



F E R A L



L E G E N D S

ROME™

— TOTAL WAR —

**GOLD EDITION INCLUDING
BARBARIAN INVASION**

SEGA®

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Precautions to take during use:

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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ROME™

TOTAL WAR

INSTRUCTIONS

AVE! WELCOME TO ROME: TOTAL WAR™

Rome: Total War is a game of epic real-time warfare, empire building, politics and treachery covering hundreds of years from the Punic Wars to the rise of the Roman Emperors – from 270 BC to around 14 AD. It was during this period that Rome conquered the Mediterranean world and much of Europe, and established an empire that was to last for centuries, one that has echoes even today. This is the world of Hannibal, Julius Caesar, Cleopatra and a thousand others. This is a world of soldiers, gladiators, emperors, tyrants, monsters and fools. It's a rich, exciting world, awaiting a conqueror – you!

INSTALLATION & ACTIVATION

It is important to install the game correctly before playing; installation is a one-time process that only takes a few minutes. Please follow the instructions below:

1. Insert the **Rome: Total War - Gold Edition** disc into the DVD drive and wait for the **Rome Total War** disc icon to appear on your desktop.
2. If it doesn't open automatically, double-click on the **Rome Total War** disc icon to open it.
3. Drag the **Rome Total War** application icon onto the **Applications** folder that appears next to it. It will start to copy across.
4. Once the copy has finished, double-click on the **Rome Total War** application icon, in the **Applications** folder on your hard drive. The **Rome: Total War - Gold Edition** pre-game **Options** window will appear showing the **Activation** tab.
5. Enter your **Product Key** into the six empty boxes in the **Activation** tab. Your **Product Key** is printed on the back of the manual. Once the **Product Key** has been entered, the **Save** button in the right-hand corner of the tab will activate.
6. Click the **Save** button to save your **Product Key**.
7. You now have a choice to activate the game online or to play with the disc in the drive.

Playing using the disc

Click the **Play with DVD** button. In order for the game to launch, the **Rome: Total War - Gold Edition** disc must be present in your Mac's DVD drive.

Playing using Online Activation

If you prefer to play without the game disc in the drive, then you may do so by activating your game online:

1. Click the **Activate Online...** button in the **Activation** tab. A dialog box will appear confirming that your **Product Key** will be sent to Feral.
2. Click the **Activate Online** button in the new dialog box that appears. The **Activation** tab will update to show the number of machines on which the game is

currently activated and on how many more you are allowed to activate it. You can now play your game without a disc in the drive or an internet connection.

Getting Started

1. If Rome: Total War - Gold Edition is not already running, double-click on the **Rome Total War application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The Rome: Total War - Gold Edition pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
3. After the loading screens, the Main Menu screen will appear. Click on **Single Player** to play single player campaigns and battles. Select **Prologue** to play the Tutorial Introduction to the Imperial Campaign.
4. Click on the arrow to start the campaign. The introductory movie will play.
5. One the Prologue starts, follow your advisors' guidance on how to play Rome: Total War.

Mac Keyboard Assignments

Some of the default keyboard assignments have been altered in order to ensure that Rome: Total War is playable on as many Mac keyboards as possible. Here is a list of the modified commands from the Prologue along with their new key assignments.

Command	Prologue	Actual
Zoom Out	*	ALT + Up Arrow
Zoom In	/	ALT + Down Arrow
Rotate Up	+	CMD + Up Arrow
Rotate Down	-	CMD + Down Arrow
Track Unit	Delete	ALT + T

Also, note that where the Prologue refers to the Control key (CTRL), use the Command key (CMD) on the Mac.

You can change or add additional key assignments in the Control Settings screen in the in-game Options menu.

SO YOU DON'T WANT TO READ THE MANUAL?

We think reading the manual is probably a good idea. If you've never played a **Total War™** game before, then the manual is full of information you'll find helpful.

This manual contains all the information you will need to play **Rome: Total War - Gold Edition**. It is split into separate sections on the main game **Rome: Total War** and the expansion pack **Rome: Total War - Barbarian Invasion**.

This manual is written with the assumption that you are using a two-button mouse with a mouse wheel. If your mouse does not have a mouse wheel and/or is only a one-button mouse, don't worry. There are straightforward alternative controls. If you are using a one-button mouse, simply click when the manual indicates a left-click and CTRL-click when the manual indicates a right-click.

The mouse wheel is replicated by holding the ALT key and pressing the Up or Down Arrow keys on the battle map, and using SHIFT and the + or - keys on the campaign map.

But perhaps none of that is for you, Mighty Caesar!

So instead of reading the manual – but before you begin conquering the world – we'd like you to do one thing: play through the Prologue. We also recommend that you read the Prologue section of this manual and the section on Advisors as well.

When the game starts, left-click on Single Player and then left-click on Prologue. Just read the introductory screen, click on the arrow in the lower-right corner and follow the instructions and advice you're given. In no time at all, your enemies will quiver in fear!

The Prologue introduces the basics of gameplay. You can go back to it later for more information. Good luck – and may the goddesses Fortuna and Victoria favour you!

STARTING PLAY

The Main Menu

- **Single Player** – Takes you to the single player menu discussed in detail in the next section of this manual.
- **Continue Campaign** – Automatically loads the newest saved campaign game and lets you continue with your conquests!
- **Multiplayer** – See the Multiplayer Games section on page 86 for multiplayer details.
- **Load Game** – Gives you a choice of saved games to continue.
- **Options** – Adjust the video, sound and gameplay settings of **Rome: Total War**. See the Gameplay Options on page 12 for more information.
- **Quit** – Leave **Rome: Total War** and return to the Finder.

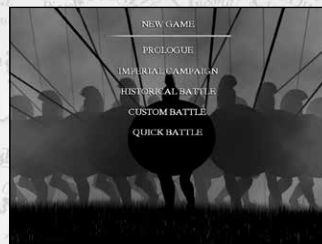


Here – as with all the menu screens – any options that are unavailable are greyed out so you can't click on them to bring up a new menu.

The Single Player Menu

This is where you choose the style of single player game you want to play.

- **Prologue** – Start playing **Rome: Total War** right here! This tutorial introduces you to gameplay quickly and painlessly – well, not so painlessly for your foes!
- **Imperial Campaign** – This is the full **Rome: Total War** experience, and your chance to conquer the ancient world! Build an empire and fight your battles on the way to world domination.
- **Historical Battle** – This option brings up a choice of famous battles from the historical period of **Rome: Total War**. In some of the battles, you can choose the army you want to command.
- **Custom Battle** – Create a battle between two armies on the field of your choice, then fight it out. This is a great way to try out new tactics and practice your battlefield command skills!



- **Quick Battle** – The fastest way of fighting a battle in **Rome: Total War**. You're given command of an army and must drive your enemy from the field – a true test of command ability!

Clicking on the U-shaped arrow in the lower left corner returns you to the previous menu. This return arrow appears on many screens in the game and always takes you back to the previous screen. The Backspace key also takes you back to the previous menu wherever you see the U-shaped “go back” arrow on-screen.

Options that are unavailable appear in grey.

Multiplayer Menu

- **GameRanger Battles** – Fight against opponents anywhere in the world using GameRanger. You'll need a broadband Internet connection to use this service.
- **LAN Battles** – Fight battles across your LAN (Local Area Network). Each player will need **Rome: Total War** installed.



You'll find much more information on all these topics in the Multiplayer Games section of the manual on page 86.

Options that are unavailable appear in grey.

Load Game Menu

The options on this screen allow you to load a previously saved game.

- **Load Campaign Game** – Reload a campaign. The auto-saved game is the one that was played most recently on your Mac.
- **Load Custom Battle** – Replay your favourite custom battles as often as you like. The custom battle system allows you to save your battles for repeated playing.
- **Load Battle Replay** – Relive your greatest triumphs! At the end of every custom battle, you can save the action for later replay. You'll have control of an independent camera view of the battlefield.

Options Menu

This menu allows you to adjust the game for best performance on your Mac and to choose your own personal preferences for the game's look. Based on your Mac's set up, **Rome: Total War** adjusts itself for optimum performance when installed, but this may not match your preferences precisely. Clicking on any item takes you to the appropriate submenu:

- **Video Settings** – Click on the downward pointing arrows to bring up a list of options in any of the dialog boxes. Select the option you want from a list by left-clicking on it. Left-click on a check box to toggle the relevant graphics feature on and off.
 - **Audio Settings** – Click on the sliders to adjust each element of game sound to suit your personal tastes. The Master Volume slider affects the overall volume. The other sliders adjust the mix of sounds in the game. Again, you can left-click on any of the check boxes in the lower part of the screen to toggle individual options.
 - **Control Settings** – You can modify the keyboard shortcuts to suit your playing style. Double-click on any item in the key list and then press the key(s) you want to use for that function. You can press the SHIFT, CMD and ALT keys in combination with any other key to create a shortcut. You can revert to the original assignments at any time.
- Left-click on the icon in the lower-right corner to load and save key assignments. If you find a particular combination you like, we recommend saving it. Click on the dialog box in the lower part of the screen and then type in a name by which to remember it.
- **View the Credits** – A list of the gods, emperors, governors and wretched slaves responsible for bringing you this fine product!

Clicking on the U-shaped arrow at the bottom left of each screen returns you to the previous menu.

OK, you've resisted the urge for conquest and plunder long enough! Now go play the game! Good luck with your conquests! Put not your trust in Greeks, Gauls or Carthaginians! And when facing elephants in battle...try not to panic!

THE PROLOGUE

The “Sons of Mars” campaign is an introduction to the world of **Rome: Total War**. It's your task to lead the Julii family to a position of power by conquering Rome's neighbours. This is the way to greatness in **Rome: Total War** – attack external enemies and gain credit for doing so.

When you're ready, click on the arrow in the lower-right corner of the screen to begin. You'll start the game with one of your advisors, Victoria, telling you a little about herself and her tasks in the game. All you need to do to start playing is follow her instructions and advice.

If you decide you don't want to play the Prologue through to its conclusion, you can press the ESC key to bring up the Campaign Exit Menu scroll, but we recommend playing the Prologue through at least once.

ADVISORS

The advisors are your most useful aid when learning to play **Rome: Total War** (as you already know if you've played the Prologue).

The advisors in the game are your first place to go for help when playing, and they're watching what's going on so they can pop up at appropriate times and give you helpful hints, tips and general information.



Victoria (named after the Roman goddess of victory) is the campaign advisor. She can advise you about production, recruitment, managing your empire, diplomacy, dealing with the Senate, trade and so on.



Centurion Marcus is the battlefield advisor. Apart from offering his opinion about enemy tactics, he'll keep an eye out for potential problems such as putting units into dangerous situations: he doesn't like it when cavalry are ordered straight onto spear points!

When an advisor has something important to tell you, their portrait will glow. Click on the advisor to see their comments.



The Speech button toggles the on-screen text of the current piece of advice. In some cases, you can ask the advisor not to repeat a particular piece of advice by clicking on the check box below the text.



Click on the Show Me How button to have the advisor demonstrate how to carry out an action in the game.



The magnifying glass button shows you the location that is relevant to the advice being offered.



The X button dismisses an advisor. Pressing the x key also dismisses them.

Buttons that are not appropriate for the advice being offered are always greyed out and cannot be selected. Sometimes, for example, there isn't anything that you need to be shown how to do.

Asking For Advice



There are several panels in the campaign game that include an advisor button. You can click on this button to get relevant advice on what you can do next in the game. For example, you'll be told what Victoria considers to be the best unit to train if you click on the advisor button on the Recruitment Panel.

■ Advice Preferences

After you've been playing for a while, you may feel you don't need any more advice. Go to the Options menu at the start of play or press ESC when on the campaign map and select Options from the Game End menu. You'll have the ability to alter the level of advice.

Change the level of advice you get by going to the Game Settings menu and choosing an appropriate level of advice from high to none. Your advisors remember what they've already told you, so if you want to hear advice again, click on the Reset Advisor check box on the same menu. Once you've done that, the advisors will assume you're a new player and offer information and hints accordingly.

CAMPAIGNS

Gameplay in *Rome: Total War* divides neatly into Campaigns and Battles. These two parts of the game are closely linked, so actions you take in the campaign game such as constructing buildings, training units or appointing generals have major effects on the battlefield. This part of the manual concerns itself with Campaigns. Later, we'll discuss Battles and how to get the most out of them.

Setting Up your Imperial Campaign

The Imperial Campaign menu allows you to select and set all the options you might want in a campaign game: who you're controlling, how hard the game is to play and how you want to win. This screen allows you to do the following:

- Select your Advice Level for the coming campaign from the dropdown list that's displayed when you click on the down arrow in the text box. We recommend you leave this on High until you're comfortable playing the game.
- Select Campaign Difficulty and Battle Difficulty from the appropriate dropdown lists. You can pick the level of challenge in each part of the game, and the two don't have to be set at the same level.
- Click on the Arcade Style Battles check box if you want battles to be simplified and action-oriented. Many realism settings are turned off automatically if you choose this option.
- Click on the Short Campaign check box if you only want to focus on destroying or outliving certain factions rather than conquering the entire map.
- Click on one of the Faction Shield icons on the right to choose the people you'll lead to greatness, glory and a mighty empire! The map changes to show where they start, and the text gives you a quick overview of their strengths and foibles. When you first start to play, you can only select one of the Roman factions, but others will become available in later games.
- Click on the arrow in the lower-right corner to start play.

■ How to Win

If you're playing as one of the Roman factions, the Brutii, Julli or Scipii, the basic victory condition for the game is to conquer Rome and much of the world. This isn't as easy as it sounds. You'll find yourself fighting against the forces of the Senate and the other Roman factions.

If you're playing as any other non-Roman faction, the basic victory condition is very simple: conquer the world!

If you don't want to play the game for quite so long, click on the Short Campaign check box.

Once you've made up your mind, start playing! When you win, peasants cheer, trumpets sound and (probably) an angel gets his wings. And you have the inestimable pleasure of having crushed your enemies, seen them driven before you and heard the lamentations of their women. Cool, huh?

How to Get Started

When you start a **Rome: Total War** campaign, there's a lot to take in. The Advisors built into the game are there to help, but there's still a wealth of information to think about. So, where to start?

Everything on-screen is there to help you run your soon-to-be magnificent empire. The screen is divided into two main areas: a view of the campaign map and the Control Panel at the bottom of the screen.



■ Moving Your Viewpoint

You can change your view of the campaign map in many different ways:

- Move the mouse cursor to the edge of the screen (without clicking), and your view down onto the campaign map will slide in that direction.
- Use the arrow keys on your keyboard to move your viewpoint around.
- Use your mouse wheel to zoom in and out on the map. If you do not have a mouse wheel, use SHIFT and the + and - keys.
- Left-click on the mini-map to move to that part of the campaign map.
- As you move the cursor around the campaign map, tool tips appear that identify and explain terrain features and pieces on the map.

■ What You See

When the game starts, the view down onto the campaign map is always centred on your capital. Your forces and agents are positioned somewhere within your borders, which are marked with your faction colour.

- Dark areas on the map are those you can't "see" because you don't have armies or agents nearby.

- Each settlement you know about has its name displayed, along with a banner showing ownership. Some banners include an indication about the garrison's strength. Your own settlements have a summary beneath the name, showing at-a-glance information. One of these will be your capital – your best settlement and worth defending!
- Armies are shown as soldiers with banners to show the strength of the army. Some armies have stars indicating the command ability of the general.
- Agents are spies, diplomats and assassins.
- Ships represent fleets. These are used to keep trade routes free of pirates, carry armies overseas and attack enemy fleets.

Whenever you select something, the Control Panel at the bottom of the screen changes.

If you want to find out the name of a province or region, first left-click on an empty space on the game world map (to deselect everything). Then right-click and hold on an empty space in the province you're interested in. The underlying terrain, the owning faction icon and the province name will be displayed.

■ Getting to Grips with the Control Panel

In the campaign game, the control panel is an important element in controlling your empire. As you select and use different game elements, the panel changes to present you with the right options and information.

Everything – the round buttons and the tabs – on the control panel has an associated tool tip to explain its job.

The mini-map shows the whole game world. When the cursor is on a mini-map province, the name and faction ownership of the province is displayed as a tool tip. (You need some kind of presence or you need to have diplomatically exchanged map information.)

■ The Review Panel Tabs

There are four tabs above the central Review Panel. These allow you to shift between elements of a settlement, army or fleet, or you can right-click on the tabs to bring up summaries for your entire empire:

- Right-click on the army/navy tab (the left-most one) to bring up the Military Forces Scroll. This is a list of all your forces. Right-click on any army or navy in the list to see more details.
- Right-click on the town/city tab (second left) to bring up the Settlements List. Right-click on any town or city in this list to see the relevant details.

- Right-click on the agents tab (third from the left) to bring up the Agents Scroll. Right-click on any of these characters to see their details.
- The fourth tab has no right-click function.

▪ The Review Panel

The central Review Panel (along with the large building and training buttons) changes depending upon whether an army, fleet or settlement is selected.

- The tabs along the top of the panel allow you to look at different aspects of the selected game world item, and you can right-click on a tab to bring up faction-wide summaries.
- Right-click on any unit card in a review panel to bring up further information.
- If a tab is greyed out, there's nothing relevant to see with the selected unit, fleet, settlement or agent.
- For tabs that show military units, ships or agents, you can select an individual unit card in the review panel by left-clicking on it. You can then drag and drop a selected item onto a spot in the game world, and the forces or agents involved will move there.
- You can make multiple selections by holding down the CMD key and repeatedly left-clicking on individual unit cards until you have as many as you want. You can also press CMD + A to select all units.
- You can also make multiple selections by selecting one unit card, then holding down the SHIFT key and selecting a second unit card. All the unit cards between the first and second clicks will be selected.

How to Play a Turn in the Campaign Game

Rome: Total War is a game that repays a bit of thought on the road to victory. It's a good idea to have some general strategy in mind of what you'd like to do: ask yourself, for example, when do you want to attack the Gauls? Where? Will you invade Sicily? Or head into the Balkan provinces? Answers to questions like these help to set targets to work toward.

With some kind of underlying plan, even if it's as straightforward as "defend what's mine," you can approach each turn with a goal in mind and do things to make your growing empire stronger and more successful.

▪ Senate Missions

As a Roman faction, from time to time you'll receive missions from the Senate. It's up to you whether or not you carry out their wishes.

When deciding whether or not to listen to the Senate, it's worth asking if you have the resources and time to do the mission.

- If you've been asked to conquer some place, can you do it without weakening your forces elsewhere? Or is the place worth conquering as a step to something greater?
- If you've been asked to make a diplomatic deal with a faction, do you want the other faction to feel safe for awhile? A trade deal, for example, can also bring in extra cash!

Of course, nobody's forcing you to obey, so if you want to ignore the Senate, you can. If you do, the Senate will use its powers against your faction. See *How to Deal with the Senate* on page 53 for more information.

