



Game Manual

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With Strategy Notes By:

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Preface

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

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

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

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

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

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

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

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

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

--Velociryx--

Introduction



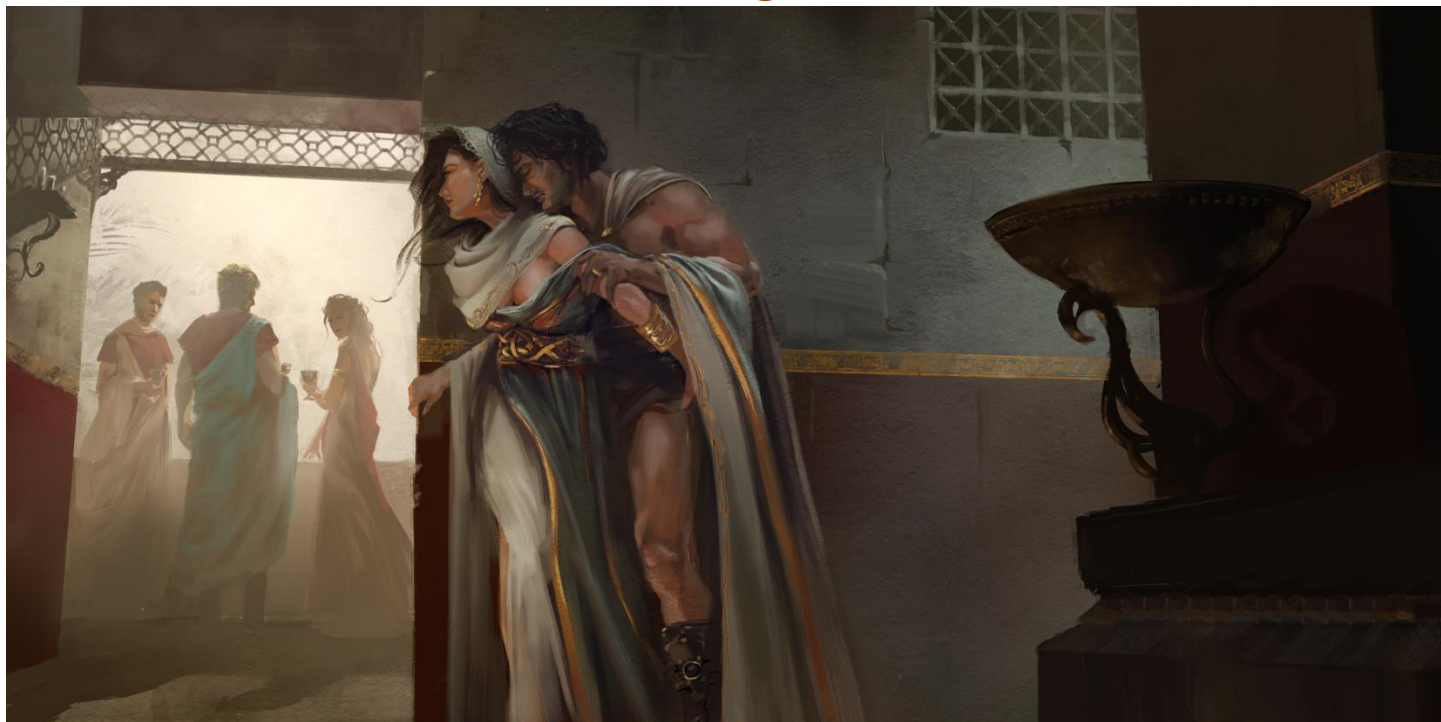
Are you new to Old World? Feeling a bit overwhelmed and struggling to get a handle on the game? If so, you've come to the right place!

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

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

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

Two Points Before We Begin...



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

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

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

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

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

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

Starting A New Game

The options here are pretty self-explanatory, but I wanted to include a brief section on the topic to draw your attention to the “Advanced Settings” tab, which you can access once you select the Nation you want to play (or after you’ve chosen the random or pick later options).

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

- **Dynasty:** Some nations allow you to play with different historical starting leaders. All are quite flavorful and changing your pick here (if available for the nation you have chosen) will have profound impacts on the way your selected Nation plays.
- **Number of Opponents:** You can set this from 0 to 7, and obviously, the more opponents you start with, the less room everyone will have to expand and the more dynamic and complex the political situation will become.
- **Mortality:** There are three options here. Standard is recommended for most games, but if you +want to really develop your leaders, then opting for Lengthy will give you more time to do that, while Realistic will drastically shorten the average lifespan of your leaders, which will make the game significantly more challenging, as anytime the reins of power pass to someone else, there’s always a period of adjustment and relative unhappiness on one front or another, so you’ll be dealing with much more of that.
- **Turn Scale:** Changing this to Semesters, rather than years will greatly extend number of turns you get to play with your leaders, so this, combined with the lengthy lifespan option will give your leaders incredible longevity, giving you a more civ-like experience if that’s what you’re looking for. There’s also now an option to use a “Seasonal” turn scale, giving you even more time with each leader.
- **Forced March:** You can toggle this on or off depending on whether you want to be able to utilize forced marches in the game (and have them used against you, naturally).
- **The succession gender and order laws** are fun to play around with, but generally not recommended until you’ve got several games under your belt and fully understand the implications of changing those settings.
- **Adjusting the tribal strength upwards** will slow everyone’s expansion down and give an advantage to Nations that begin with the “Champions” family, as they’re just better suited to handling barbarians anyway.
- **AI Starting Advantage:** In a normal game, the AI doesn’t get a big pile of resources at game start to give them an additional leg up (though they do start with some number of established cities, based on difficulty level). This setting changes that and is a bonus in addition to the number of starting cities. Good if you’re looking for an extra challenge!

- AI aggression and development: These options will make the AI more likely to attack you sooner, and give them a bigger head start.
- No Characters: Removes all characters, families and events from the game.
- Role Playing: Choosing this option removes popups that help inform your decisions when selecting between various event options. This makes the events much more about intuition than mechanics, which is (or can be) very cool.
- Ruthless: This option alters AI behavior, especially in the late game. As any nation gets closer to victory, the other nations are much more likely to break treaties and dogpile the winning nation to keep it from victory.

The Basics Of Gameplay



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

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

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

The Orders System

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

Orders drive the game in OW, and in a very real sense, they are your most precious resource.

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

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

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

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

Understand that it's easy to lose legitimacy as well. For instance, when your heir takes over, the heir's legitimacy will drop as he or she loses half of the legitimacy of the former ruler's cognomen (all other sources of legitimacy remain intact). In any case, this underscores the importance of taking whatever opportunities become available to increase legitimacy. One can never have too much of that!

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

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



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

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

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

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

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

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

Moving Units

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

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

The Old World Economy

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

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

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

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

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

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

Note that recent changes to the game introduce the concept of “off map” luxuries. Normally, luxuries are tiles on the map, but now, certain events can give you special projects in a city, which grant access to certain luxury items that don’t exist on the map.

These come from “beyond,” and are considered exotic special resources. They include:

- Perfume
- Porcelain
- Exotic Fur
- Ebony
- Ivory
- Tea
- Spices
- Exotic Animals
- Silphium
- And Jade

Moving back to the topic of the “secondary layer” of resources, these are generated via a number of different sources, including:

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

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

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

food-related special tiles (and/or by building Granaries, which provide a modest boost to growth), and training specialists on those tiles for a further boost.

Game Phases

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

The Land Grab phase of play tends to revolve around two things: Exploration and Expansion against the barbarian tribes. This is when you get an initial "lay of the land," find out who your neighbors are, and what resources you've got to work with on the map.

Most of the ancient ruins get discovered in the early game (by around turn 25 or so) but every now and again, an intrepid explorer will stumble across something much later.

The early game comes to a close when there are no more "easy" expansion options for you, which is to say, when the last barbarian camp you can realistically get to, falls (either to you or to someone else).

On or around Turn 25, you start having to balance further expansion with defending your holdings. That's when Barbarian raiders tend to show up and you need to be ready for them or they will pound your cities (causing +10 extra Discontent per attack), or pillage tiles and terrorize your workers.

Rather than building a single army and using that to deal with the threat, your best bet is to mentally break your Realm into various "zones" and create smaller forces that are designed to deal with those types of threats.

A typical Barbarian raiding group will consist of three Barbarian units. A "Raid from Distant Lands" which typically occurs on the edges of the map will usually consist of five units. Your Zone Defense forces need to be robust enough to deal with those threats and ideally, to kill at least one enemy unit per turn.

Optimally, you want those units to fight well away from your cities, intercepting the raiders before they get close enough to do any real harm, and of course, while you're doing that, you're busy growing your economy and building additional troops that you'll use to defend your Kingdom from rival nations and to one day begin projecting your power.

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

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

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

Winning the Game

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

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

You can win the game by:

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

VPs are generated like so:

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

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

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

The initial ambitions tend to be quite easy. Things like, “build six mines,” or “research six techs” or have three connected cities. (Note about Ambitions: You won’t be offered a given ambition if you’ve already completed it to 75% or more. For example, you’ll never see a “Build Six Barracks” ambition if you’ve already got five on the map – it simply won’t appear as an option for you!)

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

Don't worry if you "miss" an ambition. You'll get others as the game progresses, so if you fail to achieve one, you'll have other opportunities.

The Nations Themselves

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

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

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

While the game won't outright end, you'll get a randomly selected leader from among your familial ranks and his or her talents may not be what you're looking for.

Far better then, to make a priority of producing and carefully grooming an heir so you can play the game according to your designs.

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

Also note that Nations in Old World specifically aren't monolithic entities. You're the King (or Queen), yes, but your rule is not absolute, or absolutely certain. Each Nation you can select to play is made up of four noble families (vassal families), each with their own abilities and interests that stack with your overarching, Nation-specific abilities.

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

Quick Note on Building Unique Units

If you're perplexed about how you actually build your Nation's unique units, you're not alone. Here's how you do it:

To build the lesser of your UUs, you need a city with at least Developing Culture and you need to build a Stronghold in that city (which first requires building a Garrison).

The availability of these improvements are dependent on the number of Laws you have enacted. One law is all that is needed to build a Garrison, and four are required to build a Stronghold.

