Religious Tech 15; Civ Level in Capital 35+
Civilised Power	Religious Prestige +5%	Religious Tech 18; Civ Level in Capital 50+
Societal Status	Civilization Spread +5%	Religious Tech 20; Civ Level in Capital 60+
Prophets	Land Organization +5%; Lose Reliable Omens	Religious Tech 22; Civ Level in Capital 65+; Religion = Monotheism; Reliable Omens invention
Messianic Belief	Land Organization +5%; Land Morale +5%; Lose Powerful Omens & Political Priesthood	Religious Tech 24; Civ Level in Capital 65+; Religion = Monotheism; Powerful Omens & Political Priesthood inventions
The Chosen People	Population Growth +1%	Religious Tech 26; Civ Level in Capital 65+; Religion = Monotheism
Militarisation of the Faith	Land Morale +5%	Religious Tech 28; Civ Level in Capital 65+; Religion = Monotheism; The Chosen People invention
The Power of Superstition	Omen Power +5%	Religious Tech 22; Civ Level in Capital 65+; Religion = Paganism
Valhalla	Land Morale +5%; Lose Societal Status invention	Religious Tech 24; Civ Level in Capital 65+; Religion = Paganism



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Cult of the Warrior	Land Morale +5%	Religious Tech 26; Civ Level in Capital 65+; Religion = Paganism; Valhalla invention
Prophetic Superstition	Omen Power +5%; Lose Civilised Power invention	Religious Tech 28; Civ Level in Capital 65+; Religion = Paganism; Civilised Power invention
The Call of the Sea	Naval Morale +5%	Religious Tech 22; Civ Level in Capital 65+; Religion = Semitic Pantheon
Child Sacrifice	Ruler Popularity Gain -5%; Stability Cost +5%	Religious Tech 24; Civ Level in Capital 65+; Religion = Semitic Pantheon
Honouring the Sea	Naval Morale +5%	Religious Tech 26; Civ Level in Capital 65+; Religion = Semitic Pantheon
Massed Child Sacrifice	Ruler Popularity Gain -5%; Stability Cost +5%	Religious Tech 28; Civ Level in Capital 65+; Religion = Semitic Pantheon; Child Sacrifice invention
Historic Oracular Predictions	Omen Success Chance +5%	Religious Tech 22; Civ Level in Capital 65+; Hellenistic Pantheon
Religious Stability	Land Organization +5%; Lose Societal Status	Religious Tech 24; Civ Level in Capital 65+; Religion = Hellenistic Pantheon; Societal Status invention
Historic Faith	Omen Success Chance +5%	Religious Tech 26; Civ Level in Capital 65+; Religion Group = Hellenistic Pantheon; Societal Status invention
Flexible Deities	Religious Prestige -5%; Land Organization +5%	Religious Tech 28; Civ Level in Capital 65+; Religion = Hellenistic Pantheon

APPENDIX G: TRADE GOODS

PRODUCT	BENEFIT	PRODUCT	BENEFIT
Amber	Local Tax +10%	Salt	Local Cohort Recruit Speed -25%
Elephants	Allows War Elephants	Spices	Local Religious Prestige +50%
Fish	Local Manpower +10%	Stone	Local Defensiveness +100%
Grain	Local Population Growth +3%	Wine	Local Revolt Risk -1
Horses	Allows Cavalry, Horse Archers	Wood	Allows Trireme, Archers
Iron	Allows Heavy Infantry		

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