▪ Settlements

For each turn – at least to start with – it's a good idea to check all your settlements and look after them carefully. When your empire isn't very big, you need to squeeze maximum value out of each settlement that you have!

There are a few simple questions you can ask yourself about your settlements, and the answers will help you decide what needs to be done to get the most out of your empire:

- **Is everyone happy in the settlement?** Is public order above or close to 100, so riots are unlikely? Settlements where there are riots and disorder may even rebel! **Hint:** try altering the tax rate; your people don't like paying taxes.
- **Is anything being constructed?** A new building always makes a settlement "do something" better, be it train military units, defend the location, trade, farm or keep everyone in order. If you're not sure what to construct, ask Victoria.
- **Is a unit being trained?** Military units are the building blocks of armies. Generally speaking, in the long run units are cheaper to train (and maintain) than to buy as mercenaries. Again, if you're not sure what kind of unit to train, you can consult Victoria, your advisor.
- **Is the settlement making or losing money?** One settlement losing money for a time is probably sustainable, but losses in all settlements for long periods will destroy your treasury. A faction with no money is in trouble! Therefore it makes sense to "tweak" the tax rates in settlements to balance public order and your tax income.

■ Armies

Each turn you should ask yourself whether your armies are doing something to contribute to your success. Sometimes just standing in the right place can be enough, but it's always worth going around and quickly reviewing your army positions. Are there enough armies in position to counter an immediate threat from enemies? Are river crossings and mountain passes guarded? Are armies placed ready for an ambush?

When you've decided on an attack:

- Get armies into place to mount the attack. This might mean one large force, or a couple of smaller ones. Pincer movements to attack a foe from two different directions at the same time can be very effective.
- Position reinforcements for battle – adjacent armies can be drawn into the fight. Extra men can be a great benefit.
- Pick the best general to make the attack. This is usually the general with the highest Command rating. As generals wage battle, you'll find that the traits and ancillaries they gain give them a personality, and some generals will become experts at certain types of warfare.

■ Agents

Diplomats, spies and assassins have their uses and should be quickly reviewed each turn. Agents may be needed to carry out a mission from the Senate. Are they in the right place to be easily deployed?

- Spies can be sent to scope out rivals' territory. They can spot armies that could threaten your own forces or spy on settlements to learn the state of the defenses.
- Diplomats need to be within reach of a rival's settlement or army should there be a need to talk quickly.
- Assassins, if you have any, can be positioned near threatening rival generals. Perhaps a single knife in the dark can neutralize a threat more effectively than many swords.

How to Deal with Messages and Events



Every turn it's likely there will be a number of message notifications that drop down the left-hand side of the screen. Each kind of message has its own picture, and a tool tip appears if you move the cursor over a message notification.

- Left-click on any message that you want to read. A right-click dismisses the message and removes it from the queue. Clicking on the check button or pressing ESC also dismisses a message.

- You can close a message and leave it for later reference by clicking on the square close box in the top right-hand corner. Any message that you've already opened will be shown with a black-and-white graphic rather than a colour one.

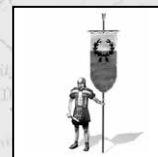
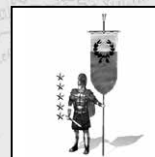
The Marius Event

The single most significant event in the game is the reform of the Roman Army carried out by Gaius Marius, a man referred to as the "third founder of Rome." He completely changed the way Romans organised their armies, fought wars and conquered their neighbours. Historically, this reformation started around 107 BC and after Marius, the Legions of Rome were very different from what had gone before.

In **Rome: Total War**, the reforms of Gaius Marius are not tied to an exact date. We're not going to tell you here when it will happen, but we will tell you what happens: the Roman factions can start building a new generation of military units. Essentially, Marius unlocks a second Roman technology tree.

HOW TO USE ARMIES

Armies are the basic "pieces" in the campaign game. Each army contains up to 20 military units; any collection of military units is an army that moves and fights together. Armies are ordered around the campaign map; units are ordered around the battlefield.



When placing the cursor over the figure on the game map it gives you basic information about the army:

- Generals or captains command armies. We'll discuss the major differences between generals and captains later.
- Captains are lesser leaders, given temporary command of an army. These armies are always shown as foot soldiers (without cloaks) appropriate to their faction.
- The banner colour and symbol shows the owning faction.
- The dark colour that "fills" the banner shows the army strength: the stronger the army, the bigger the filled area.
- Any gold stars show the command rating of the general (0-10). The larger the number of stars, the better the general.

Moving

Select an army by left-clicking on it.

- The highlighted area shows every place the army can move to during the current turn. All actions (moves and attacks) cost movement points and as these are used up, the distance an army can move for the remainder of the turn reduces.
- Right-click on the spot where you want an army to go. A large arrow shows the proposed route for the army.
- Right-click and drag to show the route changing for an army as its destination changes.



Right-click on an enemy, neutral piece or location to attack it. The cursor will change into a sword to show an attack is possible. Attacking a neutral faction is, by definition, a declaration of war on that faction.



Right-click on a friendly army (not an ally!) to merge the moving army into the stationary one. We'll talk more about merging armies in a moment.



Right-click on a friendly settlement (not an allied settlement) to merge the army with the settlement garrison (if any). The army will move into the settlement, and if the army has a general and the settlement doesn't have a governor, the general will be automatically appointed as the new governor. See the How to Run Settlements section on page 29 for more information.

- Red highlighted areas are in enemy zones of control, which means they're adjacent to a non-allied army. Moving into a red zone ends further movement for an army. You don't have to attack when in a zone of control.
- It's possible to right-click beyond the green highlighted area, in which case it'll take two (or more) turns for an army to reach its destination. Assuming the army is given no new orders and isn't ambushed, it'll continue marching. The route is shown as a multicoloured line, with each colour representing one turn's movement.
- Armies that cannot move have a red circle around them.
- Armies are shown as kneeling figures when they're hidden and ready to ambush any passing enemies.

Selecting the Next Piece

You can select armies, fleets, agents and/or settlements in any order you wish by clicking on them on the campaign map.

- To select the next force, agent or city, click on the arrows on either side of the name in the right-hand section of the Control Panel, just above the end of turn button.
- The vertical "thermometer" bar on the right shows the movement points remaining for that piece.



Terrain

If you want to find out about terrain in a particular area, first left-click on an empty space on the game world map (to deselect everything). Then right-click and hold on an empty space in the province you're interested in. This tells you the terrain type of the location, the owning faction and the province name.

- The terrain determines whether your armies can move into a location and determines the kind of battlefield you'll fight on in that area.
- Some terrain – such as mountains – are simply impassable to armies. You'll need to find passes or routes around blocking terrain.
- River crossings are marked on the campaign map by fords or bridges (after roads have been constructed). These are the only places where armies can cross, and are, thus, strategically important.
- Armies can hide in wooded areas and ambush passing enemies.

Wise commanders choose their ground carefully to make the most of troops, so it's worth checking out the terrain near mountain passes, river crossings and other "choke points" where the enemy must pass.

Ambushes

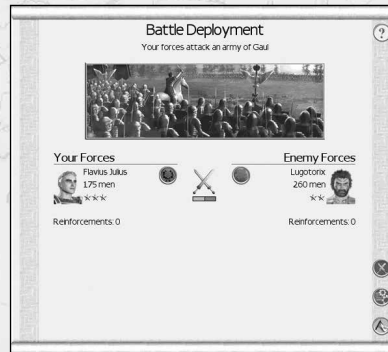
Armies can ambush passing enemy armies on the campaign map.

- Armies that can carry out ambushes are always shown kneeling down in the woods, even at the start of a game turn.
- Armies belonging to other factions that are lying in ambush aren't shown on the map until the ambush is sprung!
- If your army is ambushed, its movement is halted and it must fight a battle. This can be auto-resolved or fought on the battlefield. The ambushed army is usually at a severe disadvantage!

Attacking

When you have an army selected, right-click on the enemy army or settlement you wish to attack:

- The Battle Deployment Scroll will appear. This gives a breakdown of your forces and the enemy arrayed against you.
- The most important piece of information is the strength comparison in the centre of the scroll. Move the cursor over the crossed swords to see the odds for the coming battle.
- Reinforcements are also listed, drawn from adjacent armies. See [Attacking with Supporting Armies](#) on the next page.



You can fight the battle for yourself, taking control of your units on the battlefield. This gives you the most control and is – we think – the most fun!



You can have your Mac work out the result for you. Casualties may be heavier than if you fight the battle, and you can't protect your general from harm.



You can withdraw from your attack.

If you're attacking a settlement or fort, see the [How to Besiege a Settlement or Fort](#) section on page 42 of the manual.

Attacking with Supporting Armies

Reinforcements can join an attack. When a battle is auto-resolved, their strength is simply taken into account. When a battle is fought out in detail, their effects are more significant:

- When one army attacks, any other friendly army (yours, or one belonging to an ally) that is adjacent to the army or settlement under attack can become reinforcements.
- The army that attacks is the one you directly control. Make sure that your forces are all in the red zone of control of an enemy army, or cancel the attack and then move up another army to act as reinforcements before giving battle.
- Any adjacent army that's commanded by a general will always be under AI control on the battlefield. You will not be able to issue commands to units under the general's command.
- Any adjacent army that's commanded by a captain will reinforce your army on the battlefield on a unit-by-unit basis. Remembering that there's a limit of 20 units per army, reinforcements will appear when a slot in your army is available, either through casualties or because a unit has run away.
- Reinforcements on the battlefield always appear from the direction that matches their position on the campaign map. If a supporting army is behind an enemy army (but still adjacent to the enemy), it'll appear on the battlefield in the enemy rear.

Multiple Attacks

As long as an army keeps winning, it can keep moving forward and attacking. Depending on casualties (and other factors), it may be able to attack two or three times during a turn.

Merging Armies

Move an army onto another friendly (same faction) army or settlement to merge the two forces. It may be useful to merge units before merging armies. You can't merge units while you're merging armies.

- The general with the highest Command rating is usually in charge of a merged army. When an army led by a captain is merged with a general's army, the captain is reduced to the ranks and disappears.



If there are more than 20 units (total, in both armies) involved in the merging, then the Merge Armies scroll appears.

- Select the units you want to move to the other army. You can make multiple selections by holding down the CMD key as you left-click.
- Some units may be greyed out. These have moved as far as they can this turn, and therefore cannot move (merge) to another army.
- Click on the transfer arrow button in the middle of the scroll once you're happy with the army compositions. You can also drag-and-drop units between the two armies on this scroll.
- Once you're happy with the merged armies, click on the check box in the lower right-hand corner of the scroll.



Splitting Armies

From time to time, you may want to split a force or move part of a garrison out of a settlement or fort.

- Select the units you want to move using their unit cards in the Review Panel in the centre of the Control Panel at the bottom of the screen.
- You can use the SHIFT and CMD keys while selecting to make multiple selections.
- Either move the cursor to the spot you want the selected units to go. A “ghost” army will be shown in the cursor position.
- Or drag-and-drop the selected units from the Review Panel to an appropriate location in the game world.
- In both cases, the “son” army marches to the new location.

Merging Units

After a battle there's a good chance your forces have taken some casualties. Some units may have been reduced to only a few men. No matter how few men a unit contains, it still uses one of the 20 slots in an army roster. This results in armies that are full of units yet contain few men.

- Units can be increased in numerical strength by merging them or by retraining at a settlement. See the Retraining Units section on page 41.
- Merging units must be of the same type. Drag one unit onto another in the Review Panel, and the two will merge. The men in the unit being dropped are added to the target unit.

- The dragged unit may vanish if all its men are used in this way. Any “spare” men remain in their original unit.
- You can auto-merge depleted units by pressing the M key.

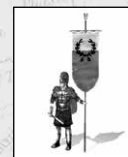
Unit Experience

Be careful when combining units since troops with low (or no) experience can dilute a high experience unit and reduce its performance in combat. The number and colour of the chevrons on the unit card in the Review Panel show unit experience. A unit with experience can be relied on in combat, and will usually beat an otherwise identical unit. Chevrons can also be gained by units under generals with high command values, or as a result of good training facilities (buildings).

- No chevrons indicate the unit has little or no experience.
- One, two and three bronze chevrons show the unit has been “blooded” in combat.
- One, two and three silver chevrons show the unit is composed of soldiers who have seen much hard fighting.
- One, two and three gold chevrons show the unit is composed of tough, grizzled veterans who know the business of war inside and out. A unit with three gold chevrons is likely to be one that's worth its weight in gold to a commander!

Generals and Governors

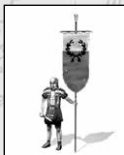
Generals are named characters, members of the ruling family of a faction who command. They can have traits and gain a retinue of attached ancillary characters to help them in their work.



- Each general has a bodyguard unit. Casualties taken by the bodyguard are slowly replaced over time. The size of the bodyguard depends on the rank and experience of the general. The type of bodyguard depends on the faction, the date in the game and so forth.
- Generals who end a turn in a settlement without a governor become the governor. When there's a choice, the general with the highest management ability is always the governor.
- The best general in a settlement is the commander of the garrison. His military abilities are used in siege battles.
- A governor who leaves a settlement becomes a general.

Captains

Captains are limited, temporary leaders of armies. They're selected from the ranks when an army needs a leader and a named character isn't available to be a general. When a general joins the army, the captain returns to the ranks.



Captains cannot:

- Recruit mercenaries
- Build forts and watchtowers
- Govern settlements

When a settlement without a governor is besieged, a captain leads the garrison.

Recruiting Mercenaries



While a general is outside a city, he can recruit mercenaries from the local province. Click on the Recruit Mercenaries button in the Control Panel. When there are no mercenaries available, the button is greyed out.

- This brings up the Army Details Scroll, showing the general and the list of available mercenaries.
- Left-click on any mercenary unit to select it and add it to the queue of mercenaries to be hired. You can deselect a mercenary unit for hiring by left-clicking on it once again.
- Right-click on a mercenary to bring up details.



When you're satisfied with your hiring choices, click on the Hire Queued Units button on the left of the scroll. Unlike a faction's own troops who have to be trained for at least a turn before they appear, mercenaries instantly appear as part of the army in the review panel.

Building Forts and Watchtowers

Only an army under the command of a general can build watchtowers and/or forts. When this is not possible, this button is greyed out.



Clicking on the Construction button while not in a settlement brings up the Field Construction scroll. From here, you can select either a watchtower or a fort. Each has a denarii cost associated with it.

- Watchtowers are permanent structures that extend your field of view.
- Forts require a garrison to remain in play. If the fort is empty when the end of turn button is pressed, it will fall into disrepair and be removed from the map. The constructing army can leave a unit to keep the fort going, or another force (or even an agent) can move in; all will preserve the fort for future use.
- Forts have no "nationality." If one faction constructs a fort and leaves it empty, another faction's forces can move into the fort and take it over.
- A general can build as many watchtowers and/or forts as you want in a single turn, limited only by his ability to move to a new site.

Forts can be extremely useful in defending strategic "choke points" such as mountain passes: an enemy will have to lay siege to the fort to advance. It's even possible to build a "wall" of forts to isolate an area.

HOW TO RUN SETTLEMENTS

Settlements are centrally important in your efforts to conquer the world. They generate income through taxes. Military units are trained there. And without taking enemy settlements, you're unlikely to win the game.

Each settlement is the regional capital of the province it occupies: the faction that owns a settlement also owns the associated province. All the resources – trade goods, for example – shown on the campaign map in a province are available for use by the settlement. You can move the cursor over a resource to see a relevant tool tip.



The size of a settlement – whether it's a village, town, large town or a minor, large or huge city – is determined by the size of the population. The larger the population, the bigger the settlement. Settlement size and defenses are shown on the campaign map.

A settlement can only take advantage of its large population if it has the right government building at its (metaphorical) centre. Without the right administration, advanced structures cannot be built. There's a chain from population to government to building construction to training military units for each settlement. Without settlements to generate units, you won't have armies to command!

Use CMD + T to toggle city names and details on and off. The details are a summary of the activity in the settlement:

- The city name and its status are shown on the top line: for example, a city that is revolting or has plague will have an appropriate icon next to its name.



This is the income generated by the settlement. It's possible for a settlement to lose money every turn if the income is less than its upkeep costs.



The face icon represents the overall happiness of the settlement population.

- **Green** – Happy; the people are pleased with your government, happy to pay taxes and generally secure in their lives. Dissent and rebellion are far from their thoughts.
- **Yellow** – Contented; most of the people are indifferent to your rule, feeling neither committed to, nor hatred for, your cause. They pay their taxes, but do not feel happy.
- **Blue** – Disillusioned; the people are generally unhappy and likely to become rebellious unless remedial action is taken. They resent paying money to your treasury.
- **Red** – Rebellious; the people are on the edge of revolt against your rule.



This icon shows whether or not the population of the settlement is increasing or not.

- **Green** – The population is growing.
- **Amber/Orange** – The population is stable. It's worth having a look at a settlement to see what's not going well as far as population growth is concerned.
- **Red** – The population is falling. This is a matter for concern because if everything's working, the number of people in a settlement will increase.



This icon appears if a unit is being trained in the settlement.



This icon appears if a building is being constructed or repaired in the settlement.



A "gears" icon appears when the settlement is being auto-managed.

Settlements and the Control Panel

A left-click on one of your settlements selects it, and the Control Panel at the bottom of the screen changes to show the contents of the selected settlement.



The construction and training buttons are in the Control Panel:



Left-click on the Construction Button to open the construction tab within the Settlement Scroll. This allows you to issue orders for new buildings in the settlement. When construction is underway, the button shows what's being built. Otherwise, the button is "empty".

- Left-click on the Training Button to open the Recruitment tab on the settlement scroll. This allows you to issue orders to train new units, ships and agents in the settlement. When a unit is being trained, it appears here. Otherwise, the button shows that the settlement is ready to receive training orders. You can click on the Retrain tab to show retrainable units.

The review panels in the centre show various details of the settlement, depending on which tab has been selected.

- The left tab shows the garrison units in the settlement, along with any governor and his bodyguard. Right-click on a unit card to bring up information. The governor of a settlement is always shown with a "management scroll" on his portrait. "Visiting" generals are shown with stars on their portraits in the review panel.
- The second tab shows the existing buildings in the settlement. Right-click on any of the building pictures to bring up the Building Information Scroll.
- The third tab shows any visitors – agents of your faction – in the settlement. Right-click on any of the agents to bring up the appropriate character scroll.
- The fourth tab (passengers on a fleet), is not used for settlements.

In the right-hand section of the Control Panel are two large buttons with the town name alongside:

- Click on the arrows on either side of the name to move between settlements.

The Settlement Scroll

The Settlement Scroll is the key to getting information about, and issuing orders to, a settlement.

The large arrows on either side of the settlement name allow you to scroll between settlements quickly.