To build the stronger of your UUs, you need a city with at least Strong Culture and you need to build a Citadel, which requires that you have at least seven laws enacted.

Also note that some UUs require horses or elephants to build. If your chosen Nation has a UU with that requirement, then you'll either need that resource inside the borders of the city you want to build the UU in, or you'll need access to the Riders family (Rider family seat can build UUs without access to the resource in question).

Aksum

Added via Wrath of Gods DLC

Starting Leader: Kaleb (a Pious Commander)

Alternate Leaders

- Ezana (an Evangelist Zealot, who, if posted as a Governor where Christianity is present, sees a +40 relationship boost with that faith. Also, all units built from the city where Ezana is governor start with the “Adept” ability, allowing them to fight and spread religion...)
- Gudit (a Ruthless, Infamous Hero who comes with the built-in ability to intimidate her near-peers, which helps offset the relationship she has with vassal families)
- Makeda (a Cunning, Envoy, Diplomat who gets a boost to Estates – more orders! – caravans, and a new mission, “Lead Delegation” which leads to mutually beneficial outcomes between her nation and another)
- Gadarat (a Subjugator, Warlike Tactician who gains a Mercenary Worker unit every time he clears a tribal encampment)

Starting Techs: Labor Force, Trapping, Administration

- As Governor of a city with your State Religion (+2 Happiness, +5% Culture)
- As Leader, +5% chance of State Religion spread

What they’re good at: These guys excel at the religious game (two of their five possible dynasties have abilities that relate to religion). If you want to embrace religion and really explore what it can do for your nation, this option is hard to beat, although they also have two very strong alternatives, one in the form of Makeda, who can play a fun, peace-oriented game that sees you build a world class economy quickly, and Gadarat, who merges conquest and building into something new, gaining free Mercenary Worker units each time he destroys a tribal encampment.



Vassal Families:

- Champions
- Traders
- Clerics
- Patrons

Vel's Strategy Notes on Aksum

Using the starting leader, Kaleb, there's never really a reason not to start with Clerics and Champions. Clerics because that's your shortcut to religion, which is the entire point of Aksum with their default leader (and Christianity in particular), and Champions because in SP, Champions make the game vastly easier in terms of early game expansion.

That leaves you with a choice between Patrons and Merchants for your third family, and IMO, Patrons win that contest, hands down.

My favorite Aksum leader though, is Gadarat. The ability to get free workers just by the act of expansion, which, let's face it, you're going to be doing anyway - that's amazing. Fantastic synergy that just makes the entire game run more smoothly.

Having experimented heavily with Gadarat, it feels like only Rome gives you an easier early game.

The Aksum UU is interesting but will take practice to use well. The ability to weaken the attack/defense values of rival units is amazing, but the rhythm of Aksum battles is a bit different and until you're dancing to the beat of Aksum's drums, the army might feel a little awkward to use. It gets better with time and practice though!



Assyria

Starting Leader: Ashurbanipal (an Educated Zealot)

Alternate Leaders:

- Shammuramat (an Intelligent Hero - also comes with the ability to switch her archetype to Builder and back again)
- Tukulti-Ninurta (a Proud, King of Kings, Hero - the King of Kings ability gives Tukulti-Ninurta +10 legitimacy for declaring wars against rival nations)
- Ashur-Uballit (a Ruthless Diplomat who automatically gains favors from the first Nation contacted in each game, allowing for easy early game diplomatic manipulations)
- Sargon II (a Righteous Commander who can enact "Epics" from game start, allowing for explosive early game culture growth and early Garrisons)

Starting Techs: Trapping, Administration, Military Drill

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

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

Their special units, the Battering Ram and Siege Tower are the most powerful siege units in the game and can lay waste to even the strongest cities in short order (It's also the only unit in the game

that gets a bonus when attacking forts - a whopping +50% bonus, at that!)

A tricky Nation for a beginner to play well, but well worth the effort to learn, and one of the "top tier" Nations in the lineup.

Vassal Families:

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

Vel's Strategy Notes on Assyria

A single unit with a 10% chance to crit each attack isn't all that impressive, but you can continue to buff that, taking Focus II, and then Focus III with future promotions, and many generals also increase crit chance. Having a dozen units with a 25% (or higher) crit chance is amazing, and this "Focus Pocus, where'd your army go?" power can grow to obscene heights if you nurture it.

This is the only civ in the game that offers both the Champions and the Hunters family and if you get a city site with lots of game, a Hunter's start will practically guarantee victory (Assyria with a game heavy start is the only scenario I would recommend not choosing to settle your Capital as a Champions city).

Stonecutting as your first tech, and you're off and running, and for as long as Ashurbanipal maintains his Zealot archetype, all your units will get an extra point of movement, making early game expansion a breeze.

If your starting city is Hunters, put Ashurbanipal at the head of the Slingers. If Champions, make him the governor of the city. I'd recommend against Patrons in favor of Clerics to get an early religion. Amazing civ, and my personal favorite!

For as long as your starting leader remains a Zealot, you're on par with Rome in terms of mobility, but you should try for a 2nd Generation diplomat to give yourself time to consolidate your early game gains, then, rain death on anyone who gets in your way...

Vel's Strategy Notes on Babylon

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

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

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

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

Alternatively, building the Oracle will allow you to leverage free spy networks to quickly add to your impressive research capabilities once you get Portcullis.

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

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

Babylon



Starting Leader: Nebuchadnezzar (A Prosperous Scholar)

Alternate Leaders:

- Adad Guppi (an Intelligent Zealot, blessed with an unnaturally long life, thanks to her unique "Long Lived" trait)

- Hammurabi (a Divine Judge with the ability to utilize a unique mission “Court of the Divine King” which has twice the yield of a regular “Hold Court” mission and double the chance of attracting Courtiers)
- Nebuchadnezzar (a Tracker Tactician whose ranged units are always invisible on Forest tiles, and who gains extra vision on the map. Upon conquering his first Barbarian camp, he will also receive a free Slinger unit, and a free Scout)
- Kurigalzu (a Cunning Judge with the “Peaceful Expansionist” trait, which allows the purchasing of land tiles with Military Training)

Starting Techs: Trapping, Administration, Rhetoric

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

What they’re good at: Another top-tier Nation, Babylon’s main early game strength is the Wisdom of King Nebuchadnezzar, which gives Babylon the best early game research in the game. In fact, playing Babylon can spoil you, in that when you play anybody else, you’ll feel like the game is progressing in slow motion because the techs come so quickly here.

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

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

Vassal Families:

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

Carthage



Starting Leader: Dido (A Cunning Diplomat)

Alternate Leaders:

- Hannibal (a Hero with the “Grace of Ba’al” trait, allowing a unit he commands to take two actions per turn, such as Attacking twice, or Healing and then Attacking)
- Hanno II (a Prosperous Orator who has the ability to issue Land Grants to boost family

Vel’s Strategy Notes on Carthage

If you pay even a nominal amount of attention to diplomacy, you’ll easily be able stay in the good graces of your rivals while you’re small.

Using the Artisans/Traders/Statesmen combination of families allows you to build a world-class economy very quickly, which allows you to hire tons of mercenaries, expanding quickly and putting together a decent, if odd-looking army.

There are two weaknesses to tribal mercs, however. First, you usually can’t normally assign generals to them, so you’re still going to want to supplement them with your own, native troops to get some leadership in the field, and second, they’ve only got 2 Fatigue, so they’re not much good to you if you have to move them long distances. (Side note: A third-generation Zealot leader for Carthage is deadly, because it extends the range of your tribal horde to normal...)

Keep those two things in mind and you won’t miss, or even need your Unique Unit, if you happen not to be able to secure a source of elephants, though if you can, that’s icing on the cake. IMO, it’s just not worth guaranteeing yourself the use of your Unique Unit to take the Rider’s family, though I’m sure others will take a different view there. Economy is EVERYTHING to Carthage in the early game. It’s what allows you to grow, because it gives you the money to hire those all-important mercs.

In a perfect world, your map will include an island with a barbarian settlement you can leave unconquered and gain access to a source of mercenaries for the rest of the game.

Tech wise, Carthage’s starting tech array has already unlocked a bonus card (Border Boost) which means you won’t get a great border boost and it will probably only impact 1-2 cities. Still worth getting, but weaker than most other Nations. Since that card starts the game in play, you don’t want to go Stonecutting first, and if you use the families I recommended, then getting the tech to unlock Treasury isn’t optimal since 1/3 of your cities will get them anyway, even without the tech, which makes Ironworking your go-to starting tech here.

opinion. Note that Hanno will automatically go to war with the first Tribe his Nation encounters)

- Hanno (a Diplomat whose explorers may automatically move on water. Hanno may also form one Tribal Alliance but will struggle with Family relations)

Starting Techs: Trapping, Divination, Aristocracy

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

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

Although Carthage isn't quite what I'd call a "top tier" Nation, they don't miss the mark by much, and they have such an incredibly different playing style that they're just a blast to play. They have a totally different "feel" than every other Nation in the game. They don't have any obvious combat-oriented abilities like Assyria or Rome, but honestly, they'd be overpowered if they did, because they have a secret weapon: They're the only Nation in the game that starts with the ability to hire tribal mercenary units.

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

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

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

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

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

Vassal Families:

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

Egypt

Starting Leader: Hatshepsut (An Inspiring Builder)

Alternate Leaders:

- Merneith (a Strict Hero whose military units get an attack bonus when attacking into tiles that are connected to cities – along trade routes)
- Khufu (a Delver Builder with the “Monumental Effort” trait that reduces Wonder costs by 50%. If Khufu builds the Pyramids then that city will retain the Monumental Effort bonus, even after his death)
- Mentuhotep II (an Eloquent Judge who can perform City Pacification, Family Gift, and Imprison missions immediately, and without the need of a Chancellor)
- Akhenaten (a Zealot with the Religious Fervor trait. This leader was driven mad by his Religious Fervor, but cities with his State’s Religion will have less Discontent)
- Ramesses II (a Commander with the Chariot Master and Great Ancestor traits which grant him an unnaturally long life, bonus Culture in his cities, Spoked Wheel at game start – chariots and Chancellor – and all Chariot units begin with Saddleborn)

Starting Techs: Ironworking, Stonecutting, Labor Force

- +400 stone at game start
- +40% productivity for farms along rivers
- -20% to the cost of identical, adjacent tile improvements

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

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



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

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

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

Vel's Strategy Notes on Egypt

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

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

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

Vassal Families:

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

Greece



Starting Leader: Philip (A Bold Commander)

Alternate Leaders:

- Ptolemy (An Educated Scholar – also comes with a 5th Shrine, The Shrine of Serapis, which provides -1 Discontent). Ptolemy can also recruit Courtiers (mission).
- Leonidas (An Indomitable Hero – new ability that grants a +50% chance to Critical if assigned as a General)
- Pericles (An Orator with the new ‘First Citizen’ perk, which grants a -25% bonus to improvement costs if assigned as a Governor, or +15 Culture and -15 Discontent (to nearest city) per enemy unit killed if assigned as a general.
- Alexander (the same Alexander who is your Heir if you begin with Philip, all grown up and ready to put his Heroic prowess to work for you – you also get his mother, Olympias, a talented Schemer who can run independent Influence missions on your behalf!)

