

Vae Victis

A quick briefing of some of the important changes to the game.

General

- The map has been divided into multi province regions that governors are appointed to
- Disloyal governors will consider declaring their whole region independent
- Armies can be assigned to regions. These are commanded by the region governor, may not leave the region and reduce the revolt risk and barbarian spawn chance inside that region.

Tribes

- The senior members of each family are the clan chiefs. These are the people eligible to succeed the current chief when he dies
- Clan chiefs will be upset if their family are denied top jobs

Monarchies

- There are three types of succession in monarchies. Agnatic (eldest male child), Agnatic Seniority (senior male family member) and Egyptian (the succession alternates between senior male and senior female family member)
- There is a high council, each of whom gives bonuses to the country according to their stats
- Each council member will have a preferred heir. As more council members back someone other than the primary heir (as designated by succession) there is an increasing risk of civil war
- If the primary heir is not part of your family the council is less likely to back the primary heir, increasing the risk of civil war
- Potential successors may consider spending some of their wealth to promote themselves up the succession order
- The main heir may not always wait for the previous incumbent to die

Republics

- There is now a senate of 100 members all of whom are members of one of 5 factions
- Each diplomatic and espionage action is liked or disliked by a party, although if you have more than 40% war score or less than -40% the senate will always be willing to make peace
- Each character is also affiliated to a faction
- Characters will consider switching faction according to their job
- The faction affiliation of the consul gives the country bonuses (or penalties)
- Charismatic characters in important positions will influence the composition of the senate
- Each republican government form defines how long the term of a consul last and how many years must pass until a consul can be elected again. The senate will have three likely candidates they are considering
- The conditions for holding senior jobs are much more restrictive in republics

- Each of the senior jobs has a time limit (although some of these are for life)
- When someone's term is up the senate may recommend someone else for the job
- As the populists gain more support the risks of a populist civil war increase
- Depending on the party the consul is a member of; a republic may change ideas of that type for free. Except for Populist consuls, they pick a random idea for your country (oh those crazy populists they love having a laugh)

Characters

- There are various ambitions that a character can acquire during his or her life. Completion of these objectives earn the characters increases to their values in particular prominence
- Only the most prominent characters marry and have children. You can influence which families rise and fall in your nation by helping character complete their objective
- For some ambitions the Character may actually fulfil him/herself
- Characters may now be imprisoned, exiled or executed, these actions raise tyranny this value lowers all characters loyalty in a country. The higher the tyranny the more likely a character will be prepared for this eventually and be able to avoid it.
- Attempting to imprison, exile or execute an important character runs the risk of a civil war. There is a similar risk when attempting to remove a character from a job before their term is up.
- There are prestige titles that can be granted to characters. These give boosts to character stats and can be used to raise a characters loyalty

Countries

- There are now missions for countries, some historical and some generic. Fulfilling missions gives bonuses while failing them gives penalties
- Each country now has national decisions that can be used to steer a country
- There are now laws that influence the shape of the country. The ability to enact and revoke laws depends on the ruler in monarchies and the governing faction in republics.

Also, there have been a lot of changes and improvements to how the interface works, with more information and interactivity.

We have also spent a lot of time at improving the AI, to give you a more challenging game.