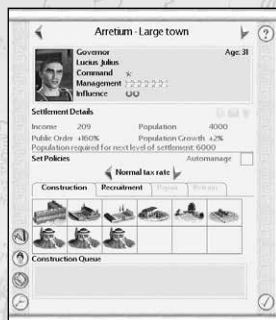
The main part of the Settlement Scroll is divided into four areas:

- The top part of the scroll shows the Governor's Details (if there's a governor in residence). Depending on difficulty settings, without a governor, a settlement is always auto-managed for you. The governor's attributes have an effect on how well the settlement is run.
- The next section shows the Settlement Details. This displays a summary of all the important statistics for the settlement, along with icons that show whether or not the settlement is revolting, under siege and/or infected with plague. You'll also see a population requirement for the settlement to grow in size; this will not be shown if the settlement has reached its maximum size.
- The next section allows you to Set Policies for the settlement. When auto-management is off, you'll be given the choice to alter the tax rate in the settlement. The tax rate you set affects how much money you earn from the settlement (income), how happy your people are feeling (public order), the population and the population growth rate.

The tax rates vary from low to very high; try adjusting the tax rates and seeing what happens to income, public order and growth. These four values determine how well your settlement functions.

Some factions can have amphitheatres and circuses in settlements, so you'll also have the choice of how often games or races are thrown to amuse the people.

- The Orders section has four tabs for Construction, Recruitment, Repair and Retraining. For the moment, we'll concentrate on Construction and Repair. This is where you order building works for your settlement. The Recruitment and Retraining Tabs are dealt with in the How to Train Units section. Tabs that can't be selected are greyed out.



Down the left-hand side of this scroll is a set of buttons that control the settlement and give you more information:



This button brings up a more detailed analysis of your settlement.



This brings up a scroll showing you the buildings in the settlement arranged according to their position on the game's technology tree. This is useful for reviewing progress and planning future civic developments.



Click here to ask Victoria what to construct. She'll suggest a building and give reasons for her choice.



Click here to centre the campaign map view on the settlement. Frontier settlements have different priorities than those closer to the core of your empire.

Who Gets to be Governor?

The first named character to enter a settlement will be the governor as a right. His abilities are used to modify how well the settlement is being run.

- His unit card is marked with a scroll to show his status.
- Other generals (if any) in the settlement are shown with silver stars on their unit cards.
- During a siege, the general with the best command rating will be treated as the commanding general (and this need not be the governor). If the faction leader is present, he always outranks any other general regardless of his actual command rating.
- However, when a named character (a general, not a captain) moves into a settlement, he will be appointed as the new governor if his management ability is higher than that of the current incumbent.
- It's possible for the governorship to change hands many times if several characters move into a settlement in a single turn.

Building Construction

All building construction work uses two resources: time and money.

- The number of different buildings shown as construction options depends on the size of the settlement and what you've already built.
- If you don't have the money, you won't be able to construct some buildings. Buildings that are beyond your means are greyed out.
- Left-click on a building under the Construction tab to add it to the Construction Queue. The money to pay for the building is immediately deducted from your treasury.
- Left-click on a building in the Construction Queue to cancel the construction order. The building will reappear under the Construction tab in case you want to construct it later.
- When the Construction Queue is full, buildings under the Construction tab will be greyed out.
- Buildings in the Construction Queue are completed in left-to-right order. You can alter the order by dragging-and-dropping the building pictures until you're happy.
- Right-click on a building in options or the queue to bring up the relevant Building Information Scroll.
- Shrines and Temples are special cases. You may be offered a choice of temple for construction. Once you've added a temple to the Queue, the other temples will be removed as construction choices. Each settlement can only have one temple, and they are mutually exclusive. It's possible to destroy a temple and start over with a shrine to a different god.

Repairing Buildings

Buildings can be damaged through natural disasters and during siege assaults. It's quite possible to damage a town without taking it, and the longer an assault takes, the more "collateral damage" is done. Left-click on the Repair tab to see which buildings need work.

- Repairing buildings works in a very similar fashion to new construction. The cost of repairs is usually substantially less than the cost of a new building, both in terms of cash and of time.
- Instead of being presented with construction options, there is a collection of buildings needing repair.

- Left-click on any damaged building to add it to the construction queue. It can be dragged and dropped into the queue and left-clicked to cancel the work as described above for new construction work.

The Building Information Scroll

This shows information about a given building. You can find out what each group of buildings does through the Building Browser Scroll.

The Building Information Scroll allows you to destroy buildings. This is on this scroll to stop you from doing it accidentally!

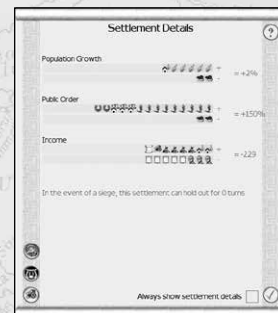


Click on this button to destroy the building. You'll receive a proportion – around a third – of the cost of the building as a refund into your treasury.

The Settlement Details Scroll

This scroll allows you to review the settlement in detail, and see what factors are contributing to the overall population growth, public order and settlement income.

- For each of these three areas, the positive factors are shown above the negative factors. Move the cursor over each icon and a tool tip appears telling you what it represents.
- The other important, perhaps vital, piece of information presented here is the length of time that the settlement can withstand a siege. This represents the surplus food that the settlement has stored.



Left-click this button to bring you down into a battlefield view of your settlement. It can be a great help in letting you get a feel for the streets and defenses.



Left-click this button to bring up the Trade Summary Scroll and see how your settlement is generating taxable income.



Left-click on this button to make this settlement your capital. This is where all new generals and reward units from the senate will appear.

The Trade Scroll and Province Resources

There are two ways to raise the income from a settlement: one is to change the tax rate (through the Settlement Scroll); the other is to improve the economic structures in a settlement.

There are three potential generators of taxable income: trade, farming and mining. All of these can be improved by constructing buildings, although all rely on resources in the province.

- Any resources in the surrounding province will be traded automatically, if only within the local settlement. Slaves and grain are moved between settlements automatically as required.
- Mines are needed to extract mineral wealth from a province. These need to be constructed like any other building.
- Farming improvements increase the income from farming and the growth rate of a settlement as more food is generated. However, not all provinces are equally fertile, so don't expect farms to have the same affect in all parts of the world. That said, a settlement always benefits from farming improvements.
- Trader-type buildings in a settlement improve the efficiency of trade and the amount of money it generates.
- A port (and its subsequent upgrades) allows trade goods to be moved more efficiently and in greater numbers. Ports always appear on the coastline of the province, although they're part of the settlement. They also help train naval units. Landlocked provinces cannot have ports.
- Roads allow trade goods to be carried to neighboring settlements automatically. They also allow the faster movement of armies.

The Building Browser and the Technology Tree

All factions follow a technology tree, the Building Browser Scroll allows you to review a settlement's progress through the technology tree.

- Buildings in full colour have been completed. Greyed-out buildings are either not yet built or unavailable for the settlement.

- The Building Browser shows the government building you need before you can construct other buildings at the same level.
- Right-click on any building (including those not yet built) to bring up the relevant Building Information Scroll.
- All buildings keep, or improve on, the abilities of earlier structures.

Wonders of the World

Some provinces contain wonders of the ancient world. Capturing the settlement in the province gives you control of the wonder, and these grant empire-wide benefits. If you lose control of the settlement (and the province), you lose the benefit for owning the wonder.

Trouble in Settlements



Settlements are not always good places to live, and sometimes the people will make their feelings clear by revolting. Victoria, your advisor, will warn you that problems are developing and suggest solutions, but prevention is sometimes better than cure. You can reduce the tax rate, send troops to quell dissent, send a better (or indeed any) governor and, if time permits, construct buildings that have a positive effect on public order.



Sieges have to be endured or broken. See the section on How to Break a Siege on page 43 for more information.



Plague is, perhaps, the worst thing that can happen to a settlement, and a sign of the gods' disfavour! A settlement that's a squalid place to live is more likely to suffer plague than somewhere that's wholesome. Again, some buildings – such as sewers – have a positive effect on public health and lessen the likelihood of a plague.

Changing Your Mind

Construction orders are only executed when the end of turn button is pressed. Before then, you can undo any changes you have made.

HOW TO TRAIN UNITS

Armies in **Rome: Total War** are made up of one or more military units under the command of a general (a member of the ruling family) or a lesser captain (a commander drawn from the ranks).

One class of units can never be trained: general's bodyguard units. These are given free with every new member of the ruling family of a faction. They can, however, be retrained and equipped with better quality weapons. A general's bodyguard is disbanded when the general dies.

Training all other units uses three resources: time, money and men. Every unit takes at least one turn to train, has a cash cost and uses population from the settlement where it's trained. Units also cost money for salary, supplies and equipment after they have been trained. This upkeep cost is automatically paid, and can become a significant expenditure each turn!

The military buildings in a settlement determine what units can be trained there. The Building Browser Scroll shows what buildings produce units.

Barbarian factions have a different set of buildings in their technology tree, but the principle remains the same.

- A left-click on one of your settlements selects the settlement, and the Control Panel at the bottom of the screen changes to reflect the contents of the selected settlement.
- Click on the left-most tab above the central Review Panel to show the settlement garrison. This allows you to review the troops already present in the settlement. (A right-click on this tab produces the Military Forces Scroll: a list of all your existing armies.)



On the right-hand side of the Control Panel are two large buttons. Click on the lower recruitment button to open the Settlement Scroll with the Recruitment tab selected.

The Recruitment Tab

As you'll see, this is very similar to the Construction tab.

- The Recruitment tab is where you order new units to be trained in your settlement. Immediately below is the Recruitment Queue, which shows training in progress.

Down the left-hand side of this scroll is a set of buttons that are described in the How To Run Settlements section.



Click here to ask Victoria about what unit to train. She'll suggest a unit and give reasons for her choice.

■ The Recruitment Queue

Military units require three resources when they're trained: money, time and men to fill the ranks (money is also needed for ongoing upkeep costs).

- The number of different unit types shown under the Recruitment tab depends on the military buildings in the settlement.
- If you don't have the money, you won't be able to add units to the Queue. Units beyond your means are greyed out.
- Diplomats, spies and assassins are treated as one-man units.
- All boats and ships are treated as military units, but they appear at the port in the settlement's province.
- Units may also be greyed out if there are insufficient "spare" men in the settlement population to fill the ranks.
- Left-click on a unit under the Recruitment tab to add it to the Recruitment Queue.
- The left-most unit in the queue is shaded red to show that training has begun, and the number of turns until training is complete are shown. The shading is removed as progress is made.
- Left-click on a unit in the recruitment queue to cancel the training order. The unit will disappear from the recruitment queue.
- Up to nine units can be in the Recruitment Queue. When the queue is full, units under the Recruitment tab will be greyed out.
- You can order the training of as many identical units as you like. Unlike settlement buildings, units are not unique.

- Units in the recruitment queue are trained in left-to-right order. You can alter the order of training by dragging-and-dropping the unit cards.
- A word of warning! If you remove the left-most unit in the queue, any progress to date will be cancelled, even if you move it back to its position at the head of the queue!
- Right-click on a unit card to bring up the relevant Unit Information Scroll.

■ The Unit Information Scroll

This Scroll shows historical background and the unit's game effects, including the all-important training and upkeep costs.

The Unit Information Scroll also allows you to disband your units. This saves the upkeep costs of the unit.



Click on this button to disband the unit. If the unit is disbanded in a settlement, the men are added to the settlement population.

■ Settlement Rally Points

Units trained in a settlement are usually added to the garrison. When the garrison is full, the newly trained unit appears outside the settlement. Naval units (ships) always appear in the harbor on the province's coast. When the harbor is full, they appear outside the harbor.

However, it's possible to set up a rally point: a location somewhere on the campaign game map where all units are sent after they've been trained in a settlement. This can be very useful if the front line in a war is a long way from your main cities – troops will be automatically sent to the war:

- Select the settlement by left-clicking on it.
- Move the cursor to the point on the campaign map where you want newly trained troops from that settlement to gather.
- Hold down the ALT key and right-click to confirm the rally point. A blue marching route for the units will be shown on the map.
- Several settlements can share the same destination as a rally point. Simply set up the rally point for each settlement in turn. This is an excellent way of building an army quickly.

Naval rally points can be set up in a similar way:

- Left-click on the harbor of the port to select it, and then hold down the ALT key and right-click to set the naval rally point to another location. All newly produced ships will sail to this location.

You can reset rally points at any time by repeating the process.

■ Unit Training and Experience

The men used to create units are raw recruits without experience. Unless there are special circumstances (such as the governor having a personality trait related to training), new units have no experience.

■ Armour and Weapon Quality

Blacksmiths improve the quality of weapons and armour available in a settlement. Units with better quality weapons and/or armour have this shown on their unit cards.

- Bronze (+1), Silver (+2) and Gold (+3) sword icons show improved quality weapons.
- Bronze (+1), Silver (+2) and Gold (+3) shield icons show improved quality armour.

■ Retraining Units

Click on the Retraining tab to see units in a garrison that are eligible to be retrained. Retraining can be carried out if a unit meets one or both of the following conditions:

- The unit is numerically under strength: it has taken losses and has fewer men in its ranks than when it was originally trained. Under-strength units that are retrained may have any battle experience diluted by the raw recruits who enter their ranks.
- The unit has inferior quality weapons and/or armour compared to those currently available in the settlement. For example, a unit trained where there's no blacksmith moves to a settlement where there's a foundry. The unit is eligible for retraining because better weapons are available.

Retraining costs money and time. The unit is removed from the garrison during retraining, and has no public order effects.

Mercenaries can never have their numbers replenished, but their weapons and armour can be upgraded.

■ Changing Your Mind About Unit Training

You can alter training orders as often as you like during a turn. The orders are only executed when the end of turn button is pressed.

How to Besiege a Settlement or Fort

Sieges start automatically whenever an army attacks (right-click) a settlement. A besieged settlement is shown with a line of sharpened stakes around it. Only friendly forces or allies can joint besiege a settlement or fort; two or more neutral forces cannot besiege the same location.

- The Siege Details Scroll shows you all the information you need to control a siege: the cities' defenses, your siege equipment and the time the settlement can hold out.
- In most cases, you'll need to construct siege equipment to break down the settlement walls: rams, ladders, towers or saps. You won't be able to start an assault if you haven't constructed some siege gear.
- Click on the items you want to build to add them to the build queue. Adding items to your build queue uses up build points. Your army's remaining movement points and your generals' attributes, traits and ancillaries influence the number of build points you get on this screen. Build points are generated each new turn.
- You won't need to construct any siege equipment for settlements that don't have walls. You can assault these immediately, or choose to wait for the defenders' food supplies to run out.



When you're ready to attack, click on the Assault button. You'll see the Battle Deployment Scroll, and from here fighting a siege is very similar to fighting any other battle. You have the choice of resolving the siege automatically, fighting it out on the battlefield or withdrawing. If you decide to fight it out, remember that a siege requires you to break into an enemy settlement and take the central plaza or square. Killing the enemy isn't always enough to secure victory! Auto-resolution will simply tell you whether or not your assault was successful.



There will be times when you want to stop besieging a settlement. Simply select the besieging army and move it away from the settlement. The siege will be lifted automatically. You can also click on the Lift Siege button on the Siege Details Scroll. Any siege equipment that your troops have constructed will be abandoned and lost to you.

Conquering Settlements

There are three ways a settlement can fall to you as a conqueror:

- By being starved into submission through a siege.
- By an assault, played out on the battlefield.
- By an assault that is auto-resolved in your favour.

Once a settlement has fallen, you have a choice about what to do with it and the people who live there:

- **Occupy the settlement** – You'll make some profit from looting, but the settlement will be relatively undamaged. The number of people in the settlement will be unchanged, although they may be resentful towards their conqueror.
- **Enslave the population** – Some looting occurs, but the main effect is to ship people from the newly conquered settlement to other settlements in your empire as slaves. Only settlements with a governor can gain population this way. This can be an excellent way of boosting the population in your important settlements, as well as making sure the newly conquered settlement is less likely to revolt.
- **Exterminate the population** – The people are put to the sword, reducing the population of the settlement immediately. Immediate looting takes place on a large scale, too. This brutal policy can be useful when conquering people belonging to a faction with a very different culture from your own. Income from the settlement will be massively reduced until the population grows once more.

You also have the option of auto-managing the settlement and leaving it to the game to run it for you.

How to Break a Siege

There are two ways of breaking a siege: sallying forth with the garrison and sending a relief force.

- While under siege, the garrison can't leave and new forces can't enter the settlement. The settlement is cut off by the besiegers.
- To sally out, select any units in the garrison and right-click on the besieging army. The Battle Deployment Scroll will be displayed so that you can see the odds and decide whether or not to auto-resolve the fight. Any adjacent friendly armies will appear as reinforcements in the battle (allied armies will always be controlled by the AI). You will have control of the garrison for the sally battle.
- A relief force is another army that attacks the besieging force. In this case, the garrison appears as reinforcements (again, allied armies are always controlled by the AI).
- During a sally battle, the besieging army may attempt to break into the settlement and capture it. After all, gates that open to let defenders out also let attackers in...
- In both cases, the garrison (sallying force) or the relief force must be victorious to drive away the enemy and break the siege. In either case, it can sometimes be worthwhile to target any siege equipment that the besieging army has constructed. Its loss may delay their final assault.

How to Use Fleets

Naval pieces in the campaign game are called fleets.

Every fleet has an admiral. Like a general, he has a leadership value and can gain personality traits that have an effect on his fleet's ability. Unlike a general, he's permanently attached to his fleet.

- When a fleet is selected, a green movement area surrounds it. The fleet can move to any point within this zone during its turn. Coastal squares are included in this zone when there are passengers on the fleet, as they could disembark into one of these land squares.
- Red spaces in the movement zone are adjacent to non-allied fleets.
- You can order a fleet to move beyond the green zone, in which case it will remember its orders, and a coloured line shows where the fleet's headed. Each colour segment shows a turn's worth of movement.
- The Review Panel in the centre at the bottom of the screen changes to show the ships in the fleet along with passengers onboard.

■ Naval Combat

The naval combat system in *Rome: Total War* is abstract and auto-resolved. To start a naval battle, left-click on your fleet to select it, and right-click on the fleet you wish to attack.

- Fleets that lose ships in combat lose any military units or characters that the lost ship(s) happened to be carrying.
- The command rating of the fleet's admiral influences its fortunes in battle.
- After combat, the losing fleet will either sink or pull away from the victorious enemy.

■ Passengers on Fleets

If you want an army or agent to board a fleet, select the land-based piece (army or character) and move the cursor over your fleet. The cursor will change to a boarding symbol to show that this move is possible.

- Right-click to confirm the boarding order. From now on, orders to the fleet will include its passengers. By the way, movement points used by passengers before they join a fleet limits the movement of the fleet.
- To disembark passengers, select the fleet and then right-click on a coast. Everybody aboard a fleet will disembark at this spot. Any and all agents – assassins, diplomats and spies – will be attached to a disembarked army.

- If you want to partially unload a fleet, select the units or agent(s) in the review panel and then right-click on the campaign map on the coastal area where you want them to disembark.