Starting Techs: Ironworking, Stonecutting, Drama

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

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

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

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

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

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

Vel's Strategy Notes on Greece

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

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

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

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

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

Vassal Families:

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

Strategic Considerations of the Dynasties

The new Greek Dynasties add some interesting elements to gameplay, but they do make the original Greek leader seem a little weaker.

The presence of Ptolemy essentially turns Greece into Babylon with better discontent control, and the faster tech can be parlayed into a powerful religious game that leverages the fact that you've got five shrines to play with.

Leonidas might not be around for very long, but while you have him, he's an absolute wrecking crew. Chose the Champions family, assign him as a general and watch the mayhem ensue! He'll be able to carve out a viable Kingdom for you in no time flat.

Pericles can be used either offensively or defensively, providing a powerful buff either way you choose to deploy him, making him a good universal choice (something to love for both turtles and warmongers).

Alexander is a glorious leader that everyone who has already played Greece is familiar with. The interesting perk here is that you can run twice as many Influence missions because Alexander gets his and the Queen Mother can do it too, a fact that gives you an incredible amount of diplomatic sway over

your inner circle (and she's not bad on the research front, either!).

Hatti



Added via Heroes of the Aegean DLC

Starting Leader: Hattusili (A Warlike Judge)

Alternate Leaders:

- Suppiluliuma (a Bloodthirsty, Ambitious Tactician. Both he and the military units of his nation gain +10XP per turn)
- Hantili (a Robust Schemer with the Stalwart Defender trait that grants walls to all newly founded cities)
- Puduhepa (an Eloquent Diplomat with the Syncretist trait that enables the building of Shrines from game start, and additional orders and improved Pagan Religion relations with the Syncretist City Project)
- Mursili II (a Steadfast Scholar with the Inexperienced trait which gives him a Legitimacy penalty, made up for via the ability to choose early game Ambitions)

Starting Techs: Ironworking, Husbandry, Administration

- All Cities get +2 Civics per turn
- All Units can remove vegetation
- All Units ignore hill movement costs

What they're good at: The Hatti are a wonderfully efficient Nation. You won't notice

the turn savings associated with faster movement over hills at first, but it adds up quickly and saves you time, whether you're improving tiles or moving your troops across a patch of badlands.

The big, signature feature though, is "Everybody Chops." That means that everybody can participate in growing your early game economy.

If you're playing on lower levels where you've got plenty of starting resources, that doesn't sound so great but as you advance in difficulty levels, the fact that every militia, warrior and slinger you've got can chop, and given that wood drives the ancient era economy (being necessary for farms, nets and mines), is huge.

Even better, it makes it possible for the Hatti to “prep the battlefield” by selectively cutting forests to deny enemy units cover while preserving their own cover.

This can also be taken to epic extremes. It’s a lot of micromanagement, but the Hatti can “break the world” if you’ve got the patience for it, denying literally everyone else even a scrap of forest to work with.

Their UU is horse based, the Heavy Chariot (early) and the Three Man Chariot (later). These units appear, at first glance to be pretty resource intensive, but even if you’re on a wood-poor map, the fact that every unit you have can chop means the wood cost isn’t nearly as severe for you as it is for every other nation and in most games, food isn’t a major issue either. The net effect is that these units are incredibly cost-effective and almost always easy for Hatti to build.

Vel’s Strategy Notes on Hatti

Hatti abilities are both offensive and developmental in their nature, though interestingly, mostly developmental. You’ll be able to put together a world class economy almost without trying.

Here, the Traders feel like the odd man out, and the overwhelming choice for playing this Nation would be Riders (extra scout!), Landowners (cheap rural specialists and tile buys at the capital) and Patrons, which dovetail nicely with this group’s bonus civics anyway.

Although you don’t have any obvious combat advantages at game start, the bonus re: Hill movement means that your starting warrior is pound for pound more maneuverable, and this can be used to good effect (as can chopping cover away from your foes once you get slingers in the field).

Tech-wise, I’d still opt for Stonecutting first most of the time, and note that depending on the number of forest tiles available for chopping, this is the one nation that can ignore Forestry indefinitely.

Vassal Families:

- The Riders
- The Landowners
- The Patrons
- The Traders

Kush



Added via Pharaohs of the Nile DLC
Starting Leader: Amanirenas (A Swift Hero)

Alternate Leaders:

- Amanator (A Diligent Builder) (+2 Orders on completing an Improvement)
- Piye (A Fervent Zealot) (Gain Militia on each spread of Pagan Religion)
- Alara (A Revered Commander) (All cities gain Weak (30) Culture and Kushite Pyramids generate +2 Culture per turn)
- Shanakdakhete (A Diplomatic Scholar) (As Leader: On Nation Contacted – Gain Caravan)

Starting Techs: Trapping, Stonecutting, Divination

- All Cities get a 50% output bonus for Shrines
- All Units can build Forts

What they're good at: The Kush were custom made for pagan religion. They've got a great collection of Shrines, made even better by the inherent 50% output bonus, and Legitimacy will almost never be a problem thanks to their unique building which further guides you down the path of embracing your inner pagan.

The fact that all your units can build forts makes you fantastic at defensive warfare, and you'll find Kush to be quite capable of defending herself, and you have access to some incredible economic-oriented families and can easily grow a thriving economy in a very short time.

All around then, you're looking at a rugged, versatile, defense-oriented faction who can get tremendous mileage from paganism.

Vassal Families:

- The Hunters
- The Artisans
- The Traders
- The Landowners

Persia

Starting Leader: Cyrus (A Tough Hero)

Alternate Leaders:

- Darius (a Schemer with the “Government Reformer” trait, which allows him to appoint Governors with no additional prerequisites)
- Shapur (a Tactician who has the “Devoted Conquerer” trait, giving his units the “Strike I” promotion automatically. If he establishes the Zoroastrian religion as his State Religion, he’ll also receive favorable events designed to build a positive relationship with that religion)
- Stateira (an Affable Builder who can press citizens into service to gain additional Militia units. Her reign will, however, be beset by internal turmoil)
- Cyaxares (a Commander with the “Median Expansionist” trait, which gives him better military units overall. Cyaxares will have a relatively easier time fighting against tribal units)

Starting Techs: Ironworking, Trapping, Animal Husbandry

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

What they’re good at: Recent changes to the Clerics family have moved this nation into “Top Tier” status in my view.

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

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

Cyrus is a Hero archetype, and if you make him the general of one of your units, then he can do something absolutely magical. He can “Launch Offensive” if you spend 800 Training Points.



That means that he, and any units immediately adjacent to him can attack, then Launch offensive and (orders permitting, of course) everybody can attack a second time in the same turn. Additionally, you gain +1 Order for each unit in that AoE.

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

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

Then there's the Persian Unique Units. While these aren't quite as amazing as Babylon's they run a

Vel's Strategy Notes on Persia

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

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

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

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

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

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

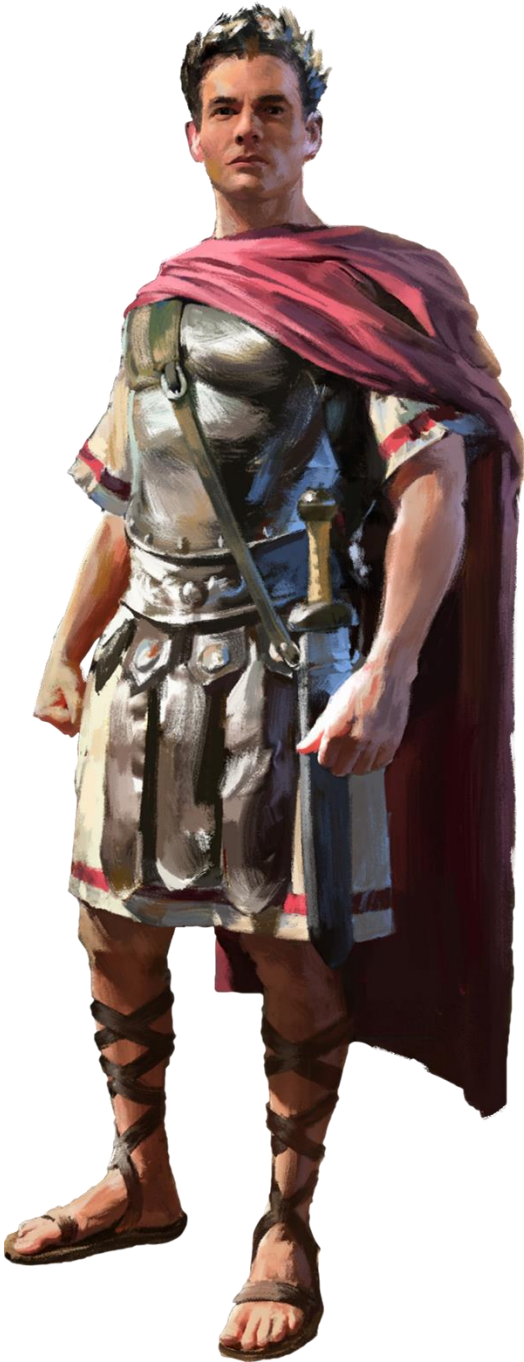
As to families, this is a wide-open field, though given that horses are relatively common on the map, the riders may not be your first choice. All of the combinations are good and can be effective.

very close second, essentially being souped up horse archers that cost iron instead of wood, and thanks to Persia's native abilities, these are the cheapest unique units in the whole game. They're crazy powerful assets that will allow you to simply steamroll the opposition.