■ Blockades

It's possible to blockade an enemy port and cut its trade links with the outside world. The blockaded faction will not receive some trading income each turn the blockade is in force:

- Select an army or a fleet, then right-click on the port you wish to blockade. A barrier will be placed around the port to show a blockade is in force.
- You can lift a blockade by moving your fleet away.
- You can break enemy blockades by successfully attacking the blockading fleet. Victory will break the blockade.

■ Splitting & Merging Fleets

If you want to split a fleet, select the ships you want to form a new fleet in the Review Panel and then drag and drop them to the destination for your new fleet. They will automatically leave and a new admiral will be appointed for the new fleet. Any passengers stay with the "parent" fleet.

To merge two fleets, simply move one fleet to the location of another. If the two fleets have more than 20 ships total, you'll be given the chance to decide exactly which ship ends up in each fleet.

■ Fleets as "Bridges"

It is possible for land forces or characters to board a fleet and then disembark on the same turn.

■ Storms

Storms can cause fleets to lose ships. It's possible that a fleet can be entirely dashed to pieces by a particularly bad storm. Ships in coastal waters are in less danger during storms than ships far out to sea. Any ship that's sunk is lost with any military units it was carrying.



How to Use Spies

Spies are trained in settlements that have a market (or larger trade building). They are your eyes and ears in rivals' territory, and act as counterspies and secret police officers in your own lands.

When a spy can spy against a rival, the cursor changes. A spy can only carry out one spying attempt per turn.



Move a spy into a rival's settlement to obtain information. An infiltrated spy can cause unrest and open the gates during a siege. There's a chance the spy will be caught and killed.

- Move a spy to the same location as a rival's army to obtain information about the army and its commander. The accuracy and completeness of the information depends on the ability of the spy.
- Move a spy to the same location as a rival's agent to obtain information about that spy, diplomat or assassin.

Spies can be used to counter enemy agents and their activities:

- Spies always see enemy spies who would otherwise remain invisible.
- Spies can be attached to your own armies by moving them onto an army. Simply move them to the same location as an army. A spy can be removed from the army by clicking on the Characters tab, selecting the spy and then right-clicking a spot on the game map.
- Spies can be moved into one of your settlements to act as counterspies and to keep the local troublemakers under observation. This improves public order in the settlement.

Over the course of time, a spy's abilities may improve and he may gain various traits as a result of his missions – assuming he lives, of course!



How to Use Diplomats

Diplomats are trained in settlements that have a governor's villa, warlord's hold (barbarians only) or larger government structure. It's their job to broker all kinds of deals and treaties. They can also offer bribes to rival forces.



Move a diplomat onto a rival's settlement, army or diplomat to begin negotiations. The cursor changes to show a spot in the campaign world where negotiations are possible if a diplomat moves there.

- Diplomats can be attached to your armies like other characters. Simply move them to the same location as an army. This makes it slightly safer for them to travel. They can be removed from the army by clicking on the Characters tab, selecting the diplomat and then right-clicking a spot on the game map.

■ The Diplomacy Scroll



You'll see the Diplomacy Scroll every time you send a diplomat to negotiate with another faction. You'll also see it when a rival's diplomat comes to you with an offer of friendship (or even to threaten you).

The Diplomacy Scroll summarizes your current relationship with another faction, including earlier treaties, and allows you to make new deals. The

centre panel is the treaty that's being proposed. Build up a treaty by selecting items from the two lists:

- Left-click on offer and demand items in the lists to add them to the treaty. These include land, cash and information.
- Left-click on an item already in the treaty to remove it.
- The offers and demands do not have to be balanced, but treaties that are unbalanced will be rejected more often than ones with some give-and-take.



When you're happy with terms, click on the Offer button below the treaty text. The other party will respond. He'll do one of three things: refuse outright, accept immediately or make a counter-offer.



If you're offering money, territory or map information and not asking for anything in return, these can be a gift. Offers to attack other factions can also be a gift.

- It's quite possible that your proposed treaty was interesting, but not quite what the opposition wanted. In this case, they'll make a counter-offer to you.
- Once a counter-offer treaty is on the table, you can accept it or make your own proposals in response as a counter-offer. Again, you can change the treaty by clicking on either offers or demands and on the treaty itself (delete items).
- It's quite possible for negotiations to go through several rounds of offer and counter-offer before a deal is reached. Be mindful, though, that not everyone's patience is endless and one man's haggling is another man's waste of time!



How to Use Assassins

Assassins are trained in settlements that have a forum, agora or bazaar or larger trading structure. Assassins can assassinate characters or sabotage buildings.

- Move an assassin onto an enemy army, settlement or agent to attempt a mission. An assassin can only attempt one mission per turn. It doesn't matter when during the turn the mission occurs.
- An assassination can be carried out on any character at the location. You'll be presented with a target list including a chance of success for each "hit".



Sabotage missions can only be carried out in settlements. You'll be given the choice of an assassination (if there's a character in the settlement) or sabotage. Again, you'll be presented with a target list on the Select Mission Target scroll, including a chance of success for the mission. Unrecognized buildings in a settlement appear as "?" which can be sabotaged. Use the tabs to move between the assassination and sabotage targets.



Left-click on the target and then click on the assassination or sabotage buttons. You can always cancel the mission by clicking on the "X" button.

- There are no guarantees that an assassin will succeed. Assassins who fail might get killed in the process.

How to Auto-Manage Settlements

Settlements in Rome: Total War can be left to run themselves if you prefer to concentrate on the military side of the game.

If a settlement doesn't have a governor it'll be auto-managed. Moving the last character out of a settlement turns auto-management on.

When you conquer a settlement, you're given the option of auto-managing it. The conquering general can be the governor, but the settlement can still be left to look after itself.

■ The Settlement Scroll

In the set policies section of the scroll, click on the Auto-manage check box to toggle auto-management on and off.

When it's on, you'll have the chance to pick a build policy for the settlement. This gives the administrators some basic guidance on where they should concentrate their spending. The policies are all straightforward:

- **Balanced** – Results in a well-rounded settlement.
- **Financial** – Trade and income-producing buildings are favoured.
- **Military** – Buildings that train or upgrade troops are constructed.
- **Defensive** – Walls are given priority.
- **Cultural** – Temples, amphitheatres, arenas, academies and other buildings that make people feel happy are favoured.

The amount of money invested in new buildings is determined by the overall AI spending policy, which is set on the Faction tab of the Overviews scroll. The Overviews scroll can be accessed by left-clicking on your Faction icon in the lower-right corner of the control panel.

When auto-management is off, you'll be given the choice to alter the tax rate in the settlement.

How Not to Go Broke

Simply put: have more income than expenditure. Running out of money is a sure way of losing the game. Without money, no new buildings can be constructed, no new troops recruited and existing forces cannot be paid.

■ Low-Level Tax Management

Each settlement with a governor can have its own tax rate, varying from very high to low. This is changed in the Set Policies section of the Settlement Scroll.

- Left-click on the arrows on either side of the tax rate to change it.
- As you change the tax rate, you'll see the settlement's income, public order and population growth change. In general, the lower the taxes, the happier the people are likely to be!



Click on the Show Settlement Details button if you want to see the contribution that taxes make to the overall state of the settlement.

Click on the Financial tab on the Faction Overview (click on the faction symbol in the Control Panel) to see a financial projection for the current turn.

The End of Turn Report Scroll gives you the details of the last turn's actual spending.

These two reports allow you to review the current state of your treasury. You can also make sure your AI assistants aren't spending money too quickly by altering the AI Spend Policy on the Faction tab of the Overviews scroll.

How to Manage Your Faction

Clicking on the faction symbol in the lower right-hand corner of the Control Panel brings up the Faction Overview.

■ The Faction Overviews Scroll

This scroll is the key to understanding all the political, diplomatic and financial details of your faction. Click on any of the tabs across the top of the scroll to bring up the Senate details, Diplomacy details, Financial details and/or Faction overview.

The Faction overview allows you to set global auto-management options for your entire faction. These are the underlying defaults for any settlement that's being auto-managed:

- Click the Automate All Production tick box if you want auto-management to do everything for you. If not you can:
- Click Enable Auto Train Units if you want the game to produce the best available military forces.
- Click Enable Auto Construct Buildings if you want the game to manage the building policy in settlements.
- The AI Spend Policy Slider lets you set the relative balance between building up your cash reserves and immediate spending.

Three buttons in the lower left-hand corner bring up information about your faction:



Faction Rankings – A summary graph that shows you how well each faction is doing compared to the others.



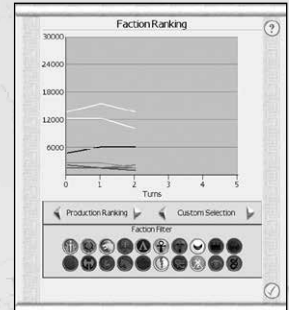
Family Tree – A convenient summary of your faction's available senior personnel: your generals, their wives and their children.



Senate Officials Scroll – Click here to bring up the Senate Officials Scroll. This is discussed in greater detail shortly.

■ Faction Ranking Scroll

This scroll gives you a way of seeing your progress in the game and comparing your strength with that of your rivals in several different ways. The graph shows your faction's power over time as an absolute value; it doesn't show the proportion of the world's "power" that you control.



- The ranking choice allows you to choose an aspect of your faction's power: production, territorial, financial, population and overall.
- The faction choice lets you choose which collection of factions you wish to compare: your own, all factions, the top five, neighboring factions or a custom selection.
- You can click on the faction symbols to toggle the graph lines on and off for any particular faction(s). This can be very useful when reviewing your progress in a war.

■ Family Tree Scroll

The family tree scroll shows all the important characters in your faction – the men who can be generals and governors. It also allows you to decide who'll be the faction leader's heir.



- Portraits in colour are living characters. Characters shown in grey are dead.
- The most important characters are the faction leader and the faction heir; their status is marked on their portraits.
- All the larger portraits are generals and governors in your faction. Move the cursor over a portrait to see the character's name and abilities. The smaller portraits are sisters, wives and children.

Left-click on any large portrait, and two buttons in the lower left of the screen become available.



The Set Faction Heir button allows you to designate the heir to your faction leader.



The Show Me button displays the character's location on the current campaign map.

▪ New Members of the Family

In the normal course of events, sons and daughters will be born to various members of the family. As sons come of age, they'll become available for use as generals and governors. All new characters (including adopted sons and those who marry into the ruling family) always appear in the faction capital. Daughters become available for marriage when they come of age.

Adoptions and Marriages

Unmarried sons in your family will find wives and, hopefully, start producing a new generation of leaders without you having to worry about it.

From time to time – when there's an eligible woman in the family – a suitable husband will appear. If you accept him for marriage into your family, he's adopted, too, and treated like any other male family member.

Attributes

All family characters have three attributes that affect their performance in the game. These are command, management and influence, and they're measured on a scale of 0 (poor) to 10 (almost divinely inspired):

- Command is the ability the character has to lead and inspire men in battle. High command has a positive effect on the morale and fighting quality of soldiers. A low command rating has some effect, and is definitely better than no command rating at all.
- Management is the ability of the character to run a settlement and conduct the business of government.
- Influence is the ability of the character to sway others by argument and the force of personality. This has an effect on public order when a character with influence is a governor.

Other characters in the game also have attributes:

- Admirals have command ratings, but only for sea battles.
- Diplomats have influence, and this affects their chances of successfully negotiating with another faction.
- Spies and assassins have subterfuge ratings. Subterfuge is a measure of sneakiness, double-dealing and underhandedness.



Retinues: Ancillary Characters

Retinues are made up from ancillary characters. These are the assistants, aides, secretaries, mistresses, fixers, lackeys, drinking buddies and assorted hangers-on that always seem to be found with great men. Ancillaries are added to a retinue as a result of game events. We've also included a few famous historical characters as ancillaries – if you can find them, maybe they'll help your cause!

Ancillaries usually give bonuses and penalties to a character in the same way as character traits. Unlike traits, ancillaries can usually be moved between characters, but some combinations are not allowed.

- The two characters must be part of the same army or in the same settlement.
- Right-click on the unit card in the review panel that represents the general with the ancillary.
- Drag and drop the ancillary you want to move from the scroll onto the unit card of the receiving character in the Review Panel.

▪ Character Traits: Vices and Virtues

Over time, characters pick up a variety of personality quirks and traits. Some of these are good and some are bad, but if a man is worthy, he'll develop a good character. A man who runs from battle or is left to rot in a provincial backwater may develop a nasty personality! It's probably a good idea to have a look at your characters every once in a while to make sure they don't have a taste for the good life (at your expense), or turn into blood-soaked loonies!

How to Deal with the Senate

In **Rome: Total War**, the Roman empire is represented by four factions (you cannot play the Senate). They are all on the same "side" when it comes to dealing with non-Romans, but one faction will eventually take control of the whole empire. At the start, the Senate and other Roman factions are not hostile. You don't need to worry about being stabbed in the back by another Roman faction. At some point, it'll become inevitable that you'll have to march on Rome and stake your claim to be imperator (emperor) of the Roman world. The other Roman factions will be working toward the same goal. It's therefore likely a civil war will break out. An attack on Rome will only succeed if you have a strong military force and your faction is popular with the Senate and People of Rome.

▪ Senate Missions

At the start of each turn, event messages appear on the left-hand side of the screen. Among these can be messages from the Senate requesting you perform a mission of some kind.

These missions are intended to further the interests of Rome, not just your faction. While what's good for Rome is often the same as what's good for you, it may not always be the case. The Senate also sets a time limit for these missions.

As you carry out Senate missions and your faction becomes stronger, the tasks the Senate asks you to perform will become more challenging – and the rewards for carrying out the wishes of the Senate grow!

▪ The Senate Overview

This summarizes all Roman politics in one place. Click on the tabs to review policy, missions or the floor (your popularity).

The Senate policy section of this scroll gives you information on the senate's attitude toward all non-Roman factions in the game. Left-click on a faction symbol to see what the Senate thinks of a faction.

The Senate missions section of the scroll gives you a list of outstanding missions that you may want to complete. It's entirely your decision whether these missions are carried out or not. Factions that carry out missions will be well regarded by the Senate.



Click on a mission to select it, and then click on this button to centre the campaign map on the target for an outstanding mission.

The Senate floor shows your popularity with the senate and with the plebs or plebeians – the ordinary Romans in the street.

- Your popularity with the Senate rises if you carry out Senate missions and if you conquer foreign territory to add to the glory of Rome! The Senate also takes into account your military might and the threat you represent to them.
- Your popularity with the plebs rises as you conquer new lands for Rome (for your own faction, in fact). The plebeians love a winner!

▪ The Senate Officials Scroll

This is a list of all the characters in the game that have been honoured with positions of responsibility by the Senate. Only Romans can hold senate offices.

Each of the offices grants benefits to the holder while he has the office. Each office also gives benefits to former holders – the honour of being trusted by the senate stays with a man forever.

Senate offices are divided among the Senate itself and the three Roman factions according to the popularity of each faction on the senate floor.

A single character can hold only one office at a time. He may be given more than one office during his life, and gain the benefits of being an ex-office holder for each one, as well as the benefit of his current office.

- Left-click on a character in the list to centre the campaign game map on his position in the world.
- Right-click on a character to bring up his details so you can examine his traits and retinue.

How to Get Help

In many places you'll see a "?" button. Click on it to get help. If the advisor is already on-screen and highlighted, you'll have to read the current advice or dismiss the advisor to see the help information. Victoria is pretty clever, but she can only tell you one thing at a time!

How to Change Game Options During Play

Pressing ESC when no scroll is visible brings up the Game Options menu.

- For game, audio and video options, use the sliders and check boxes to alter the settings to suit your personal preferences.
- Load Game and Save Game allow you to save your position and reload it later (or even undo some terrible calamity by stepping back to an earlier game date, not that you'd ever cheat like this, oh no).

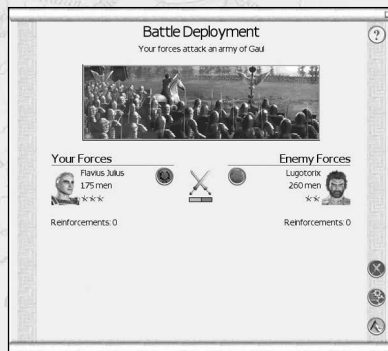
BATTLES

This part of the manual concerns itself exclusively with the battle side of play and how to get the most out of commanding your troops. The two halves of the game are linked on many levels. The campaign game determines where a battle takes place and the units present; results in the battle game affect the campaign. Generals can earn traits as a result of their behavior in battle. Cities can be won and lost, and a brilliant victory in the field can mean the conquest of new lands!

The Battle Deployment Scroll

When you have an army selected on the campaign map, right-click on a non-allied army or settlement to attack. This brings up the Battle Deployment Scroll:

- The strength comparison bar in the centre of the scroll gives you the overall battle odds. Move the cursor over the crossed swords to see the exact odds.
- Reinforcements are also listed (and taken into account in the odds calculation). These are drawn from armies that are adjacent to the site of the battle or siege.



Click here to take control of your units on the battlefield. What happens after you click this button is what's covered in this part of the manual!



You can have the game work out the battle result. Autoresolving a battle is speedy, but casualties may be heavy and you can't protect valuable generals.



Click here to cancel the battle. When you do this, your army will withdraw some distance to a safe location.

Attackers and Defenders

In every campaign battle, there's an attacking army and a defending army. During sieges, the besieging army is usually the attacker. The only exception to this is when the defenders sally out or a relief force attacks the besiegers. In this case, the besieging army is the defender. Attacking and defending armies use different victory conditions and deployment rules.

■ Victory

Generally, in a field battle you need to drive the enemy from the battlefield to win. You can press the ESC key and select Exit Battle at any time to end a battle.

- Victory may require killing many enemy troops, although a crisis of morale (the death of a general) will make the enemy flee the battle.
- As an attacker, there may be a time limit. If you haven't defeated the enemy before the timer expires, you lose the battle.
- As a defender, the timer works in your favour. Remain on the field until time runs out and the attacker is automatically defeated.
- During a siege assault, victory is determined by control of the central square or plaza in the settlement. The attackers must take this plaza before the timer expires.
- During a battle, you can press F1 to see information about the battle, including the victory conditions.

How to Deploy Your Troops

At the start of the battle, you may be given a chance to deploy your troops.

- As an attacker, your army always deploys on a section of the battlefield that matches the line of its approach on the campaign map. March onto a battlefield from the north, and that's where your forces will deploy.
- As a defender, you'll deploy in a complementary area of the battlefield.
- Reinforcements always appear on the edge of the battlefield that matches their position on the campaign map. It can be very worthwhile to position armies on the campaign map on the flanks or in the rear of an enemy before you attack.

■ Reading the Ground

When a battle begins, you'll see a camera flyby of the battlefield to give you an idea of how the land lies. The deployment areas for your troops and the enemy will be shown outlined in the faction colours.

■ The General's Speech Before Battle

Your general will give a rousing speech to his men. It's worth listening to the speech because the general may include one or two useful hints about the state of the battlefield, the enemy and any tactical ruses that might work.

▪ Waiting Before a Battle

If you're the attacker, you can wait before starting the battle. If the weather isn't right, just click the Wait button. There's a chance the weather won't change, but you can't postpone a fight forever waiting for the perfect day:

- Battles fought in bad weather – rain, snow, sandstorms and so forth – will be more tiring for your troops and for the enemy.
- Wet weather is likely to have a negative impact on bow-armed units (bows and bowstrings do not like damp conditions).
- Mist, fog and sandstorms can make it difficult to find the enemy.

As the defender, you have to fight with the weather your attacker has decided is good enough – for his purposes!

An ambush gives you no chance of choosing the weather for the battle.

▪ Changing Your Deployment

The game places your units on the field in a sensible formation, but it may not be exactly what you want. Click on Start Deployment to rearrange your battle lines:

- You are never forced to change deployment.
- You cannot re-deploy your army if you're ambushed – and your army will be in a marching column, not drawn up for battle!
- Units must be positioned within the boundaries of your deployment zone. This is the area on the map bordered by your faction colour.
- Left-click on a unit or its card in the Control Panel, and then right-click on the ground you want it to occupy.
- You can select multiple units for deployment.

CMD and left-click on the units (on the battlefield) or unit cards (in the Control Panel) you want to select.

CMD and double-click on a unit card (in the Control Panel) to select all units of the same type in your army.

Left-click and drag on the battlefield to create a box around the units you want. All units within the box will be selected.

- Deploy multiple units by right-clicking on the ground you want them to occupy. You can right-click and drag the units out into a line.

When you're happy with your deployments, click on Start Battle.

▪ Battle Advice

As soon as the battle begins, your military advisor appears with an opinion about enemy tactics for the upcoming fight. You'll find this information useful in formulating your own plans.

How to Use the Battlefield Control Panel

The battlefield control panel is divided into three main sections:

- On the left are the mini-map, game speed controls and army strength ratio bar.
- In the centre are the unit cards, each of which represents one of your units on the battlefield.
- On the right are the controls for individual units, groups of units and the army as a whole.

▪ The View Onto the Battlefield

All your units on the battlefield carry a banner in your faction colour and symbol for easy identification.

- Click on the large banner to select the unit – this can be quite useful in the middle of tense hand-to-hand fighting.
- Some units also carry smaller flags showing your faction colour and symbol. These show a combination of a unit's experience and upgrades to weaponry and armor. The more small flags a unit carries, the more fearsome it will be in combat!
- General's bodyguard units carry square banners that are quite different from other units. It's always possible to see at a glance where a general can be found.
- Any captain leading an army is similarly shown by the square banner carried by his unit. However, because he's a captain and not a general, he won't be personally leading a bodyguard unit and could be part of any kind of unit, even humble peasants!
- Terrain has exactly the effects you would expect in real life: units can hide in wooded terrain, marching through river fords slows your troops, marching in snow makes men tired and so on.
- Out-of-bounds on the map is marked by a red line that's visible when the camera is close to the battlefield's edge. Units cannot be ordered beyond this line, but they will go there when routing or withdrawing.

▪ The Mini-Map

The mini-map gives you a view directly down onto the battlefield. Terrain on the battlefield is taken from the campaign map location. You'll see distant mountains, the sea and even volcanoes beyond the battlefield.

- The mini-map is always oriented with north at the top.
- The arrowheads in faction colours show the position and facing of units on the battlefield.
- Selected units are always highlighted on the mini-map.
- The two blue lines show the current view onto the battlefield.
- The shadowed area at the edge of the mini-map is out of bounds during a battle. Units may only enter this part of the map if they're withdrawing from battle or running away like frightened bunnies (or "routing," to use the technical term).



You can zoom in and out of the mini-map using these buttons to change the map scale.

The other data and controls in this section of the panel are:



The hourglass shows how much time remains before the battle ends. If you speed up play, the timer speeds up, too.

- Just above the game speed controls, the kill bar shows the relative success or failure of your army in disposing of the enemy.



Click on one of these four buttons to pause or play the game at normal, twice and three times speed. You can also press the P key to pause and un-pause the game. Orders can be issued to units while the game is paused.

▪ The Review Panel

Each of the cards in this section represents one unit on the battlefield. When a card is highlighted, all men in the unit on the battlefield are highlighted with a green chevron at their feet.



The number is the current number of men in the unit. This number turns red as the unit takes casualties. The artwork shows the unit type – in this case, a unit of Hastati.



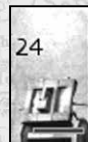
Large portrait unit cards are generals and their bodyguards. A gold star on the unit card identifies the commanding general. Other generals have a silver star.



Units that have gained experience and/or improved weapons or armor have chevrons, swords and/or shield markers. Here, the chevrons show the experience, while the sword shows these Triarii carry improved weaponry.



All units armed with missiles have a bar that shows their current ammunition status. This bar always starts full, and as the unit fires missiles, the bar empties.



Artillery units have an ammunition bar, just like other missile units. The number on the card is the number of men and each artillery piece requires a minimum number of men as crew.



Units can be grouped together during battle. By clicking on the tab, all units in a group can be selected and controlled as one.

Unit cards can have action icons superimposed to show what the unit is currently doing.

■ Army and Unit Controls

In the left section of the control panel are the controls for individual units and groups of units. As with any part of the game, tool tips are displayed when you move the cursor over relevant items:



Clicking on the portrait of your commanding general immediately moves the camera to a position behind the generals' unit. A banner is displayed here when the army is under the command of a captain.



Click here to stop the orders being carried out by the selected unit(s). You can also press the backspace key.



Click here to group the selected units. This button is greyed out unless multiple units have been selected.



This button replaces the linking button when a group is selected. Click here to toggle computer control for the group, and the game will independently issue orders to the units once you've given the group some orders.



Click here to make the selected unit(s) withdraw from battle in good order. The units will retreat into the out-of-bounds area. A unit given withdrawal orders can be recalled until the point it leaves play.



Click here to toggle the unit formation from tight to loose. This alters the spacing between men within the selected unit(s).



Click here to toggle skirmish mode on and off. A unit set to skirmish will seek to keep a safe distance between itself and the enemy (usually the range of its missile weapons). If a unit cannot skirmish, this button is greyed out.



Click here to toggle the fire at will button. When fire at will is on, selected missile-armed units will fire at nearby targets without further orders. When a unit without missiles is selected, this button is greyed out and unavailable.



These buttons are reserved for a variety of special abilities, depending on the type of unit currently selected.



Click here to set the selected unit(s) to guard mode. When guard mode is toggled on, the unit(s) holds position and formation at all costs, and lets the enemy come to them. A unit on guard will not pursue fleeing enemies. This can be useful for holding an important location (such as a gateway).



Click here when a unit is selected to toggle the unit's speed between walking and running. A unit that runs tires more quickly than one that marches.



When a group of units is selected, click here to bring up the group formations buttons.

How to Control the Battlefield Camera

The default for the battlefield camera in *Rome: Total War* is an RTS-style camera, which can be controlled by the mouse or keyboard controls: (There's also a second mode that will be discussed in a moment.)

- Moving the cursor to the edge of the screen alters the camera view. The cursor changes shape to show that the view can be altered.



Moving the cursor to the top or bottom (i.e., the bottom of the control panel) of the screen makes the camera track forward and backward. The angle of view does not change.



Moving the cursor to the right and left edge of the screen makes the camera pan (spin on its vertical axis) without changing its position or height.



Moving the cursor to the right and left edges of the control panel makes the camera track (strafe) left and right without changing the viewing angle.

- The mouse wheel (if your mouse has one) alters the camera height. The camera automatically pans (tilts) downward as its height is raised above the battlefield.
- Pressing the ALT and Arrow keys also alter the camera height in the same fashion.
- CMD and the Arrow keys alter the camera tilt without altering its height.
- Clicking the centre (third) button on the mouse zooms the camera viewpoint to look at the unit nearest the cursor while the button is held down. (On some mice, the mouse wheel acts as the centre button.)

- The cursor arrow keys on the keyboard track the camera view left, right, forward and back without changing the viewing angle. Left-click on the ground and hold down the left or right arrow keys to pan the camera rapidly.



Double left-click on a unit card to make the camera move to a position directly behind that unit.

- Click on the general's portrait in the control panel to move the camera to a position directly behind the general's bodyguard unit. Click on the faction banner to move to a point directly behind the captain's unit if no general is present.
- The blue lines on the mini-map showing the visible area of the battlefield change as the camera position alters.
- The camera view can be changed when the game is paused.

Press Esc and go to game options to change camera mode.

- The up and down cursor arrow keys on the keyboard track the camera view forward and back without changing the viewing angle.
- The left and right cursor arrow keys on the keyboard pan the camera (spin on its vertical axis) without changing its position.
- The mouse wheel adjusts height but does not change camera angle.

How to Move and Attack

Moving and attacking with units in *Rome: Total War* use the same basic controls: left-click to select, right-click on the battlefield for a destination or target. To issue a move order:

- Left-click on a unit on the battlefield or a unit card in the control panel to select the unit.



Right-click on the battlefield location where you want the unit to move. The unit will march to this spot.

- Double right-click on a battlefield location if you want the unit to run to its destination.
- Animated green movement arrows confirm the move order.



If a unit cannot move to a given location for any reason, the cursor changes. The terrain may be impassable or the location out of bounds, for example.

- You can review all movement orders by holding down the spacebar. Chevrons show all unit destinations as long as the spacebar is held.

To issue an attack order:

- Left-click on a unit on the battlefield or a unit card in the Control Panel to select the unit.



Right-click on the enemy unit you want to attack and the unit marches into combat. The cursor will look like this when the unit's primary attack is in hand-to-hand combat.

- Double right-click on an enemy unit if you want your unit to charge into the attack. Again be careful – charging from too far away will tire your men before the fight has begun.



This cursor is displayed when a unit's primary attack is with javelins or throwing spears and if the unit has ammunition remaining.



This cursor is displayed when a unit's primary attack is with bows or other missiles (such as sling bullets) and if the unit has ammunition left.

- For all missile units:

Right-click on an enemy unit you want to attack.

If the arrow on the cursor is red, your unit will march forward until in range and then throw its spears.

If the arrow on the cursor is green, your unit is already in range and will begin its missile attack immediately.

- Double right-clicking when a missile-armed unit is selected causes the unit to run forward until within attack range.
- Animated red movement arrows confirm the attack order.



Click on the stop button on the control panel or press the backspace key to cancel a movement or attack order at any time.

Some units can attack in more than one way. For example, many javelin-armed troops also carry swords (or knives for use in self-defense). You can order a unit to attack with a secondary weapon:

- Hold down the ALT key and right-click on an enemy unit to order a secondary attack by a unit.
- If the cursor shows a sword, double right-click to order the unit to run and then charge home into melee.

Secondary attacks can be useful with many of the Roman Legionary units, as this forces them to fight hand-to-hand. Most Legionary units follow Roman tactics of throwing a volley of pila (special heavy javelins) and then attacking hand-to-hand with swords. This is why their primary attack is usually shown as a spear. They automatically charge home as the enemy attempts to recover from the missile attack.

Changing Unit Formation

It's possible to change the frontage and depth of a unit. The frontage is the number of men who can fight at the same time. The depth shows the ranks who can be fed into the meat grinder as casualties are taken:

- Select a unit by left-clicking.



Right-click and drag to change the unit frontage. During this process, the cursor changes and the layout of the unit is shown with chevrons on the ground. The large arrow shows the facing of the unit.

Changing Unit Facing

All units have a facing. All attacks are carried out to the front of a unit, and units can be vulnerable when attacked in the flanks (sides) or from behind. It's possible to alter a unit's facing – to meet an oncoming threat, perhaps – without having it move.

- Select the unit by left-clicking on it on the battlefield or its unit card in the Control Panel.
- Use the < and > keys (the same keys as comma and period on many keyboards) to rotate the unit's facing without changing its position.
- The new layout of the unit is shown with chevrons on the ground. The large arrow shows the unit facing.

When multiple units are selected (see How to Use More Than One Unit on page 69), changing unit facing creates a battle line and then rotates it.

Waypoints

When a unit is issued a movement order, it normally marches straight toward its destination. However, units are sensible and watch for barriers such as walls and rivers and follow a route that takes them over a river crossing (a ford or bridge), or through a gap in the walls.

It's possible to issue detailed marching orders to a selected unit and set up waypoints for it to follow to its final destination:



To set a waypoint for a unit, hold down the SHIFT key and right-click on the spot you want as a waypoint. Repeat this process to add another waypoint to the unit's marching route.

- No more than a dozen waypoints for a route are advisable.
- You can remind yourself of waypoints later. With the unit selected, hold down the SHIFT key to show the waypoints that have been set.
- Holding down the spacebar (without the SHIFT key) still shows the final destination and facing of the unit.

Unit Activity

Move the cursor over any unit on the battlefield or unit card and a tool tip appears, giving you details of the unit's status.

The unit cards in the Control Panel also give you a way of monitoring what your units are doing. Each unit card can have a symbol as a notification of what's happening to the unit. It's quite possible for more than one of these symbols to apply at any one time. If this is the case, the symbols that apply are displayed in turn:



A single arrowhead at the top of the card shows the unit is moving at a steady march toward its ordered destination.



A double arrowhead at the top of the card shows that the unit is moving toward its ordered destination at a run or is charging an enemy unit and has yet to make contact.



Crossed swords show the unit is in hand-to-hand combat.



A bow and arrow symbol shows that the unit is firing missiles. (This symbol is used even if the unit is actually throwing spears or firing sling bullets).



Arrows show the unit is under fire. It may be worth moving the unit out of range or ordering it to attack its tormentors!



This symbol shows that the unit is currently hiding and may not be spotted by enemy forces. Most units can hide in woods (allowing them to spring tactical ambushes), but there are some types of soldiers who can hide almost anywhere!



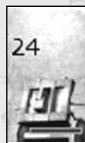
The white flag symbol shows the unit has suffered a morale crisis and is now routing, that is, running from the enemy. The unit banner also changes to white on the battlefield. It may be possible for a general to rally troops who are routing.



If a unit is surrounded and unable to rout, the fight to the death icon will be displayed on the unit card.



These symbols only appear on unit cards during sieges. See *How to Assault a Settlement or Fort* on page 75.



Orders for Artillery Units

Artillery units work in exactly the same fashion as other units. However, artillery pieces are heavy, and even with large crews it can take time to execute an order. Don't expect artillerymen to dash or charge anywhere!

- Remember that the number on the unit card is not the number of artillery pieces, but the number of crewmen. As crewmen are killed, the number of pieces that can fire (and rate of fire) drops.
- Just like other missile units, the bar shows the ammunition supply for the unit. When this is gone, the unit can no longer fire.



When attacked by missiles or in hand-to-hand combat, crews may abandon their pieces. This cursor appears when the selected unit has abandoned its weapons. If the crew can move back to their pieces and resume firing, the hand symbol appears when the cursor is moved over an artillery piece. Right-clicking orders the crew to resume working their weapons.

How To Use More Than One Unit

It's possible to issue orders to multiple units at the same time. The units will move to the same location or attack the same target. There are various ways of selecting more than one unit to receive orders:



Hold down the CMD key and left-click on more than one unit on the battlefield.

- Left-click and drag on the battlefield away from a unit, creating a highlighted box. All the units within the box will be selected.
- Hold down the CMD key and left-click on more than one unit card in the Control Panel.
- Hold down the CMD key and double left-click on a unit card in the Control Panel. All units of the same type will be selected.
- A combination of the above methods also works. For instance, selecting some units on the battlefield and some through the Control Panel.
- Holding down the CMD key and left-clicking on a selected unit or its unit card will toggle the selection, allowing you to remove a unit from a collection before issuing orders.

Once multiple units are selected, orders are issued in the usual fashion:

- Right-click on a destination for a march order.
- Double right-click on a destination for a run order.



Right-click and drag on a destination to make the selected units form a line. As you drag the cursor sideways, a set of yellow chevrons appears showing the frontage and depth of the selected units. Release the mouse button when you're happy with the line's position.

- Right-click on a target unit for an attack order.
- Double right-click on a target unit for a charge order.
- Use the , and . (comma and period) keys to form a line of units and change its facing. Yellow chevrons appear to show the units' final destinations. The line forms at a point that's the shortest march for the selected units.



Use the stop button on the control panel or press the backspace key to cancel the units' collective orders.

Once multiple units have been selected, they can be grouped together, as well as put under AI assistance.

Grouping Units

Groups can be a very useful way of managing a large force.



With a collection of units selected, click on this button to group them together. You can also press the G key. The relevant unit cards in the control panel will be collected together into one numbered group. Grouped units don't have to be of the same type. When grouped like this, the new group has the lowest group number that's currently available.

- Alternatively, with a collection of units selected, hold down the CMD key and press one of the number keys on the main keyboard – not the numeric keypad – to create a numbered group.
- A grouped unit is displayed like this in the Control Panel.
- Left-click on the numbered group tab to select all the units instantly or press the number key that corresponds to the group number (shown in Roman numerals in the tab).



Groups can be split or modified at any time:

- Select two or more groups of units and then group them again using one of the above methods to create a new, larger group that includes all the units of the old selected groups.
- Select a single group and click on the group button in the Control Panel (or use a keyboard shortcut) to break up the group. The units become single units once again, though they remain selected.
- Select one or more units within a group and click on the group button on the control panel. The selected units will be removed from the current group and create their own group. At least two units must remain in the group, otherwise it will be completely broken up.

Groups can be put into group formations:



Click on this button to show the group formations buttons.

- Eight group formations can be selected. Each one has its own strengths and weaknesses. If you move the cursor over the buttons, tool tips appear describing the formations.



- Click on the relevant button to select the formation you want the selected group to use.
- Alternatively, hold down the SHIFT key and press numbers 1 through 8 on the main keyboard – not the numeric keypad – to select a group formation.
- You can select more than one group before deciding on a formation. Your selected groups will collectively adopt the group formation you choose.

Groups can be placed under AI assistance:



With a group selected, click on this button to toggle AI assistance of the group on and off. A group under AI assistance has a red outline on the control panel.

- Units within an AI assisted group will ignore your combat orders in favour of those of their commanding officer.
- However, you can order the group to move to a location, and the computer will handle the detailed movement orders for units.
- Units in an AI assisted group will stay in formation.
- You can cancel AI assistance at any time by clicking on the Control Panel button to toggle it off.

How to Get the Most from Unit Abilities

Many units have a special ability that makes them more useful in battle. Select the unit, then click on the special ability button (or press the F key). Most special abilities can be toggled, but a few are “one use”:



The Cantabrian Circle formation is used by light, missile-armed cavalry to keep up a barrage on an enemy unit. Rather than firing a mass volley against an opponent and then retreating to reload, a unit executing a Cantabrian Circle gallops around with each soldier firing before dropping back to prepare a new missile. The effect is a steady – and demoralizing – rain of missiles on a target unit, rather than a single volley.