Vassal Families:

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

Rome



Starting Leader: Romulus (A Ruthless Tactician)

Alternate Leaders:

- Scipio (a Tactician with the “Ambusher” trait which allows his units to remain hidden in Scrub tiles (as General). His cities also get a Happiness bonus by killing units from other nations)
- Marius (a Hero with the “Third Founder” trait which give his units a 10% attack and defense bonus and gives him access to the Enrollment Post city project, which speeds the training of new Infantry units)
- Sulla (a Schemer with the “Dictator” trait which steadily worsens family relations over time, but gives him access to the Proscription mission that forces an unruly family into submission)
- Caesar (a commander with the “Expansionist” trait that gives all Caesar’s units the Steadfast promotion, making his armies almost unstoppable against barbarians and tribes)
- Augustus (a Judge with the “Refined” trait, which gives him +2 Legitimacy per Cultural Event). Leaders from his Dynasty may also adopt any Royal younger than them at no Legitimacy cost
- Agrippina (a Ruthless Diplomat who is able to appoint a Spymaster at game start)

Starting Techs: Ironworking, Stonecutting, Polis

- +1 Fatigue limit
- All cities get +2 Training per turn

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

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

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

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

All your units get an extra point of movement and all your cities generate +2 additional Training Points each turn. Not enough for you? Okay, well, owing to the fact that Romulus is a Tactician archetype, all your ranged units are invisible in friendly or neutral trees, and if you put Romulus in charge of a military unit, an attack from his unit will “stun” whatever you hit, rendering it unable to counter attack on the following turn.

Vel's Strategy Notes on Rome

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

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

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

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

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

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

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

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

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

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

Vassal Families

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

Maurya

Starting Leader: Ashoka (Compassionate Tectician)

Alternate Leaders:

- Mahapadma (Nanda, Commander) as leader [all cities] +10% money, all cities] +10% rebels chance, +25% reduction time for all Infantry units
- Chandragupta (Trusted Judge), as Leader, +1 order per turn/per general
- Nayanika (Ritualistic Zealot) project: vedic rituals (increase civics)
- Prabhavatigupta (Gupta Princess, Orator) [all cities] 1 culture / turn per Urban specialist. On improvement finished, all cities gain +5 culture

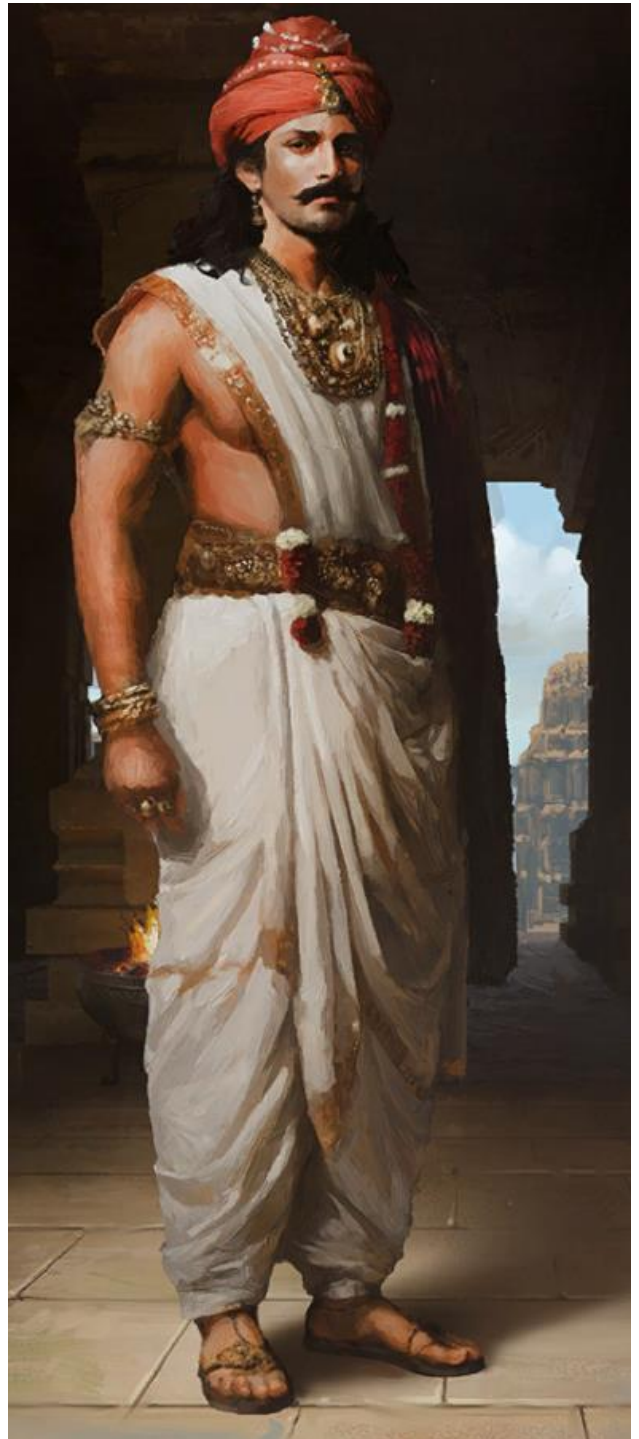
Unique Unit" Assault Elephant/ Armored Elephant:

These elephants come equipped with the "Assault" perk, which gives them a staggering +50% attack bonus into Urban and Forts, and a +25% defense bonus vs. ranged. These are some tough customers.

But wait! There's more! You know how normally you have access to 4 families and you can pick three? Yeah - you have access to SIX here (Champions, Hunters, Riders, Sages, Patrons and Statesmen) - which means that you can tailor your vassals to fit perfectly into whatever map or situation you find yourself in. that unmatched flexibility makes these guys awfully hard to beat!

On top of that, you have a lock on your very own world religion - Hinduism, which is spread via your shrines. Yes - this means you do lose out on Paganism, but...having your own pet religion that you can 100% rely on is...compelling.

All told then, these guys have some amazing advantages. Six families to choose from, brutally tough UUs, and a "captive" world religion. That's amazing.



Yuezhi



Starting Leader: Kujula (bold schemer)

Alternate Leaders:

- Luo (silk road trader, diplomat) – silk road trader – all pastures 10 money/turn, starts with Jade
- Rukhana (nomadic hero) - nomadic - all units can harvest resources
- Vima Tako (coin minter, judge)(unlocks city project Mint (I – IV) – connected cities +20% money
- Kanishka (religious patron, orator) – +0.5 orders per turn per religion

Unique Unit: Kushan Cavalry/ Kushan Warlord

Both of these start with the Shock Cavalry perk (+50% melee attack, -20% defense, cannot Route again once this ability is activated)

Vassal Families:

- Riders
- Champions
- Clerics
- Traders

Not gonna lie, whichever leader you pick, these guys are incredibly fun to play because in addition to their UU, they get another unique unit, and they get it at game start – the Steppe Rider. A ranged, mounted horse unit with a strength of 3 that

sidegrades into a Militia or a Worker. They're like fierce little locusts and there's a freebie tech card that will give you two more, in addition to the two you start with.

They're evil and they can drive some of the fastest expansion you've ever seen. You can literally implode your realm by expanding at full speed with these guys, so be careful. Once you play a game with this nation, everybody else will feel like playing in frame advance mode. When you switch to another nation, you'll miss them. You'll want them back.

Combine that with the fact that the Yuezhi have some of the most efficient killers in the game and you get a nation that plays greased lightning, and that's their main power and advantage. Raw, unbridled speed that nobody else can match. Use it well and you're set for the rest of the game, and

once your initial expansion is done, you can downshift and get a bunch of free workers to drive your peacetime expansion. Big fun. Not to be missed.

Tamilakam

Starting Leader: Karikala (intelligent orator)

Alternate Leaders:

- Nedujeliyan II (Pursuer tactician) – all units ignore ranged modifier for attacking into scrubv/trees/jungle
- Cenkultuvan (kingmaker/diplomat) – all cities +2 civics/culture level
- Alli legendary hero (all units +5% attack per unit level)
- Nedum (coastal warlord commander) – all cities – eligible units begin with Amhibious

Only three families here, instead of the usual four, so you don't get a choice. You get Traders, Artisans and Landowners.

Your UU is the Javelin Elephant/Elephant Archer, and he's a tough customer that starts with Panic, Cleave II (Cleave at 50%!), and Formidable, which means he ignores the added cost of moving into hills, scrub, trees and jungle.

This family comes with its own built in mini-game and it adds a layer of complexity to playing this family well. Three families and only one can be in the driver's seat, but that can change as the game progresses. Depending on which family IS in the driver's seat, you get a different bonus.

Pandya Supremacy (Traders) = city project Sangam Literature (I-VI) (culture boost) and all cities (shrine +1 civic per turn)

Chola Supremacy (Artisans) all cities, harbor +1 order per turn, all units +20% attack/def inside borders

Chera Supremacy (Landowners) all cities +1 training per rural specialist, all cities, can build units that require elephants even without

Playing around with Supremacy (and which family/bonus you get) is kind of its own mini game. You may want to give your starting family a decisive lead by founding two of that family's cities in the early game (before founding anyone else's) and stick with that family's bonus for the whole game, or play a balancing act and shift from one family to another as your needs change and the game evolves. Either way, it's a mix of fun and tension.



Here is exactly which actions add how many points:

Control points are given by:

- 2 points for the current Leader
- 2 points per Council Member
- 2 points per Religion Head
- 1 point per General
- 1 point per Governor
- 1 point per Clergy
- 1 point per Agent
- 1 point per Courtier (can double up if assigned to a job)

Vassal Families

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

The Artisans

- +4 culture per turn in all Artisan cities
- New Siege and Ship units are built for 25% less resources
- Mines and Lumbermills in Artisan cities are 20% more productive
- When you found the family seat, you get a free worker, and all urban improvements in the family seat take -2 turns to build.
- Artisan common traits are Schemer (x10), Orator (x5) and Builder (x5)
- Artisan families gain +10 opinion for every Artist character you have

Keeping the Artisans Happy:

The artisans don't like pillaged tiles in their territory (-20 relationship penalty). They love all luxuries and any luxury you send them will grant an additional +20 relationship bonus, over and above the normal boost. They also love the law "Guilds" and if you adopt it, you'll see a +20 relationship boost, and they love Amphitheaters (+10 relationship boost for each one you build).