Many archer and artillery units can fire flaming projectiles instead of their normal missiles. These can set men and buildings on fire.



Many spearmen, hoplites and pikemen, particularly those schooled in Greek ways of warfare, can form a phalanx. This is a solid mass of infantry who rely on mass and discipline to punch into an enemy line.



A general can rally nearby routing units, recalling them to the fight by sheer force of personality. If this works, the unit re-forms, ready to fight on (for a while, at least).



The later types of Roman Legionaries can form a testudo or tortoise formation by closing up and interlocking their shields. Snug inside an armoured shell, the Legionaries can then advance through missile fire and survive.



A warcry gives a temporary boost to the combat power of the unit as it enters combat.



Some cavalry units can form a wedge, a formation that aids them when charging into other units by increasing their shock value on attack. The mass of cavalry is concentrated against a small portion of the enemy's line, and then the enemy unit is split apart (if the wedge charge works).



Some barbarian units can chant or let forth fearsome keens and screeches. This increases the morale of nearby friendly units and decreases the morale of nearby enemy units.



Should an elephant unit panic and run amok, the drivers can be ordered to kill their beasts. This is very useful if the elephants are running amok through your own troops!

■ Unit Morale

Morale is the willingness of a unit to fight on while taking casualties. As long as a unit's morale remains good, it will fight. But sooner or later, even the bravest of men will realize that their lives are in more danger if they stay than run. Morale, therefore, is more noticeable when it's lacking: a unit with no morale will run away.

Not all units are equally blessed with good morale. For example, peasants aren't keen on going to war. Professional Legionaries, on the other hand, are likely to stay and fight against great odds.

Some units in the game have morale effects in addition to their combat value:

- Generals (usually) and captains boost the morale of nearby troops.
- There are some traits, such as personal cowardice, that reduce the morale of warriors under a general's command.
- The death of a general or captain is usually a severe blow to the morale of his whole army.
- Some units frighten nearby enemy units, either because of their terrible appearance and fearsome reputation or because they're armed with cruel and unusual weaponry. Enemies are more likely to run when faced with frightening units.
- Routing units can cause other friendly units to rout: if lots of other people are running from the enemy, soldiers tend to think it might be a good idea to run, too!

▪ Routing Units and Pursuit

As has been noted, generals can rally routing units. This won't work if enemy forces are too close to the routing unit. They will ignore the general and concentrate on escaping death!

Therefore, it can be a good idea to keep some speedy forces available to pursue fleeing foes to prevent them from rallying. There's also a good chance of killing some enemies as they run, saving you the trouble of having to fight against them on another battlefield. Traditionally, light cavalry were used for this task. Units in guard mode will not pursue enemies.

▪ Romans and Legionary Eagles

Some types of Roman units carry Legionary Eagles. These appear in the campaign game after the reforms of Gaius Marius have occurred, but they're always available in custom battles.

A First Cohort unit carries a Legionary Eagle. This battle standard is regarded as the soul of a Roman Legion, and is an inspiration for any Roman units nearby. Its presence raises the morale of friendly Roman units. Losing a Roman Legionary Eagle is the height of disgrace, and a terrible blow to the battlefield morale of an army that loses one.

▪ Unit Characteristics

There are a couple of other unit abilities that are worth remembering:

- Some units are rated as hardy or very hardy. They don't tire quickly when running or charging – they're not supermen, just fitter and tougher than average soldiers.
- Impetuous or berserker units may charge into combat without orders.

▪ Hiding

Many units can hide in forests. Hiding is automatic when a unit moves into terrain where its men can hide. A few highly specialized units can hide in less promising terrain, or even in relatively open terrain. On the battlefield, hidden units are shown with their soldiers crouching down.

- Enemy forces cannot see hidden units until they're very close. This makes it possible to stage tactical ambushes with hidden units.
- The same holds true for enemy forces, of course. It's possible for an enemy unit to hide and not be visible to you on the battlefield!
- Generals cannot hide, nor can captains.

▪ Using a General in Combat

A general is the most important unit in an army:

- In a campaign battle, the general's abilities and personality traits can have effects on army morale, unit performance and the combat power of his bodyguard unit. An army lead by a 7-star general, for example, will perform with greater effectiveness than one under the command of a 1-star general.
- Man for man, a general and his bodyguard are among the most powerful forces at your disposal. As a reserve to be thrown into battle at the critical point, they can make the difference between victory and defeat!
- A general is the only unit that can rally routing troops.
- The death of a general can have catastrophic effects on the morale of every unit in his army.
- In the campaign game, the death of a general is also the death of a family member. When the ruling family is dead, the faction is destroyed!

How to Assault a Settlement or Fort

Sieges can occur when an army assaults a settlement or attempts to break into a fort. They have much in common with field battles, but with the important qualification that one side is "safely" behind a set of defenses. All the normal rules of the battlefield apply to sieges; orders for attacks and movement are issued in the normal fashion.

There are, however, extra conditions that apply during sieges, and new weapons and tactics for both the attacker and defender.

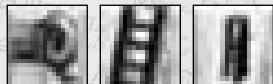
▪ Sieges and Victory

Victory in a siege is very simple: the side that controls the centre of the settlement wins! You can also win by killing or routing the entire enemy army off the field.

▪ Siege Equipment

Siege equipment is constructed in the campaign game when an army is besieging a settlement. In Custom Battles, siege equipment can be obtained during setup.

- In either case, suitable siege equipment is automatically assigned to units when battle deployment begins.
- Without siege equipment or suitable artillery, it's almost impossible for attackers to break into a settlement.



Rams, ladders and siege towers are assigned to individual units. The unit cards of relevant units are marked with one of these symbols to show they have siege gear. Units with ladders, towers and rams cannot charge.



Saps (or sapping points) are placed on the battlefield in front of suitable sections of wall. They cannot be moved during deployment.

Once the battle starts, units with siege equipment can be ordered to advance against city walls:



A unit equipped with a ram can be sent against a gateway or wooden wall. The cursor changes to show a suitable target gate or wall section for the ram. The unit will push the ram toward the gate or wooden defense and then attempt to smash a way through. If it's successful, it will haul the ram out of the broken gateway so a clear path is available into the settlement.

- Elephants can be ordered to attack gateways or wooden walls without siege equipment. They just batter a hole!
- A unit equipped with ladders can be sent to scale a suitable stretch of wall (not a tower). The cursor changes to show a suitable wall to assault. The unit will march toward the walls, raise their ladders and climb up. They'll have to fight any defenders on the walls!
- A unit equipped with a siege tower can be sent to assault a suitable wall (not a tower in the defenses). The cursor changes to show a suitable wall to attack. The unit will push the siege tower toward the wall, then clamber up before launching an assault directly over the battlements. Units in siege towers can fire arrows, and they'll have to fight any defenders on the wall.



Most types of units can be ordered into a sap in front of a stone wall. Progress in digging a tunnel toward the defenses is shown by a line of disturbed earth between the sap and the wall. When the diggers reach the wall, there will be a pause while they undermine the walls and set fire to the sap; this brings the walls crashing to the ground, opening a hole in the defenses. The sapping unit(s) will then emerge from the tunnel.

- While any or all of these attacks are happening, the defenders will not be idle. As an attacker, you should expect missile fire from defenders within a settlement and on top of the larger walls. Towers will also fire missiles at your troops.

When a breach in the defenses is caused (either a gateway is broken or walls are knocked down), the camera view switches to show the breach.



Units can be ordered to drop siege equipment by clicking on this button in the Control Panel.



A unit that's not currently equipped with siege gear can be ordered to pick some up. The siege equipment has to have been abandoned by its previous users.

▪ Sieges and Artillery

Artillery units can fire at walls and buildings in settlements, as well as other units on the battlefield:



This cursor appears whenever it's possible to target walls or defenses with a selected artillery unit. The artillery unit will continue to fire until its target is destroyed or it runs out of ammunition. Note that it can take a very long time for artillery to batter a hole in a stone wall.



This cursor appears whenever it's possible to target a building with an artillery unit. The artillery will fire as long as the target is standing or until there's no more ammunition.



Click on this button in the Control Panel to toggle flaming missiles on and off. Flaming missiles can set buildings on fire, and the fires can spread through a settlement.

- Artillery fire can be a little inaccurate. Large stones, for example, are rarely very aerodynamic and it's possible for shots to scatter instead of landing exactly on target. Flaming missiles are also inaccurate. Experienced artillery crews are better at consistent targeting, but don't be surprised if there's an occasional missile that goes astray!

▪ Capturing Walls

Wooden walls serve only as a barrier to keep out attackers. Stone walls, on the other hand, can be actively fought over by the attackers and defenders:

- Any infantry (i.e. non-mounted) unit can be ordered to move to the top of a wall, or ordered to attack defenders on a wall.
- If an attacking unit is in sole possession of a wall, gatehouse or tower, it will capture the structure.
- The defenders can recapture walls.

▪ Within the Walls

Once inside a settlement or fort, the attackers need to capture the central plaza area to take the settlement. Naturally, the defenders need to keep control of this area. This may involve fighting through every street if the defenders are feeling particularly bloody-minded and obstinate.

- The longer street fighting takes, the more damage done to the settlement. This damage needs to be repaired, as explained in the Campaigns section of this manual.
- If the fighting takes a long time, it's possible that fires will break out in the settlement. The fires will spread unchecked until the battle is resolved.

▪ Sally Battles

Sally battles occur when a settlement garrison emerges from behind their walls to drive off their besiegers. The garrison is always treated as the battle attackers and the besiegers as the battle defenders even though, in strategic terms, the situation is the other way around.

The besiegers appear on the battlefield outside the settlement with any siege equipment they have constructed. Attacking the unit to which it is attached can destroy siege equipment. This can be a good way of thwarting the progress of a besieging army that might be about to assault the town.

It's also possible to time sallies out of a besieged settlement so reinforcements from a relief force are also present on the battlefield. See How to Use Reinforcements and Allies on page 79 for more information.

One point to remember: it's possible for sally battles to go horribly wrong if the besiegers get into the settlement during the battle. The settlement defenders can all be committed to taking the fight to the enemy, leaving their town or city vulnerable to a sneaky incursion!

For the attackers (sallying out) to win, they must kill or drive off all the defenders (the besieging army).

How to Deal with Ambushes

Ambushes – when you're the ambusher – are much like any other battle, but hopefully rather one-sided in your favour! When you're ambushed, however, things can very rapidly get out of hand:

- The ambusher gets the chance to deploy units before the battle as normal. Unlike a normal battle, the deployment zone nearly surrounds the enemy, rather than being a section of the battlefield.
- The ambushed army is always deployed in a column formation because it's on the march, not prepared for battle. The general (or captain) is always at the head of the column. There's no chance to alter the deployment of the army.

The first rule when ambushed is the simplest: Don't Panic! It takes the enemy some time to get into combat formation, and those moments can be used to form your army into battle lines for the coming assault.

Ambushes may feel like harsh and uncompromising battles, but they're intended to be! A skilled leader will make use of all the weapons at his command, and this includes not fighting fairly!

▪ Failed Ambushes

It's possible that an ambushing army will not “get the drop” on an enemy. In such cases, a battle will still take place. Thus, each side must make the best of the day that it can!

How to Use Reinforcements and Allies

Battles that are part of campaign games can sometimes involve more than one army for both the attackers and defenders:

- When you're attacking, the army that makes the attack on the campaign map is always the one you control directly.
- When you're defending on the campaign map, the army that's attacked is always the one you control.
- Other adjacent armies on the campaign map can appear on the battlefield as reinforcements and/or allies. Friendly reinforcements are armies or units belonging to the same faction; allies are friendly troops that belong to another faction.
- Reinforcements always arrive on the battlefield from the direction that corresponds to their position on the campaign game map. A supporting army on the campaign map to the north of the current battlefield will always appear on the northern edge of the battlefield.

- While your camera view onto the battlefield can be in any direction, the mini-map is always oriented with north at the top. This can be useful in working out where reinforcements are likely to appear.
- Reinforcement units won't necessarily arrive on the battlefield at the start of a battle. They can be delayed by intervening terrain, weather and sheer bad luck. You may also notice that cavalry and light forces arrive at a battle before heavier units.

Direct control of reinforcing units depends on the following:

- Allies are always controlled by their own leaders, and are never placed under foreign command – in this case, your command. You won't be able to issue orders to allied units. An allied army will arrive on the battlefield as a single force.
- A friendly army that's led by a general will be independent and under computer AI control during the battle. You won't be able to issue orders to units in that army. An independent army like this arrives on the battlefield as a group, all at the same time.
- A friendly army under the command of a captain appears as reinforcements under your command. There are restrictions on when reinforcement units become available to you:

Armies can have a maximum of 20 units. A unit with only one man still counts as a unit, and occupies one of the 20 slots that exist within an army.

Unless a spare slot exists, a reinforcement unit cannot enter battle. The unit will wait in the out-of-bounds area until a spare slot opens to receive it. This may be because one of your original units has been eliminated in combat, you ordered it to withdraw or it has routed off the battlefield.

A reinforcement's unit card is transparent when it's out of bounds and about to come into battle. When it enters battle, the unit card becomes opaque; it can then be selected and given orders like any other unit.

Once a reinforcing unit is on the battlefield and under your control, it's treated as being part of your army.

A reinforcing captain's unit has its unit card marked with a silver star, in the same fashion as a subsidiary general.

Once a battle is over, any surviving reinforcements and allies return to their original position on the campaign map.

■ Going to the Aid of Allies

When one of your armies is adjacent (on the campaign map) to a battle involving one of your allies, you'll be given the option of going to your ally's aid. You'll be in control of your army during the battle.

■ Settlement Assaults and Allies

If you and an ally are assaulting an enemy settlement and conquer it, the new owner of the settlement is the faction that initiated the assault. If you attacked the settlement on the campaign map during a siege, you become the new owner. If your forces go to the aid of your ally, then you have the satisfaction of having helped your friends gain some new lands!

CUSTOM BATTLES

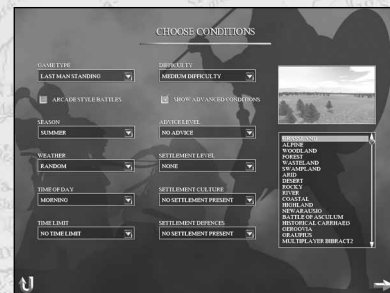
A custom battle gives you the opportunity to command any army you want in battle. This is a "sandbox mode" that allows you to try any kind of combination of terrain, armies, units, allies and enemies you want. Custom battles are an excellent way of learning the battle game and an ideal way to hone your skills before trying your command abilities online!

- Select Custom Battle from the Single Player menu to begin the process of setting up and fighting your own battle. You'll be given the option of saving away your custom battle setup during the creation process.

Choosing Conditions

Initially, this screen appears in the express setup version that only allows you to select a limited number of variables for your custom battle:

- **Game type** determines the victory conditions for the battle. For example, Last Man Standing is a fight to the death.
- **Difficulty** sets the behaviour of your opponents. At easier difficulty levels, you'll find that enemies tend to have lower morale, for instance, while high difficulty levels present you with a greater threat.
- **Terrain** allows you to choose the landscape for your battle. As you might expect, troops tire more quickly in hot, dry conditions such as a desert. Some armies are not at their best in some terrain – usually an army fights best on its home ground.



- The check box for **Arcade Style Battles** turns off many of the realistic features of the battle system. The emphasis in arcade battles is on action and excitement, not on clever tactics and command skill.
- The **Show Advanced Conditions** tick box brings up more options so you can precisely tailor the battlefield and the conditions you'll face. As you'll see, these can let you practice sieges, face different weather conditions and even practice fighting at night!

Season allows you to choose the time of year for your battle. This has an influence on how much (if at all) the weather changes during the course of battle. Fighting in the depths of winter can affect how tired your troops become.

Weather allows you to set the initial weather for the battle (but you probably guessed that!). Rain and snow have negative effects on bow-armed troops.

Time of Day sets the starting light conditions for the battle.

Time Limit sets the timer for the battle. It's entirely possible to run out of time before achieving victory when attacking, or deliberately run out the clock to achieve a defensive victory.

Advice Level determines how active Centurion Marcus (your battlefield advisor) will be in giving you information and tactical hints during the battle.

Settlement Level runs from none to Huge City. If you want to fight a siege or sally battle, you'll need to include a settlement on the map.

Settlement Culture only applies if there's a settlement present. This allows you to choose the look and layout of the settlement from the six cultures in the game. Barbarian settlements can be no larger than a minor city.

Settlement Defenses only applies if a settlement is present. This allows you to choose the type and size of the walls around a settlement. A settlement without walls is pretty unlikely in the ancient world, and not much of a challenge to any besieging army.

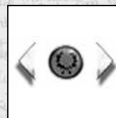
- When you're happy with your choices, click on the continue arrow. Return to the Single Player menu at any time by clicking on the U-shaped arrow.

Customise Battle

This screen allows you to select the faction armies you want in the battle, and assign them to different sides for the coming struggle:

- Team Denarii allows you to set a purchasing budget for each team (side) in the battle. This money is used to purchase individual units. It's also used to purchase equipment and experience upgrades for units. If there's more than one army on a team, the money is split equally between the whole team; each army does not get the full budget! Indirectly, the amount of money sets the maximum size for each army in the battle (there's still the option to have lots of cheap units or a few expensive ones).
- The first army in the central list is always controlled by a human player – you! All other armies are shown as “CPU player” and are controlled by the game or are empty and not in use.
- The list in the centre of the screen shows the armies that have been selected. There are a couple of methods for choosing an army for each slot on this list:

Left-click on the name box, and then left-click on any of the faction shields on the right of the screen. Duplicated factions are not allowed in custom battles, so any faction that's already been chosen has its shield greyed out.



Left-click on either arrow to cycle through the full collection of available factions. A faction that's already been used is not available. Each large faction shield is highlighted in turn.



If you want to clear one of the armies from the list, left-click on the deselect shield icon on the right hand side of the screen. Alternately, you can click on the arrows on either side of the small shield icons until the small version of the deselect faction shield appears.



There can be up to eight teams (I through VIII in Roman numerals) in any battle. Click on the arrows to change the team number for an army. Armies with the same team number are automatically allied. Any force with a different team number is fair game!





If there's a settlement involved in the battle, there can only be two teams, and one of these must be defined as the settlement defenders. **Left-click** on this icon to select the settlement defenders.

When you're happy with your choices, click the continue arrow to move on to selecting units for each army. You can return to the new game menu at any time by clicking on the U-shaped arrow.

Customise Army

This screen allows you to select the individual units in each army. The only limit is the budget – you can select any mix of units you like.

- Denarii Left shows the remaining budget for unit selection and upgrades. Every unit costs denarii, and no more than this budget may be spent. Overspending is not allowed!
- Click on a faction shield to change armies and select another force. The army currently being selected has a glowing faction shield.



If this icon is displayed, the unit counts as an attacking force. This is always the case in field battles where no settlement is involved. When attacking a settlement with defenses, extra siege equipment options are shown on this screen for the attacking army. It's almost impossible to get into a settlement without siege equipment, so make sure the attackers have some!