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

The Champions

- City defense bonuses (+50%)
- +2 Training Points per turn in each city
- All units trained in Champions cities get the "Steadfast" promotion, giving a +25% bonus vs. Barbarians (to both attack and defense!)
- The family seat generates +50% more Training
- The Family Seat (first Champions city founded) gets a free Militia, giving you an "extra" combat unit early on, which is naturally ideally suited to killing barbarians.
- Champion common traits are Hero (x10) and Commander (x10)

Keeping the Champions happy:

You'll get a +40 relationship bonus if they have the most military units of any vassal family, and a +20 bonus if you adopt the law "Volunteers." They also have a preference for Wine and Dye luxuries. You'll get a -40 relationship penalty if they have the smallest number of military units of any vassal family, but they love Citadels, and each one you build will give you a +10 Relationship boost.

The Clerics

- +1 Happiness per turn in Cleric cities
- Can build urban improvements on Sand tiles.
- Monasteries and Temples built around Cleric cities gain a +100% bonus to their output
- And when you found the family seat, you get the “Divine Rule” law, for free.
- Additionally, the Cleric family seat have double speed Disciples (State Religion only) and can build Disciples of any religion (no Religious presence required).
- Cleric common traits are Commander (x5), Zealot (x10) and Scholar (x5)

Keeping the Clerics Happy:

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

The Hunters

- +2 Training Points per turn in each Hunter city
- Ranged units trained in Hunter’s cities start with the “Sentinel” promotion, which gives them a +20% bonus when inside their own borders
- And all Hunter’s cities get a +100% bonus to the output of camp tiles.
- When you found the first Hunter’s city, you get +50 each, wood, stone, and iron, and the family seat may perform the “Hunt” city project.
- Hunter common traits are Hero (x5), Tactician (x10) and Schemer (x5)

Keeping the Hunters happy:

You’ll get a +20 relationship bonus for having defended cities (a Hunter family unit inside the city’s borders), but suffer a -20 penalty anytime there are hostile units inside your territory (this does not count barbarian raiders, btw).

The Hunters love the Exploration law, and you’ll get a +10 relationship bonus for adopting it, and each Range you build will provide a further +5 Relationship bonus. Their preferred luxuries are Honey and Fur.

The Landowners

- All Landowner cities get +2 growth per turn
- All Landowner cities get +5 money per turn, per farm
- All Landowner cities get a 50% reduction in the time it takes to train rural specialists

- When you found the family seat, you gain +2 citizens and you can buy tiles for your family seat.
- Common Landowner traits are Tactician (x5), Judge (x5), and Builder (x10)

Keeping the Landowners Happy:

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

They also like Serfdom, and adopting that law grants you a +20 bonus, but they don't abide being ruled by children and you will suffer a -20 relationship penalty if your ruler is not an adult. Luxury-wise, they prefer Honey and Olives, and they love towns, with each one granting an additional +5 Relationship boost.

The Patrons

- +2 Civics per turn in family cities
- +25% culture per precious resource in the Family Seat
- All family cities start with the Luxury "Literature"
- The family seat gets +2 Happiness Level per Culture Event,
- And on founding you get a free Court Minister (who adds per turn Civics points for you).
- Common Patron traits are Orator (x10), Builder (x5) and Scholar (x5)

Keeping the Patrons Happy:

The Patrons like it when members of their family are appointed as governors (+10 relationship bonus for each Patron family member governor), and they like it when you build Wonders (+20 per Wonder). You also get a +20 bonus if your leader or heir hails from this family. Additionally, like the law Calligraphy (+20 bonus). Finally, they love Heated Baths, and each one you build will give you an additional +20 Relationship boost. Where luxuries are concerned, they prefer Gems and Incense.

The Riders

- All Riders cities generate +2 extra Training Points per turn
- The Rider Family Seat grants +1 Order per turn
- Riders cities are always considered to be connected.
- New mounted Units start with the Saddleborn promotion (+25% to attack strength if flanking)
- Riders cities get a special project that allows them to import one of their choices: Horses, Elephants, or Camels. This selection may be made for each Riders city, allowing that city to build units requiring the selected resource even if otherwise unavailable.

- On founding the Family seat, you gain a Scout
- Common Rider traits are Hero (x5), Tactician (x5), and Zealot (x10)

Keeping the Riders Happy:

The Riders like being in charge. You'll get a +10 relationship bonus for every Riders general in the field, and you'll get a +20 bonus if you run "Vassalage." Unfortunately, you'll suffer a -40 penalty if your spouse is from a foreign Nation. These guys love Barracks, and you'll get a +5 Relationship bonus for each one you build.

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

The Sages

- Sage cities generate +2 Civics per turn and +1 science per turn, per specialist
- Sage cities get an Archive I for free, when they are founded
- On founding the family seat for this family, you get a free (random) technology.
- Common Sages traits are Diplomat (x5), Judge (x5) and Scholar (x10).

Keeping the Sages Happy:

If your ruler marries a member of one of the barbarian tribes, you'll suffer a -40 relationship penalty. You get a +40 bonus if the Sages have more specialists than anyone else, and they love the law "Philosophy," so you'll get a +20 bonus for enacting it. On top of that, you'll get a +20 Relationship bonus for each University you build.

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

The Statesmen

- All Statesmen cities generate +1 Order per turn
- All family cities generate +1 Civic per Family Opinion Level
- The Family Seat can conduct a Decree
- Specialists cost 25% less goods to train
- On founding the Family Seat, you gain +400 Civics
- Common Statesmen traits are Commander (x5), Diplomat (x5), and Judge (x10)

Keeping the Statesmen Happy:

The Statesmen are unhappy when the ruler of the nation is unmarried (-20), and they don't like it when they don't have a seat on the Council (-20) – Council positions being Ambassador, Chancellor or Spymaster. They do like the law "Constitution" though (+20 relationship bonus) and the love Palaces, and will get an additional +20 Relationship bonus for each one you build. Where luxuries are concerned, their preferences are Wine and Pearls.

The Traders

- +6 Money for each specialist in Trader cities
- All Trader cities get a +100% bonus to the output of net tiles.
- The family seat can build the Caravan unit
- On founding the family seat, you get a free Court Merchant
- You also get an opinion bonus from Distant cities
- Common Trader traits are Schemer (x5), Orator (x5) and Diplomat (x10)

Keeping the Traders Happy:

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

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

Characters



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

Each family you select as a vassal family is populated with a number of individuals who can marry and have children of their own (with your approval, naturally). Some like you, and some don't, so at least some of your diplomatic efforts must be inwardly focused, because keeping your vassal families happy is key to your long-term success. Should they get too upset with you and your rule, you'll find yourself facing open rebellion, which can and will diminish your ability to deal with external threats.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Builder

These guys get a +3 bonus to Discipline, can serve as Governors or Chancellors, and if your leader is a Builder, all your workers can add Urban tiles for 10 gold per tile. Also, you can set multiple workers to building improvements (including Wonders) so they get done faster, and all of your cities will see built times for workers cut by 50%. Additionally, Builder governors shave -1 year off of the build time for improvements.

Builder generals who are also leaders are immune to panic, stun, enlisting, disarmed and grappler effects.

Builders like Slavery (+20 relationship bonus if you're running it), and they like other Builder characters (+60), but they don't like Heroes (-60 relationship penalty), and if your leader is a Builder, your relationship with any nation with more Wonders than yours will take a -40 hit.

Commander

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

If you have a Commander archetype General, the unit he leads gets a +20% bonus to attack and defense if there's a unit of the same type immediately adjacent to him (so, if you have two spearmen parked next to each other and the Commander General is leading one of them). Further, if the General is also your leader, then the unit he's leading will gain an additional +100% to its attack strength if he's flanking (see combat section for details), and all your Infantry units gain a +10% defensive bonus.

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

Commanders are quite fond of the law "Autarky" (+20 relationship bonus if you're running that), and they like other Commanders (+60), but they don't like Tacticians (-60), and they don't like other leaders who have more generals than they do (-40).

Diplomat

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

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

If the character in question is a Governor, then your relationship with the family that character belongs to will increase by +40.

Diplomat generals who are also leaders are immune to panic, stun, enlisting, disarmed and grappler effects.

Diplomats like the law “Colonization” (+20) and they like other Diplomats (+60), but they’re not fond of Orators (-60), and they’re not fond of the leaders of other nations with more trade deals than you’ve got (-40).

Hero

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

If the leader of your realm is a Hero, then you get +50 Training Points each time you kill a military unit and all of your units can Heal while Pillaging. The unit that a Hero character leads may also heal in neutral territory.

If a General has the Hero archetype and if he’s also the leader of your Realm, he can “Launch Offensive” for 800 Training Points, which allows the unit the Hero is commanding and all units adjacent to attack again on the same turn!

Heroes like the law “Epics” (+20), and they like other Heroes (+60), but they’re not fond of Builders (-60).

Judge

Choosing the Judge archetype for a character immediately grants that character +2 Charisma and +2 Discipline. If you have a Judge Leader, you may “Hold Court” which is a way of converting Training Points to Civics, and the cost of switching laws is just 100 Civics.

Judge leaders may also upgrade existing improvements (so if you have a garrison, instead of building a separate stronghold, you can just upgrade your garrison TO a stronghold).

Perhaps even more significantly than this, a Judge ruler can switch laws for just 100 Civics, a bargain indeed. And if the character in question is a governor, then you may hurry specialists with money at the city the Judge is in charge of.

Judge generals who are also leaders are immune to panic, stun, enlisting, disarmed and grappler effects.

Judges like Legal Code (+20), and they like other Judges (+60), but they don’t like Schemers (-60), and they don’t like other leaders with more Laws than your nation (-40)

Orator

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

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

If the Orator in question is a governor, you’ll see a +1 Happiness bonus per turn, per culture level in the city he or she governs.

Orator generals who are also leaders are immune to panic, stun, enlisting, disarmed and grappler effects.

Orators like Tyranny (+20) and other Orators (+60) but they don't like Diplomats (-60), and they don't like leaders who have more governors than they do (-40).

Schemer

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

Schemer leaders may adopt children, and buy Orders with Legitimacy (2 Legitimacy gets you 10 Orders). They also get +1 Order per year, per War and their Scouts are always invisible, regardless of the terrain they're on, allowing you to infiltrate any rival's territory at will.

Finally, any Agents you have see their yields boosted by +10%.

Schemers like Elites (+20) and other Schemers (+60), and are fond of the law "Coin Debasement" (+20), but they don't like Judges (-60), and they're jealous of other leaders with a higher Cognomen (-40). Note too, that a schemer character is 10% more likely to become a family head.

Scholar

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

Scholar governors also gain the ability to run the "Inquiry" project in cities where they are appointed, and if the city has an Archive, you'll also gain a +2 Science bonus with a Scholar governor.

Scholar generals who are also leaders are immune to panic, stun, enlisting, disarmed and grappler effects.

Scholars like the law "Engineering" (+20) and other Scholarly characters (+60) but they don't like Zealots (-60), and they don't like the leaders of nations who are more knowledgeable than they are (-40).

Vel's Strategy Notes on Archetypes

You don't have any control over your starting leader's archetype, but you can influence (to a degree) the archetype of your heir. One lifetime isn't enough to firmly establish your Kingdom, so in my view, the best thing you can do for your realm is have your heir study Politics and try to get a Diplomat leader in the second generation, but even if you fail at that, all the archetypes Politics leads to are excellent.

Everybody likes Diplomats and it's relatively easier to stay out of a war until you're firmly established and ready for one. At that point, you can begin experimenting and coaxing future heirs toward other, more combat or builder-oriented archetypes, depending on your preferred play style.

It's also worth mentioning that you need a good cross section of archetypes to run your kingdom well. It's not just the archetype of your heir that matters, because only some archetypes can fulfill certain roles, so you'll want to think carefully about every archetype you assign and review each character's stats to figure out what you want that individual to do, then plan his/her archetype accordingly.

Tactician

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

A General who is a tactician deals full damage during the melee counterattack phase of battle, making them unique in the game.

Also, if the General is also your leader, then when the unit he commands attacks, the unit attacked is stunned and unable to take any action on the following turn (which is a devastating combat ability – not quite as good as Launch Offensive, but very powerful indeed). Note that to help offset the power of this ability, the unit the Tactician leader is commanding will deal 20% less damage when attacking.

Tacticians are fond of the law “Professional Army” (+20) and other Tacticians (+60) but they don’t like Commanders (-60), and as leaders, they don’t like leaders who are stronger than they (-40).

Zealot

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

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

If the Zealot leader is also a general, then he can issue the “Enlist Next” mission at a cost of 400 civics, allowing that unit to capture one enemy unit over the course of the three turns following activation. The unit capture applies to melee attacks only and happens in the place of a unit kill.

Note that when a unit is enlisted in this manner, that unit is healed to half its health but begins “on cooldown.”

Zealots like the law Holy War (+20), and they like other Zealots (+60) but they don’t get along with Scholars (-60). Zealot leaders get a +40 bonus with the head of their religion and can hurry production with Training.

Finally, note that Zealot characters are 10% more likely to become the head of a Religion.

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

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

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

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

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

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

Traits

In addition to Archetypes, events will pop up in the game that may give any of your Characters a trait. There are lots of these and they're all listed below. Some traits are good (Strengths) and others are bad (Weaknesses). Any given character can have a maximum of three Strengths and three Weaknesses, though in practice, most of your characters will have fewer than that.

Trait management can be something of a minigame with the goal being to minimize the impact of your bad traits and maximize the impact of your good ones.

Note, however, that sometimes, traits just happen. Your uncle goes insane. Your sister becomes a drunk. There's not much you can do about that, but often, event choices will give you option to adopt this trait or that, and where you do get a choice, you should consider the matter carefully, as some Traits will turn an otherwise relatively unremarkable character into an exceptional (or exceptionally bad) Governor, General, etc.

Here are the Traits themselves, and what they do:

Affable

- As Governor: +2 Growth per year, per culture level
- As Leader: All Cities +1 Growth per year, per culture level
- Strength (Max: 3)
- -20 Opinion of Cruel Characters
- +20 Opinion of Affable Characters
- +10% Chance to become Family Head
- Fallback Attributes: +1 Charisma
- Included in: Charming, Seven Virtues

Ambitious

- As Leader: +5XP/Year for all Units
- +10XP/Year
- Strength (Max: 3)
- This trait is unique to Suppiluliuma (Wonders and Dynasties)

Ambusher

- As General: Hidden in Friendly or Neutral Trees, Trees (Cut) and Scrub
- As Leader: All Units +20 Happiness per National Military Unit Killed (nearest city)
- Strength (Max: 3)

Besieger

- As General: +25% Attack into Urban
- As Leader: All Units: +10% Attack into Urban
- Strength (Max: 3)
- +20 Opinion of Besieger Characters
- Fallback Attributes: +1 Discipline
- Included in: Urbanite

Bitter

- -2 Charisma
- Weakness (Max: 3)
- -40 Opinion of Romantic Characters
- -40 Opinion of Inspiring Characters
- +40 Opinion of Bitter Characters
- Fallback attributes: -1 Charisma

Bloodthirsty

- As General: +10% Attack and Defense vs. Damaged Units
- As Leader: All Units +5% Attack and Defense vs. Damaged Units
- Strength (Max: 3)
- +20 Opinion of Bloodthirsty Characters
- Fallback Attributes: +1 Courage
- Included in Villainous, Terrifying

Bold

- +2 Courage
- Strength (Max: 3)
- -20 Opinion of Slothful Characters
- -20 Opinion of Timid Characters
- +20 Opinion of Bold Characters
- Fallback Attributes: +1 Courage
- Included in: Strong

Brave

- As General: +10% Attack and Defense vs. Melee Units
- As Leader: All Units +5% Attack and Defense vs. Melee Units
- Strength (Max: 3)
- +20 Opinion of Brave Characters
- Fallback Attributes: +1 Courage
- Included in: Strong

Carpenter

- As Governor: New Siege Units and Ships +100 XP
- As Leader: All Cities, New Siege Units and Ships +50 XP

- Strength (Max: 3)
- +20 Opinion of Carpenter Characters
- Fallback Attributes: +1 Wisdom
- Included in: Urbanite

Compassionate

- +1 Charisma, +1 Discipline
- Strength (Max: 3)
- -20 Opinion of Cruel Characters
- -20 Opinion of Ruthless Characters
- +20 Opinion of Compassionate Characters
- Fallback Attributes: +1 Charisma
- Included in: Honorable

Corrupt

- As Governor +50% Maintenance
- As Leader, All Cities +20% Maintenance
- Weakness (Max: 3)
- +10% Chance to become Family Head
- -40 Opinion of Frugal Characters
- -40 Opinion of Righteous Characters
- +40 Opinion of Corrupt Characters
- Fallback Attributes: -1 Discipline
- Included in: Villainous, Vain

Cruel

- As Governor: -20% Growth
- As Leader, All Cities -10% Growth
- Weakness (Max: 3)
- - 40 Opinion of Affable Characters
- -40 Opinion of Compassionate Characters
- +40 Opinion of Cruel Characters
- Fallback Attributes: -1 Charisma
- Included in: Terrifying, Seven Sins

Cultivator

- As Governor: Farms and Pastures +50% Output
- As Leader, All cities Farms and Pastures +20% Output
- Strength (Max: 3)
- +20 Opinion of cultivator Characters
- Fallback Attributes: +1 Wisdom
- Included in: Productive

Cunning

- As Governor: Unlocks Caravan Access, Estates provide 2 Orders per Year (Estates featured in Behind the Thrones DLC)
- As Leader: +20 Foreign/Tribal Leader Opinions
- Strength (Max: 3)
- +10% Chance to become Family Head
- +20 Opinion of Cunning Characters
- Fallback Attributes: +1 Wisdom
- Included in: Charming, Covert

Debauched

- As Governor: +4 Discontent per year
- As Leader, All Cities +2 Discontent per year
- Weakness (Max: 3)
- -40 Opinion of Righteous Characters
- -40 Opinion of Pious Characters
- +40 Opinion of Debauched Characters
- Fallback attributes: -1 Discipline
- Included in: Carnal, Seven Sins

Deceitful

- -2 Discipline
- Weakness (Max: 3)
- -40 Opinion of Loyal Characters
- +40 Opinion of Deceitful Characters
- Included in: Villainous, Conspiratorial

Delver

- As Governor: Mines and Quarries +50% Output
- As Leader, All Cities, Mines and Quarries +20% Output
- Strength (Max: 3)
- +20 Opinion of Delver Characters
- Fallback Attributes: +1 Wisdom
- Included in: Productive

Dictator

- As Leader: -20 Family Opinions
- Leader Mission: Proscription
- Weakness (Max: 3)
- 5% Chance/Year of becoming a Hated Dictator
- Included in: Dictator
- This trait is unique to Sulla (Wonders and Dynasties)

Diligent

- As Leader (On Improvement Finished) +2 Orders
- Strength (Max: 3)
- This trait is unique to Amanitore (Wonders and Dynasties)

Diplomatic

- As Leader: (On Nation Contacted): Gain Caravan
- Strength (Max: 3)
- This trait is unique to Shanakdadhete (Wonders and Dynasties)

Drunk

- As Leader: -20 Foreign and Tribal Leader Opinions
- +1 Charisma, -2 Discipline
- Weakness (Max: 3)
- +40 Opinion of Drunk Characters
- Fallback Attributes: -1 Discipline
- Included in: Carnal

Educated

- +2 Wisdom
- Strength (Max: 3)
- -20 Opinion of Foolish Characters
- -20 Opinion of Superstitious Characters
- +20 Opinion of Educated Characters
- Fallback Attributes: +1 Wisdom
- Included in: Inquisitive

Eloquent

- As Governor: +2 Civics per year per Culture Level
- As Leader, All Cities, +1 Civic per year per Culture Level
- Strength (Max: 3)
- -20 Opinion of Intolerant Characters
- -20 Opinion of Uncouth Characters
- +20 Opinion of Eloquent Characters
- Fallback Attributes: +1 Charisma
- Included in: Charming, Seven Virtues