If an army is defending a settlement, a shield icon is displayed.

- The screen has two boxed areas that are used for unit selection. The upper area shows all units that belong to the selected faction. The lower area shows selected units that are part of the army.

Move the cursor over any unit card. A tool tip appears giving a brief description of the unit.

Left-click on a unit in the upper area to add it to the army. The unit cost is immediately deducted from the available money.

The first unit selected is always the army leader. Unless this is a general or a (barbarian) warlord, the army will be led by a captain.

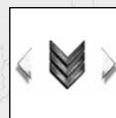
Right-click on a unit in the lower area to remove it from the army. The unit cost is credited to the available budget.

You can drag-and-drop units to select them for the army. To deselect units, drag from the army and drop them in the top unit box.

You can drag-and-drop units within the lower army box. You can drag-and-drop a unit into the first place in your army (the upper left-hand box) to make it the commander's unit.

- You can upgrade some units in an army. This costs money for every improvement you make. Not all units can be upgraded:

Left-click on a unit in the army to select it – not a right-click since this removes the unit from the army!



Click on the arrows next to the chevrons to change the unit's experience rating. The more chevrons, the greater the unit's experience. Grey chevrons indicate no experience.



Click on the arrows next to the sword to change the unit's weapon quality. Grey indicates standard weaponry. Bronze (+1), silver (+2) and gold (+3) indicate increased quality.



Click on the arrows next to the shield to change the unit's armour quality. Grey indicates standard armour. Bronze (+1), silver (+2) and gold (+3) indicate increased quality.

- In siege battles you can provide siege equipment for the attacking army:



Click on the arrows next to each of the siege equipment items to add them to the army.

Note that all of these have a cost, so make allowance in your budgeting for some siege gear! These options are only available during siege battles, and only the siege equipment that's needed for the battle is shown.



Click on this button to clear the selected units in an army and start again.



Click on this button to make the computer select an army for you. It will do its best to spend your budget efficiently and create as flexible a force as possible. This can be a good way of giving yourself a starting point when creating an army: you can change the computer's initial choices to match what you want.



Click here to save the custom battle setup or load a custom battle you created earlier.

The game automatically saves the last custom battle setup you created, but this file is overwritten every time you start a custom battle.

When you're happy with all your choices, click on the continue arrow. You can return to the Customise Battle screen at any time by clicking on the U-shaped arrow.

MULTIPLAYER GAMES

Multiplayer games allow you to battle against other people, either over the Internet or across a Local Area Network (LAN). You can create multiplayer customised battles or fight one of the special historical multiplayer battles that have been included with **Rome: Total War**. To start, click on **Multiplayer** from the main menu.

There are two options on the multiplayer menu that appears:

- **GameRanger Battles** – Click here to host or sign in to an online battle hosted through GameRanger. The game will quit and the GameRanger application will launch. See the Play Online section on page 88-89 for detailed instructions on how to host and join online games.
- **LAN Battles** – Click here to host or sign on for a battle across your LAN. This battle will be fought on local machines and doesn't require an Internet connection but the process for setting up a LAN battle is the same as for an online battle.

Setting Up a Multiplayer Battle

Once you've confirmed your name for the game, you are taken to the Lobby Screen for both online and LAN battles.



Here, you can choose to host a game by setting up the initial conditions for the battle.



Or join a game that's ready to play by double-clicking on the game name in the lobby screen and then clicking on the icon shown to the left.



Chat

At the bottom of all multiplayer screens is the chat area. Type a message and it appears on-screen for everyone in the lobby. Between the message window on the left and the player list on the right are a set of toggle buttons that allow you to filter and/or ignore messages.

- Select the player you want to ignore (or filter) and then click on the appropriate toggle. You can change your mind later.

Hosting a Game

Hosting a game is similar to setting up a Custom Battle. See Customise Battle on page 83 for more information.

- The host gets to decide on the overall battle conditions, but each player gets to select his or her own army.

Unlike a Custom Battle, the host has access to a special kick feature. This kicks a player out of the game at the host's discretion, a useful tool for excluding abusive individuals!

Multiplayer Historical Battles



In addition to creating custom multiplayer battles, the host also has the choice of selecting one of the special versions of **Rome: Total War's** historical battles. This limits the number of players to a total appropriate to the battle. Simply select the battle from the on-screen list.

Joining a Game

Once you've decided to join an existing game, you're committed to the setup selected by the hosting player. You will be asked to select a faction and then be given the opportunity to customise your army.

Once you've made your choice on each screen, click on the continue button (golden arrow) in the lower right-hand corner. Until all players have completed their choices, you'll see a "Waiting for..." message on-screen. When all players are ready, the multiplayer game moves on to the next part of setup or into battle itself!

After a Battle

When a battle is concluded, you'll see a report on how well or badly you fared, and then be returned to the Lobby.

PLAY ONLINE

Before you play an online multiplayer game of Rome: Total War - Gold Edition, you must download and install GameRanger. The GameRanger application can be downloaded from <http://www.gameranger.com/>.

You must ensure that GameRanger is able to find the Rome: Total War - Gold Edition application. For information on how to do this, see [How do I make sure GameRanger can find Rome: Total War - Gold Edition?](#), in the FAQs.

When playing an online multiplayer game, we recommend that you choose the most powerful computer among those playing to host the game.

To host a game:

1. Double-click on the **GameRanger application icon**.
2. The **GameRanger application** will open.
3. Click on the **Host button**.
4. The **Host Game window** will appear. When you are happy with your settings, click the **OK button**.
5. Wait for the other player(s) to join the game. When you are ready to begin, click the **Start button**.
6. The **GameRanger application** will launch the **Rome: Total War - Gold Edition application**.
7. The **Rome: Total War - Gold Edition pre-game Options window** will appear. Select either **Rome: Total War** or **Rome: Total War - Barbarian Invasion** from the **Select Game drop-down menu**.
8. Click on the **Play button**. The game will launch.
9. The **Host Game screen** will appear. Select **Host Custom Battle**. If you selected **Rome: Total War** in Step 7, you will also be able to select **Host Historical Battle**.
10. The screens that follow on allow you to customise your battle, including choosing your army. When you are happy with your settings on each screen, click on the **Continue button** (golden arrow) to proceed to the next screen.
11. From the **Customise Army screen** (in a custom battle) or the **Choose an Army screen** (in a historical battle), click on the **Continue button** (golden arrow) to indicate that you are ready.
12. The game will begin once all the players have indicated that they are ready.

To join a game:

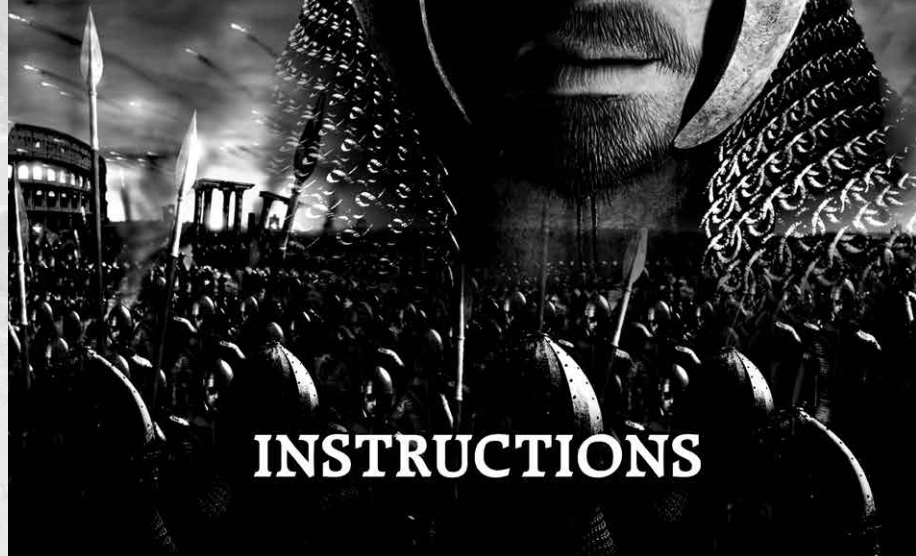
1. Double-click on the **GameRanger application icon**.
2. The **GameRanger application** will open.
3. From the list of available games, double-click on a **Rome Total War game**.
4. When the host starts the game, **Rome: Total War - Gold Edition** will launch.
5. The **Rome: Total War - Gold Edition pre-game Options window** will appear. Select either **Rome: Total War** or **Rome: Total War - Barbarian Invasion** from the **Select Game drop-down menu**. You must select the same option as that selected by the host.
6. Click on the **Play button**. The game will launch.
7. The screens that follow on enable you to choose your faction and army. When you are happy with your settings on each screen, click on the **Continue button** (golden arrow) to proceed to the next screen.
8. From the **Customise Army screen** (in a custom battle) or the **Choose an Army screen** (in a historical battle), click on the **Continue button** (golden arrow) to indicate that you are ready.
9. The game will begin once all the players have indicated that they are ready.



ROME™

— TOTAL WAR —

BARBARIAN INVASION



INSTRUCTIONS

WELCOME TO ROME: TOTAL WAR – BARBARIAN INVASION

Welcome to **Barbarian Invasion**, the expansion pack for **Rome: Total War** (but then if you've got as far as reading this, you almost certainly know what you've bought). If you read nothing else in this manual, please take a moment to read the Additional Features section, as it'll explain what's going to be different when you play your expanded game.

The original game was all about the conquest of much of the known world by the Roman legions and the transition from the Roman Republic to the Roman Empire. The expansion pack moves the action forwards 350 years to a point just before the collapse of the Roman Empire. Whether that collapse is inevitable is up to you. Can you lead a horde of barbarian warriors over the walls of Rome and crush civilisation? Or will you lead the legions into battle to remake the Pax Romana?

The world of **Barbarian Invasion** has changed from that of the original game. The Roman Empire has split into two, and old enemies have vanished to be replaced by new ones. Historians have been arguing for generations about exactly when Rome 'fell' – the Empire had several shaky periods in its history. We feel that the death of Emperor Julian (called 'the Apostate' because he reverted to the old pagan ways and persecuted Christians) in 363 AD and the permanent splitting of the Empire into Eastern and Western states marks the beginning of the end. After Julian no one man was ever quite up to the job of holding together the Roman world as a single state. The task may have been beyond anyone, but the later Emperors were not a stellar selection. In 476 AD the very last Emperor in the West was deposed. He wasn't killed, as his retirement only recognised the fact that the Roman Empire was a set of Germanic tribal kingdoms.

In the East 'Rome' survived – after a fashion – as the Greek-speaking Byzantine Empire until it too fell to invaders in 1453.

But it doesn't have to be that way... So take up the sword, and cut a new path to glory!

ADDITIONAL FEATURES

What's changed from the original **Rome: Total War**?

Read this section first if you're an experienced **Rome: Total War** player. It'll help you understand what's changed in the **Barbarian Invasion** expansion pack:

- **The Roman family factions and the Roman Senate have been completely replaced by new Roman factions.** In their place you'll find Western Empire and Eastern Empire factions. These are both Roman, but it's possible for them to go to war against each other. By the time of **Barbarian Invasion** the Roman Senate was largely irrelevant to the running of the Empire. It was still there, but Emperors took very little notice of what the Senators wanted.
- **The Roman Legions have changed in terms of organisation and style,** reflecting the 350 years of tactical and strategic changes that have affected the Empire. There are two basic types of legionary (although they are equipped in much the same way): the *limitanei* are frontier and garrison troops; the *comitatenses* are the soldiers who are expected to do the hard marching and harder fighting.
- **Religion is now an important part of the game.** By 363 AD Christianity had become a major faith within the Roman Empire and tensions between Christians and pagans were rising. In the east, the Sassanid Empire had established Zoroastrianism as the state religion and set about persecuting Christians within its borders.
- **There are completely new factions and new units.** The world has moved on between the period of the original game and the time of **Barbarian Invasion**. Old foes have disappeared and new ones arrived. Each faction still has a distinctive mix of units, nearly all of which are new to **Barbarian Invasion**. It's worth spending a few minutes looking at the new factions and their victory conditions to get a feel for the flavour of the game.
- **It's now possible to recruit Generals directly with a unit of cavalry bodyguards.** This can be expensive, but it is a way of gaining new leaders when you need them. If there are too many generals in your faction already you'll only get a Captain as a leader instead (but he may still be adopted or married into your family) plus a good unit of cavalry.

- **Some factions do not die out when they lose their last settlement.** Instead a Horde is formed. A faction that has formed a horde no longer owns any territory and is made up only of armies. The faction cannot recruit new units – it has no training buildings after all – but mercenaries can be hired. Until a new homeland settlement is conquered the faction lives on only through its soldiers. When it settles some military units will be automatically disbanded to rejoin the general population. This is quite an important aspect of **Barbarian Invasion**, and you should read the more detailed section on Hordes later even if you normally ignore game manuals. It's a pity if you do ignore manuals, as writers have fought and died to bring you these words. Honest.
- **Sacking Settlements is now possible for horde armies.** This is a level of devastation beyond the mere extermination of a settlement: virtually the whole population is put to the sword and the settlement is plundered of absolutely everything of any value. It can be incredibly profitable, but the sacked settlement isn't good for very much afterwards!
- **Some generals can fight Night Battles.** Generally speaking (if you'll pardon the pun) only the more able commanders and those who have already been attacked at night will get the option to lead their troops during the hours of darkness.
- **Rebellions and revolts can now flare up into full civil wars for the Roman factions and the Goths.** Generals now have a loyalty attribute, and when a revolt takes place it is now possible that generals with low loyalty values will join the rebels!
- **There are new battlefield abilities for units: swimming and the schiltrom and shield wall formations.** Swimming is something that suitable units simply do: they can be ordered to (move) swim across rivers. The schiltrom and shield wall are new defensive formations that suitable units can be ordered to use.
- **The surviving Wonders of the World no longer have effects in the game.** They are still there – and still wonderful – but do not confer additional benefits to the owning faction.
- **There are changes to the regions and settlements on the campaign map.** Roman administrative changes over 350 years needed to be reflected in new borders, and the distribution of tribal lands in the Barbaricum (the lands beyond Roman borders) has also changed.
- **For both custom battles and multiplayer games you can now create, save and load preset armies for your faction.** This allows you to set up your favourite mix of forces and save it away for repeated use.

How to Win

Each faction in **Barbarian Invasion** has its own set of victory conditions. No two factions are expected to do exactly the same things to win the game. There are two parts to all of these sets of conditions: conquer and hold a given number of provinces and – more importantly – this number must include specific named provinces. Conquering vast tracts of territory is all very well, but you have to conquer the right vast tracts!

You'll find a complete listing of the faction victory conditions (including non-playable factions) in an appendix at the end of this manual. This will also give you an idea of the strategic aims of each faction in the game.

GAME FEATURES

Barbarian Invasion adds to the features in **Rome: Total War**. If you can play the original game then you already understand the basics of the expansion pack! This section of the manual covers all the new features in detail.

Romans and the Senate

This is not so much a new feature, rather the absence of an old friend. The Senate is no more, and when playing as either of the new Roman factions in **Barbarian Invasion** you will never receive missions from the Senate.

There is no equivalent of the Marian Reforms in **Barbarian Invasion**. The Roman legions have already evolved before the game starts, and will not change again within the time frame of the game.

Hordes

Even if you are confident of your ability to play **Rome: Total War**, you should still read this section of the manual. Hordes are an important new feature of the expansion pack.

Normally a faction is destroyed and removed from play when it loses all its towns and cities. This is what happened in **Rome: Total War** to everyone, but in **Barbarian Invasion** things are a little different.

Some factions are not destroyed when their last settlement falls to a conqueror. Instead, the faction forms a horde and flees from its home, taking the whole population and as much moveable wealth as can be carried away.

This is shown on the campaign map by the appearance of a number of new armies, which get a 'free move' away from their captured settlement. These armies are referred to as a horde, and have a wheel marker on each banner to show that they are 'on the road' rather than being purely military forces.

Not all factions have the ability to form a horde once they lose their last settlement. Only the playable Franks, Goths, Huns and Sarmatians, Vandals plus the computer-controlled Burgundii, Lombardi, Ostrogoths, Roxolani and Slavs can form hordes. These peoples have the cultural-tribal ability to pick up everything they own and travel as a coherent group. All the other factions are destroyed when their last settlements are conquered, just as happened in the original **Rome: Total War**.

Hordes operate under slightly different rules from regular, settled factions and these are explained below.

▪ Horde Armies and Units



Factions that are a horde have a wheel symbol on their army banners to show their status.

When a faction forms a horde new armies appear. On the campaign map these armies get a free move away from their former home settlement and the attacking forces that threaten them.

These horde armies are created automatically and in addition to any other forces that your faction already had. They include some

military units (usually including some of the best troops that can be trained in the last settlement) and a large number of special 'Horde' units.

Some units have the word 'Horde' as part of their unit title. This is to identify exactly which units have been formed because the faction has turned into a horde. Horde units are often similar to regular military forces, but only appear when a horde forms – they cannot be trained in a settlement before the moment comes to flee.

- The number of horde units created depends on population in a faction's last settlement. Horde units are made up from the ordinary people of a faction, not trained warriors.
- Horde units are the ones that will disband automatically when the horde settles in a new homeland (see below). If a horde loses men in combat then fewer people will be available for resettlement.

- It is quite possible to lose all your Horde units. In this case, you only have military units when your horde settles, and no extra population to make your new homeland viable. Horde units might seem like cheap – even 'free' – sword-fodder, but this is to underestimate their importance. Your faction will need these troops if it is to secure a viable homeland. Incidentally, killing the horde units of a rival faction is an excellent way of crippling them in the long term. If and when your rival settles, his economy will be weakened by the losses sustained on the march.
- No upkeep costs need to be paid for a faction's units while it is formed into horde armies. Regular military forces 'work for free' while the faction is on the move as a horde. Any mercenary units will not be so charitable, and will be paid as normal from the treasury.
- Characters can still come of age, get married and have children even though the faction is currently a horde. The bodyguard unit for a named character is the only way that 'native' warriors (i.e. faction units, not mercenaries) can be recruited into a horde.

There are major military and economic drawbacks to being a horde rather than a settled faction. Your armies will only grow weaker over time as you fight and take losses; your treasury will bleed away as you pay mercenaries:

- New ordinary military forces and agents (spies, diplomats and assassins) cannot be trained once a faction has become a horde – by default, the faction lacks any settlement and therefore any training facilities.
- Military units cannot be retrained in any way until a faction stops being a horde. By definition a horde has no settlement and therefore has no buildings that could recruit new men, or improve experience, weapons and/or armour. Units can be merged within armies to make good numerical losses, if you wish.
- No income – other than by sacking settlements – is ever added to the faction's treasury. Mercenary units must still be paid in full, or disbanded.