Engineer

- As General: +25% to Attack and Defense vs. Siege Units and Ships
- As Leader, All Units +10% Attack and Defense vs. Siege Units and Ships
- Strength (Max: 3)
- +20 Opinion of Engineer Characters
- Fallback Attributes: +1 Wisdom
- Included in: Urbanite

Equestrian

- As Governor: New Mounted Units +100 XP
- As Leader, All Cities, New Mounted Units +50 XP
- Strength (Max: 3)
- +20 Opinion of Equestrian Characters
- Fallback Attributes: +1 Discipline

Exotic

- +2 Charisma

Expansionist

- As Leader: All Cities – New Infantry Units +80XP, All Units: +20 Military Training per Unit Killed
- Strength (Max: 3)
- This trait is unique to Caesar (Wonders and Dynasties)

Extravagant

- As Governor: -20% Money
- As Leader, All Cities -10% Money
- Weakness (Max: 3)
- -40 Opinion of Prosperous Characters
- -40 Opinion of Frugal Characters
- +40 Opinion of Extravagant Characters
- Fallback Attributes: -1 Discipline
- Included in: Vain, Seven Sins

Famous

- As Governor: -25% Urban Specialists Goods Costs
- As Leader: +40 Family Opinions
- Strength (Max: 3)
- -40 Opinion of Infamous Characters
- Fallback Attributes: +1 Charisma

Fervent

- As Leader: (On Spreading Kushite Paganism) – Gain Militia
- Strength (Max: 3)
- This trait is unique to Piye (Wonders and Dynasties)

Fierce

- As General, +10% Attack and Defense vs. Infantry Units
- As Leader, All Units, +5% Attack and Defense vs. Infantry Units
- Strength (Max: 3)
- +20 Opinion of Fierce Characters
- Fallback Attributes: +1 Courage

- Included in: Strong, Terrifying

Foolish

- As Governor, -20% Research
- As Leader, All Cities, -10% Research
- Weakness (Max: 3)
- -40 Opinion of Intelligent Characters
- -40 Opinion of Educated Characters
- +40 Opinion of Foolish Characters
- Fallback Attributes: -1 Wisdom
- Included in: Weak, Seven Sins

Frugal

- As Governor, -50% Improvement Costs
- As Leader, All Cities, -20% Improvement Costs
- Strength (Max: 3)
- -20 Opinion of Extravagant Characters
- -20 Opinion of Corrupt Characters
- +20 Opinion of Frugal Characters
- Fallback Attributes: +1 Discipline
- Included in: Traditional

Grace of Ba'al

- As General (if Leader): +1 Free Action
- Strength (Max: 3)
- This trait is unique to Hannibal (Wonders and Dynasties)

Gracious

- +2 Charisma
- Strength (Max: 3)
- -20 Opinion of Intolerant Characters
- -20 Opinion of Greedy Characters
- +20 Opinion of Gracious Characters
- Fallback Attributes: +1 Charisma
- Included in: Honorable

Greedy

- -2 Charisma
- Weakness (Max: 3)
- -40 Opinion of Gracious Characters
- +40 Opinion of Greedy Characters
- Fallback Attributes: -1 Charisma
- Included in: Villainous

Heckler

- As General: +25% Attack and Defense vs. General
- As Leader, All Units +10% Attack and Defense vs. General
- Strength (Max: 3)
- +20 Opinion of Heckler Characters
- Fallback Attributes: +1 Charisma

Herbalist

- As General: +4HP from Heal Action
- As Leader, All Units +2HP from Heal Action
- Strength (Max: +3)
- +20 Opinion of Herbalist Characters
- Fallback Attributes: +1 Wisdom
- Included in: Sylvan

Highlander

- As General +25% Attack and Defense from Hill
- As Leader, All Units +10% Attack and Defense from Hill
- Strength (Max: 3)
- +20 Opinion of Highlander Characters
- Fallback Attributes: +1 Discipline
- Included in: Sylvan

Horsebane

- As General: +25% Attack and Defense vs. Mounted Units
- As Leader, All Units +10% Attack and Defense vs. Mounted Units
- Strength (Max: 3)
- +20 Opinion of Horsebane Characters
- Fallback Attributes: +1 Courage

Humble

- +1 Wisdom, +1 Discipline
- Strength (Max: 3)
- -40 Opinion of Proud Characters
- +20 Opinion of Humble Characters
- Fallback Attributes: +1 Wisdom

Impious

- As Leader: -40 Religion Opinions
- -1 Charisma
- Weakness (Max: 3)
- -20% Chance to become Religion Head
- -20 Opinion of Pious Characters
- +20 Opinion of Impious Characters

- Fallback Attributes: -1 Charisma

Impulsive

- +1 Courage, -1 Discipline (added via Behind the Throne DLC)

Inexperienced

- As Leader: On Start, -20 Legitimacy
- Weakness (Max: 3)
- This trait is unique to Mursili II (Wonders and Dynasties)

Infamous

- As Leader: -40 Family Opinions
- Weakness (Max: 3)
- -40 Opinion of Famous Characters
- Fallback Attributes: -1 Charisma

Inspiring

- As Governor: +2 Culture per year, per Culture Level
- As Leader, All Cities +1 Culture per year, per Culture Level
- Strength (Max: 3)
- -20 Opinion of Uncouth Characters
- -20 Opinion of Bitter Characters
- +20 Opinion of Inspiring Characters
- Fallback Attributes: +1 Charisma
- Included in: Seven Virtues

Intelligent

- As Governor: +1 Science per year, per Culture Level
- As Leader, All Cities +0.5 Science per year, per Culture Level
- Strength (Max: 3)
- -20 Opinion of Foolish Characters
- -20 Opinion of Superstitious Characters
- +20 Opinion of Intelligent Characters
- Fallback Attributes: +1 Wisdom
- Included in: Inquisitive, Seven Virtues

Intolerant

- As Governor: -20% Civics
- As Leader, All Cities, -10% Civics
- Weakness (Max: 3)
- -40 Opinion of Eloquent Characters
- -40 Opinion of Gracious Characters
- +40 Opinion of Intolerant Characters
- Fallback Attributes: -1 Charisma

- Included in: Traditional, Seven Sins

Loyal

- +2 Discipline
- Strength (Max: 3)
- -40 Opinion of Deceitful Characters
- +20 Opinion of Loyal Characters
- Fallback Attributes: +1 Discipline
- Included: in Honorable

Naturalist

- As Governor: Lumbermills and Groves +50% output
- As Leader, All Cities, Lumbermills and Groves +20% output
- Strength (Max: 3)
- +20 Opinion of Naturalist Characters
- Fallback Attributes: +1 Wisdom
- Included in: Productive

Pathfinder

- As Governor: Camps and nets +50% Output
- As Leader, All Cities, Camps and Nets +20% Output
- Strength (Max: 3)
- +20 Opinion of Pathfinder Characters
- Fallback Attributes: +1 Wisdom
- Included in: Productive

Pious

- As Governor (City of State Religion) +2 Happiness/Year, +5% Culture
- As Leader: +5% State Religion Spread Chance
- +1 Charisma
- Strength (Max: 3)
- -40 Opinion of Debauched Characters
- -40 Opinion of Wanton Characters
- +40 Opinion of Blessed Characters
- +40 Opinion of Pious Characters
- Fallback Attributes: +1 Charisma
- Included in: Devout

Prosperous

- As Governor: +16 Money per year, per Culture Level
- As Leader, All Cities +8 Money per year, per Culture Level
- Strength (Max: 3)
- -20 Opinion of Extravagant Characters
- +20 Opinion of Prosperous Characters

- Fallback Attributes: +1 Discipline
- Included in: Urbanite, Seven Virtues

Proud

- -1 Wisdom, +2 Courage
- Weakness (Max: 3)
- -40 Opinion of Humble Characters
- -40 Opinion of Leader
- Fallback Attributes: +1 Courage

Ranger

- As General: +25% Attack and Defense from Trees
- As Leader, All Units +10% Attack and Defense from Trees
- Strength (Max: 3)
- +20 Opinion of Ranger Characters
- Fallback Attributes: +1 Discipline
- Included in: Sylvan

Refined

- As Leader: (All Cities) +2 Legitimacy per Culture Event
- Strength (Max: 3)
- This trait is unique to Augustus (Wonders and Dynasties)

Revered

- As Leader: New Cities Gain 30 Culture. All Cities: Kushite Pyramids +2 Culture/Year
- This trait is unique to Alara (Wonders and Dynasties)

Righteous

- As Governor: +4 Happiness/Year
- As Leader: All Cities, +2 Happiness/Year
- Strength (Max: 3)
- -40 Opinion of Debauched Characters
- -40 Opinion of Corrupt Characters
- +40 Opinion of Righteous Characters
- Fallback Attributes: +1 Discipline
- Included in: Honorable, Seven Virtues

Robust

- As Governor: +1 Orders per year
- As Leader, All Cities, +0.5 Order per year
- Strength (Max: 3)
- +20 Opinion of Robust Characters
- Fallback Attributes: +1 Courage
- Included in: Traditional

Romantic

- +2 Charisma
- Strength (Max: 3)
- +25% chance per year to have children
- -20 Opinion of Bitter Characters
- +20 Opinion of Romantic Characters
- Fallback Attributes: +1 Charisma
- Included in: Carnal

Ruthless

- +2 Courage, -1 Discipline
- Weakness (Max: 3)
- -40 Opinion of Compassionate Characters
- +40 Opinion of Ruthless Characters
- Fallback Attributes: +1 Courage
- Included in: Villainous, Conspiratorial, Terrifying

Shieldbearer

- As General: +10% Attack and Defense vs. Ranged Units
- As Leader, All Units, +5% Attack and Defense vs. Ranged Units
- Strength (Max: 3)
- +20 Opinion of Shieldbearer Characters
- Fallback Attributes: +1 Courage

Sickly

- Weakness (Max: 3)
- Removed after 10 Years
- +5% Chance/Year of becoming Ill
- Fallback Attributes: -1 Courage