▪ Hordes & Mercenaries

While a faction is made up of horde armies its leaders can still hire mercenaries if any are available in the regions they march through. Mercenaries expect to be paid in full, and their initial hiring costs and upkeep must be met from the faction's treasury. Even though no other units have to be paid during a time when a faction is on the move as a horde, the costs of mercenaries can still drain the faction treasury. It can be a good idea to have some money, as there are likely to be immediate expenses that will need to be met when a faction horde settles in its new homeland(s).

- Mercenaries who are part of an army that sacks a settlement will expect – and take – a disproportionate part of the plunder. Your treasury will only be credited with what is left over after any mercenaries have stolen all that they can carry away!

▪ Attacking Settlements: Sacking and Settling

When a horde army successfully attacks a settlement you will be presented with two options: sack the place, or settle down.

- Sacking is a step up on completely exterminating a settlement, and an excellent way of gaining funds. Nearly all the population will be killed; most buildings will be destroyed and much of the cash value of the town will be stolen. If the army sacking the settlement includes mercenaries they will 'help themselves' to some (or maybe most) of the cash before it is added to your treasury.
- Once a settlement has been sacked it will take many turns to recover. It cannot be profitably sacked during this time. There simply isn't anything there worth stealing, or anyone worth murdering! A sacked settlement can be conquered in a later turn, either by the horde that did the sacking or someone else. It won't offer much resistance, of course.
- Settling is slightly more complicated, and a horde can settle in up to three settlements (regions) when it finds a new 'homeland'. Settling involves conquering up to three regions and their settlements. These do not have to be contiguous (i.e. sharing borders) regions.
- When you choose to settle down in your first conquered settlement rather than sack it, half of your surviving horde units will be quickly disbanded. The people in these units revert to their non-combatant status and join the conquered settlement's population.

- When you choose to conquer a second settlement half of the remaining horde units (i.e. a quarter of your original horde) will be quickly disbanded and added to the settlement's population.
- When you choose to conquer a third settlement all remaining horde units (i.e. probably around a quarter of your original horde, depending on losses) will be quickly disbanded and added to the settlement's population.
- Your purely military forces will not be disbanded, although now that you have settlements you will have to restart paying upkeep costs for these units. This is in addition to any mercenary wages that you are already paying each turn.

Choosing where to settle your horde is an important choice, and can be vital to your future prospects of victory and survival.

▪ Hordes and Diplomacy

Diplomacy is still possible for a horde faction. When a faction has become a horde it can only initiate diplomacy if a diplomat is available (as always), but once a faction has become a horde it has no way of training new diplomats.

Some diplomatic options may be closed (such as offering settlements to rival factions) but it is possible to negotiate a peaceful passage for your horde through another faction's territory. Equally, if a horde enters your lands you can offer it safe passage in the hope it will not attack.

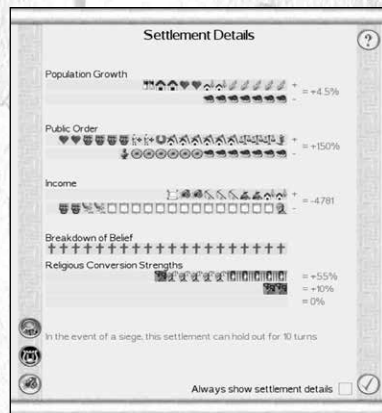
Religion

In **Rome: Total War** the role of religion in your settlements was largely limited to making sure your people were kept happy, and to providing a few additional benefits depending on the shrines constructed. By and large, though, religion was not a powerful force in people's lives. By the time period of **Barbarian Invasion** this has changed, and religion does matter enormously to a great many people.

There are three main faiths in **Barbarian Invasion**: Christianity (including variants such as Arianism), Zoroastrianism (the dominant faith of the Sassanid Persian Empire), and Paganism (a catch-all category for everything else). This is a deliberately simplified representation of what could be a very complex reality, but these divisions represent the broad 'fracture lines' of religious faith at the time. Christians, for example, did not approve of any pagan practices, and were themselves subject to Zoroastrian persecutions. The Christian Roman Empire used these persecutions as an excuse for war against the Sassanids. Pagans seem to have been reasonably tolerant of other pagans, but often treated their Christian captives with great cruelty.

The result of all this is that religion has an impact on the way settlements are managed in **Barbarian Invasion**.

■ Religion and Settlements



Settlements are where the effects of religion are most clearly seen.

Public Order is affected by religion.

Each settlement in the game has an 'official' religion. There are three things that can determine what the official religion is considered to be:

- The religion of the temple in the settlement defines the official religion: a Christian church, a Zoroastrian Temple, or some other Pagan temple (everything else).
- If there is no shrine or temple, then the religion of the governor is treated as the official religion.

- If there is no shrine and no governor then the religion of the faction leader is the official religion.

As long as this is the same as the majority of the population in the settlement, it will not cause unrest, and may even add to the happiness of the people. However, when the official religion and the actual faith of the people are different there will be negative effects on public order. This will be shown on the public order display for the settlement. It is possible for religious differences to cause unrest, rioting and even outright rebellion.

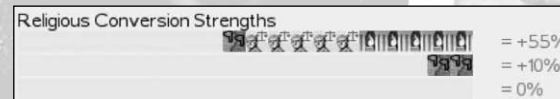
There are two ways of dealing with this religious unrest:

- construct the temples that the people want, which has the effect of reinforcing their existing beliefs and may not 'fit' with the religion in the rest of your empire.
- convert them to a new faith, either by constructing a religious building belonging to a different faith, or by using the influence of characters to convert the population.

The lower part of the Settlement Details scroll shows the state of religious belief in a settlement. It is divided into two parts:



This display shows the overall balance of faiths within the settlement population, each icon representing 5% of the population following a particular faith (Christian, Pagan or Zoroastrian). These are rounded to the nearest whole 5%. Move the mouse pointer over the icons to see an explanatory tool tip.



The second element of religion is conversion to a faith. This is shown at the bottom of the Settlement Details scroll.

- There are two local sources of religious conversion power: buildings, and characters.
- The main temple, shrine or church in a settlement converts some of the locals every turn. Other religious buildings such as Hermitages and Abbeys make local Christians feel better about their lot in life.
- Individual characters (and their retainers) in the settlement and region can convert some of the population to their own religion. It is quite possible for rival agents and generals to have an impact on conversion rates in your territory; a spy or diplomat can also convert people to his religion in addition to his other duties. This is a tactic that you too can use against your rivals, of course.
- Religious conversion can also spread in from neighbouring regions and settlements, if the level of a particular faith is strong enough in a given region. This 'leakage' can be beneficial if a region is surrounded by other areas that follow a faith you wish to encourage.
- Throwing Games (in the old fashioned gladiatorial style) can also have an impact on religious belief.

The stronger a given faith's conversion value, the more of the population will convert. The change in belief is always towards the faith that is strongest during any one turn. It is possible for conversion strengths and overall belief to waver backwards and forwards within a particular settlement.

▪ Religion and Characters

Nearly all characters will have some religious belief (a few will be non-believers or simply uncommitted). Assassins never have any strong religious beliefs, by the way.

If a character with strong religious beliefs is exposed to the practices of a 'heathen' or alien religion it is likely that his beliefs will become more extreme. Leaving a general or agent in a city with the 'wrong' sort of temple for his personal faith will cause some changes in his personality in the long run.

A character who is in a city with a temple that matches his faith may well find that his faith is reinforced by the experience.

Over time, though, characters will develop traits that reflect their religious leanings. They may also acquire religious retainers to help them in their endeavours. Some characters may well become very good at converting people to their faith.

Battlefield Abilities

There are three new battlefield abilities for units in **Barbarian Invasion**:

- Swimming is an inherent ability of some light troops, including some light cavalry units. Swimming units can cross rivers without using a ford or bridge (they can't swim in the sea). Simply select a swimming-capable unit near a river, and then right-click on the opposite river bank. The unit will swim the river. Simple! Already exhausted units may drown while swimming.



- The Schiltrom ('schiltron' is a variant spelling) or 'hedgehog' is 'a purely defensive formation (especially against cavalry) used by some barbarian spear-armed troops. Schiltrom has to be specifically ordered by using the unit's special ability button (as for any other special ability on the battlefield) or pressing the F key.

The unit gathers itself into a circle with every man facing outward, his spear levelled to repel attackers. As a result, the unit has no vulnerable flanks, and this is a decided plus point for the formation. On the other hand, a unit cannot move while formed as a schiltrom, with all that implies for being bypassed by attackers or peppered with missiles. Gothic Spearmen are a typical unit with the schiltrom ability.



- The Shield Wall is another defensive formation available to some (mainly barbarian) units. This is activated by clicking on the special ability button or pressing the F key. The unit 'locks' itself in position, presenting an almost-impregnable front to the enemy as shields are overlapped. This grants a massive defensive bonus, but means that the unit is vulnerable if attacked in the flanks or rear. Units in a shield wall formation can still move, but they are slow and not quite as defensively effective. Saxon Hearth Troops are a typical unit with the shield wall ability.

Generals

The way generals and governors work remains much as it was in the original version of **Rome: Total War**, but with one important exception: in **Barbarian Invasion** it is possible to train generals for your faction like other kinds of troops.

▪ Recruitment



Generals and their bodyguards can be recruited when a settlement includes the very best cavalry training facility possible: a Great King's Stables, or a Circus Maximus. They can be added to the training queue like any other unit. This can be an excellent way of bolstering the ruling family in times of crisis! It is only a temporary measure, though, not a permanent solution to a family shortfall.



A recruited general can gain character traits as he fights battles, and can be used as a city governor, just like any other named character. He differs from a family member in a couple of important respects:

- Most importantly, he cannot be appointed as the faction heir, and therefore cannot become the faction leader.
- If your family members die out, your recruited generals will not maintain your faction. Victory will have eluded you.
- When a recruited general dies his bodyguard cavalry unit automatically disbands and disappears from the game, just as with any other general. You don't get a 'free' unit of cavalry that remains in your army!

▪ New Traits & Retainers

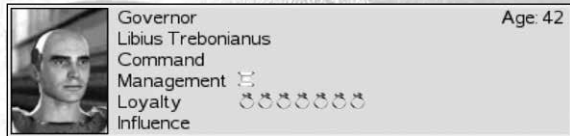
There is a selection of new character traits that only a general in the **Barbarian Invasion** period is likely to acquire. Many of these are related to religion, but there is one in particular that can be important to any commander: Night Fighter. This trait allows generals to initiate night battles.

There are also many new retainers and ancillaries to be found in **Barbarian Invasion**. As in the original game, some combinations of ancillaries cannot be part of the same character's retinue. This is particularly true of retainers associated with different religions, e.g. Christian anchorites and Zoroastrian teachers.

▪ Offices, Titles, Relics and Weapons

You'll notice that among their retainers some generals now have other items. These include offices, titles, religious relics and – in a few rare cases – famous weapons. All of these grant benefits to the general holding them. These items can be moved between generals in the same fashion as retainers.

▪ Loyalty



All Roman generals have a new attribute: loyalty. This represents their loyalty – the name was a bit of a clue, come to think of it – to the faction leader and the faction as a whole. The higher the general's loyalty the less likely he is to rebel or join a rebellion; the opposite is also true. It also has an effect on how likely a general is to accept a bribe (although some character traits have more of an impact).

The most worrying combination of attributes for a faction is a general with high command, management and/or influence and yet low loyalty. When in charge of a powerful army such a man is likely to feel that he has as good a claim to lead his faction as the current leader. This is when a general is likely to revolt, and his troops may well follow him into rebellion.

Loyalty can be increased by giving a general an office of state or a title (there's nothing like boosting someone's ego to make them feel loved).

This discussion of generals and their loyalty to their faction leads us neatly onto the next topic for the **Barbarian Invasion** manual: rebellion!

Rebellions & Civil Wars

When rebellions break out in discontent settlements there is now a chance that the rebellion will be more serious than a local affair.

Rebels in the original game were usually only interested in their immediate surroundings. They were loyal to their town and region, but had little interest in doing much more than kick out their existing rulers.

In **Barbarian Invasion** this situation has changed. It is now possible for Roman and Goth rebellions to be more serious and result in the formation of a new splinter faction that controls at least one region and potentially many. This rebel faction acts in all respects like a normal faction; it's quite possible for third parties to form alliances with the rebel faction, for example.

If a Roman general has a low enough loyalty value he may join a rebel faction, taking any troops he commands with him. It's quite possible that the defection of one general in a settlement will influence any others there, and lead to seemingly loyal men joining the rebels!

The two rebel factions that you are most likely to see during play are both the Western Roman rebels and the Eastern Roman rebels. These two may appear and form 'breakaway' empires – and sometimes rather successful empires at that!

A rebel faction can emerge again after it has been destroyed if settlements start to revolt once more. Again, there's no guarantee that it will reappear, but suppressing the rebellious can be a major task for some factions!

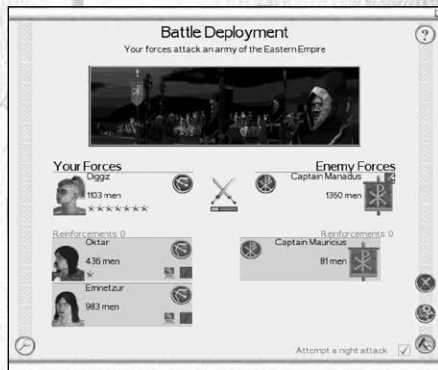
Factions Emerging During Play

Normally, if a province is disloyal or unhappy there is a good chance that a revolt will take place, and the settlement becomes independent with its own military forces. Rebels rarely act in concert with other rebels, as they see everyone (except their local people) as enemies.

In some cases in **Barbarian Invasion** there is the possibility that a revolt may herald the arrival of a new faction. Although this faction has appeared after the game has started in all respects it is the same as any other in the game. This makes emergent factions more dangerous than simple rebels, who usually only want to be left in peace in their own lands. Emergent factions have goals that they will be trying to achieve, just like any other group.

The emergent factions that you may see in **Barbarian Invasion** are the Romano-British, the Ostrogoths and the Slavs. However, these factions might not be seen in any individual playing of the game as conditions have to be right for them to appear. If they don't appear each and every time you play the game it doesn't mean your game is 'broken'!

Night Battles



When attacking at night some generals – usually the ones with better Command ratings – will be offered the choice of starting the battle at night. Click on the check box to select a night battle.

Fighting at night can change the battle odds by a significant amount, particularly if only one of the commanding generals has the necessary traits. It's always worth considering a night battle if it puts your foes at a disadvantage!

Generals can sometimes gain basic night battle skills when they achieve a high enough command rating. Generals can also gain basic night battle skills if they are forced to fight one and achieve a reasonably good result. They may become more skilled in night fighting tactics (and have a higher command rating when fighting at night) as a result of successful night battles.

Reinforcements can only join a night battle if their commanding general is capable of fighting at night. Without this ability, his men will simply stumble around in the dark and never find the battle. Given that no captain can gain the right traits to do this, no reinforcements from an army lead by a captain will ever arrive for a night battle.

Auto-resolved battles, by the way, do not take into account the effects of darkness. If you want to gain the full benefits of a night attack, you'll have to lead your men onto the battlefield.

Custom Battle & Multiplayer Preset Armies



On the Customise Army screen there is a new option for selecting your troops. This allows you to save away the unit selections you make before a battle for later re-use, or load in an army list that you have already created.



Click on this button to bring up load/save options for preset armies. The lists available are only those for the faction you are intending to play. If, for example, you have selected the Saxons as your faction, then you will only see Saxon army lists that you have already created.

This feature can be extremely useful for quickly starting a battle in multiplayer. All participants can build their ideal armies offline and save them for later use!

Appendices

As a quick reference, here are the victory conditions for each faction, including the non-player ones. This will also give you an idea of where each faction might be targeting.

■ Faction Victory Conditions

Playable Factions	Number of Provinces	Owned Provinces (Settlements) must include:
Western Roman Empire	34	Northern Italy (Rome) Africa (Carthage) Taraconensis (Tarraco) Thracia (Constantinople)
Eastern Roman Empire	34	Thracia (Constantinople) Aegyptus (Alexandria) Northern Italy (Rome) Africa (Carthage)
Alemanni	20	Germania Superior (Augusta Treverorum) Pannonia (Aquincum) Northern Italy (Rome)
Franks	20	Lugdunensis (Avaricum) Aquitania (Burdigala) Narbonensis (Arles)
Sassanids	20	Aegyptus (Alexandria) Palaestina (Jerusalem) Thracia (Constantinople)
Saxons	18	Tribus Saxones (Vicus Saxones) Britannia Superior (Londinium) Belgica (Samarobriga)
Goths	16	Thracia (Constantinople) Northern Italy (Rome)
Huns	15	Northern Italy (Rome) Thracia (Constantinople)
Sarmatians	15	Pannonia (Aquincum) Illyricum et Dalmatia (Salona) Colchis (Kotais)
Vandals	10	Baetica (Corduba) Africa (Carthage) Northern Italy (Rome)

Non-Playable Factions	Number of Provinces	Controlled Provinces (Settlements) must include:
Celts	16	Britannia Superior (Londinium) Britannia Inferior (Eburacum) Lugdunensis (Avaricum)
Burgundii	14	Alpes Maritimae et Cottinae (Massilia) Raetia (Augusta Vindelicorum) Narbonensis (Arles)
Lombardi	14	Aemilia et Liguria (Mediolanum) Venetia (Ravenna)
Ostrogoths	14	Northern Italy (Rome) Illyricum et Dalmatia (Salona)
Romano-British	14	Britannia Superior (Londinium) Britannia Inferior (Eburacum) Lugdunensis (Avaricum)
Slavs	14	Thracia (Constantinople)
Berbers	10	Africa (Carthage) Aegyptus (Alexandria)
Roxolani	10	Pannonia (Aquincum) Illyricum et Dalmatia (Salona) Colchis (Kotais)



TECHNICAL SUPPORT

Every effort has been made to make Rome: Total War - Gold Edition as compatible with current hardware as possible. However, if you are experiencing problems when running Rome: Total War - Gold Edition, please read on.

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the Rome: Total War - Gold Edition pre-game **Options window** (this is the window that opens when you launch the game), or by going straight to the Feral website: <http://support.feralinteractive.com>

Contacting Feral

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained before contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A **Rome Total War Report.txt** file. This contains:
 - An Apple System Profiler Report of your Mac
 - Any crash logs that exist for Rome: Total War - Gold Edition
 - A list of the game's contents

All the information required can be obtained by opening Rome: Total War - Gold Edition and clicking on the **Support tab** in the Rome: Total War - Gold Edition pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your **~/Downloads folder** (the “~” symbol refers to your home directory). Now click on the **Create e-mail button**. Remember to attach the **Rome Total War Report.txt** file to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with Rome: Total War - Gold Edition. We will do our best to help you.

E-Mail: rometwsupport@feralinteractive.com

If you prefer to speak with a member of the support team, you may call on the following numbers:

North America Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: 020 8875 9787

Available between 9.00am and 6.00pm GMT, Monday to Friday.

International Callers

Tel: +44 20 8875 9787

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

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