Slothful

- As Governor: -20% Training
- As Leader, All Cities -10% Training
- Weakness (Max: 3)
- -40 Opinion of Warlike Characters
- -40 Opinion of Bold Characters
- +40 Opinion of Slothful Characters
- Fallback Attributes: -1 Courage
- Included in: Seven Sins

Spoiled

- -1 Discipline, -1 Charisma
- Weakness (Max: 3)
- +40 Opinion of Spoiled Characters

- Fallback Attributes: -1 Discipline
- Included in: Weak

Steadfast

- As General: +25% Attack and Defense vs. Tribal Units
- As Leader, All Units, +10% Attack and Defense vs. Tribal Units
- Strength (Max: 3)
- +20 Opinion of Steadfast Characters
- Fallback Attributes: +1 Discipline
- Included in: Strong, Diligent

Strict

- As Governor: New Infantry Units: +100 XP
- As Leader, All Cities, New Infantry Units +50 XP
- Strength (Max: 3)
- +20 Opinion of Strict Characters
- Fallback Attributes: +1 Discipline
- Included in: Traditional, Diligent

Superstitious

- -2 Wisdom
- Weakness (Max: 3)
- -40 Opinion of Educated Characters
- -40 Opinion of Intelligent Characters
- +40 Opinion of Superstitious Characters
- Fallback Attributes: -1 Wisdom
- Included in: Devout

Swift

- As General: +1 Move per Order
- As Leader, All Units +1 Fatigue Limit
- Strength (Max: 3)
- +20 Opinion of Swift Characters
- Fallback Attributes: +1 Discipline
- Included in: Sylvan

Third Founder

- As Leader: Unlocks Project: Enrollment Post, All Units +10% Attack and Defend with General
- Strength (Max: 3)
- This trait is unique to Marius (Wonders and Dynasties)

Timid

- -2 Courage
- Weakness (Max: 3)

- -40 Opinion of Bold Characters
- -40 Opinion of Warlike Characters
- +40 Opinion of Timid Characters
- Fallback Attributes: -1 Courage
- Included in: Weak

Tough

- A General, +10 Attack and Defense if Damaged
- As Leader, All Units +5% Attack and Defense if Damaged
- Strength (Max: 3)
- +20 Opinion of Tough Characters
- Fallback Attributes: +1 Courage
- Included in: Strong

Tracker

- As General: +3 Vision, +1 Reveal
- As Leader, All Units +2 Vision
- Strength (Max: 3)
- +20 Opinion of Tracker Characters
- Fallback Attributes: +1 Discipline
- Included in: Sylvan

Uncouth

- As Governor, -20% Culture
- As Leader, All Cities, -10% Culture
- Weakness (Max: 3)
- -40 Opinion of Inspiring Characters
- -40 Opinion of Eloquent Characters
- +40 Opinion of Uncouth Characters
- Fallback Attributes: -1 Charisma
- Included in: Seven Sins

Vigilant

- As Governor: +50% City Defense
- As Leader, All Cities +20% City Defense
- Strength (Max: 3)
- +20 Opinion of Vigilant Characters
- Fallback Attributes: +1 Discipline
- Included in: Diligent

Wanton

- +2 Charisma, -1 Discipline
- Weakness (Max: 3)
- +25% Chance per year to have children

- -40 Opinion of Pious Characters
- +40 Opinion of Wanton Characters
- Fallback Attributes: +1 Charisma
- Included in: Carnal

Warlike

- As Governor, +2 Training per year, per Culture Level
- As General, All Cities +1 Training per year, per Culture Level
- Strength (Max: 3)
- -20 Opinion of Slothful Characters
- -20 Opinion of Timid Characters
- +20 Opinion of Warlike Characters
- Fallback Attributes: +1 Courage
- Included in Seven Virtues

Witty

- +1 Wisdom, +1 Charisma
- Strength (Max: 3)
- +20 Opinion of Witty Characters
- Fallback Attributes: +1 Charisma
- Included in: Charming

Fallback Attributes apply in cases where an event would grant a Strength or Weakness, but the character in question already has the maximum of that category. In that case, the fallback attribute(s) are applied instead.

In addition to these, there are a wide range of “miscellaneous traits” that further define characters over the courses of their lives, unlock different categories of events, and have a wide range of effects, some temporary, and some permanent.

Trait Clusters

In addition to the Traits themselves, sometimes, you’ll see events referring to things like “Seven Sins,” or “Seven Virtues,” or “Is Diligent.” If you’re wondering what those things are, exactly, they’re what I call ‘Trait Clusters.’

Primarily, they’re used in event triggering so instead of an event being triggered off of just one trait (Affable, for example), events can be triggered off of any Trait in a given cluster, which makes the event system a lot more robust.

Since you’ll absolutely be seeing those in the game, here are the various Clusters and which Traits are included in each:

Carnal

- Wanton
- Debauched
- Drunk

- Romantic

Charming

- Diplomat (Archetype)
- Cunning
- Affable
- Eloquent
- Witty

Conspiratorial

- Schemer (Archetype)
- Timid
- Deceitful
- Cunning
- Ruthless

Diligent

- Commander (Archetype)
- Strict
- Equestrian
- Carpenter
- Vigilant

Honorable

- Righteous
- Gracious
- Loyal
- Compassionate

Inquisitive

- Scholar (Archetype)
- Educated
- Intelligent

Productive

- Pathfinder
- Cultivator
- Naturalist
- Delver

Devout

- Zealot (Archetype)
- Superstitious
- Pious
- Prophet

- Ascetic

Seven Sins

- Cruel
- Intolerant
- Slothful
- Uncouth
- Foolish
- Extravagant
- Debauched

Seven Virtues

- Affable
- Eloquent
- Warlike
- Inspiring
- Intelligent
- Prosperous
- Righteous

Sylvan

- Tactician (Archetype)
- Herbalist
- Ranger
- Tracker
- Highlander
- Swift

Strong

- Bold
- Brave
- Fierce
- Steadfast
- Tough

Terrifying

- Hero (Archetype)
- Cruel
- Bloodthirsty
- Fierce
- Ruthless
- Insane

Traditional

- Judge (Archetype)
- Strict
- Frugal
- Intolerant
- Robust

Urbanite

- Builder (Archetype)
- Engineer
- Carpenter
- Besieger
- Prosperous

Vain

- Orator (Archetype)
- Extravagant
- Exotic
- Divine
- Corrupt
- Divine

Villainous

- Corrupt
- Greedy
- Bloodthirsty
- Ruthless
- Deceitful

Weak

- Timid
- Spoiled
- Insane
- Foolish

You'll note that all of the Archetypes are included in a Cluster, and that some traits appear in multiple clusters, while others don't appear in any clusters at all.

What this means, precisely, depends on your style of play, but as you get an increasing number of games under your belt, you can come to predict (at least to a degree) what kinds of events you're likely to see, based on what your Leader's archetype is, and what Traits he or she has.

For example, one of my personal favorite events is one where you lock up a member of each of your Vassal families to send them a message and your relations with all families shoot up. You have to be

Terrifying to see that event, and armed with the information presented in this section, you can make that happen, or at the very least, be watchful for opportunities to steer things in that direction.

Let's Talk Tech!

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

Vel's Strategy Notes on Research

Be somewhat wary of the "free" tech cards. They're not really free. After all, they idle your nation's research for X number of turns. Even so, some of the bonus cards are situationally good. Personally, I almost always take the stone boost. If I'm on a food poor map, food boost can be good, but others – not so much.

The central question you should ask yourself before taking a bonus card is this: "Can I build or get this from one of my cities in about the same frame of time?"

If you can, then why tie up your whole Kingdom's research when you can just tie up one city build queue?

Now, if you need a certain thing, then you need it, but I'd evaluate each of the "freebies" very carefully before just jumping on it. If you spend say, six turns researching a "free archer" what tech are you slowing down and can you actually afford to do that?

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

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

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

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

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

These bonus resources are powerful, but they're most definitely not free, so you need to think carefully about the relative cost and benefit you'll get from each card before taking it. Be warned however, where the bonus cards are concerned, you only get one chance. If it pops up on your list and you don't take it, then that's it. You won't see it again. You lose it forever.

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

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

Discontent



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

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

For example, if all of your vassal families are happy with you, you'll find that the troops they have fielded on your behalf fight more effectively. The bonus can range from 5% to 10%, which makes it a significant factor and underscoring the importance of making sure your families are happy before you march off to war.

Conversely, if one or more of your families is unhappy with you, the combat effectiveness of troops they've provided will begin to fall off (-5% to -10% depending on exactly how unhappy they are), and if not dealt with, this could wind up crippling your ability to actually defend your realm.

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

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

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

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

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

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

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

- Connecting a city to your Capital, so it's on your Kingdom's Trade Network.
- Putting a military unit in a city that is from the same family as the city itself, and building a wall. Note that building wall upgrades (moats and towers) will reduce per turn discontent by an additional point.
- Certain laws will reduce per turn discontent.
- Certain urban improvements your workers can build will reduce per turn discontent (cold baths, warm baths, amphitheaters, and the like).
- Some religious buildings may reduce per turn discontent, or at the very least, allow you to train specialists that can reduce per turn discontent, depending on how you opt to develop your religion.
- If you have adopted a religion and that religion's head is pleased or happy with you, then you get an extra reduction to Discontent, so if you're going to adopt a religion, then be sure to actively use/expand/improve it so you continually improve relations with the head of your religion.

If you stack enough discontent remedies you can turn discontent positive and wind up with net-happy cities which give you growth bonuses. The bottom line is, while discontent is definitely something to guard against, the game gives you plenty of tools to deal with it. Used well and wisely, you can create a happy, prosperous kingdom.

It's definitely something you should be mindful of, but don't drive yourself crazy trying to deal with it. You can almost always manage it organically and you gain more and more tools for doing so over time. In fact, eventually, if you wish, you'll be able to stack enough Discontent reducing factors together that you can actually create negative Discontent, or...dare we say Happiness?

If you do this, you will get bonuses to growth and a reduction in maintenance.

In any case, Discontent is important, and you'll want to keep an eye on it to be sure it doesn't get out of hand. A big part of that is keeping your vassal families happy as you grow and expand. Sometimes that will mean being generous with gifts.

Other times, it will mean strategic assassinations and other heavy-handed tactics. That's just life in OW. That's what it means to be the King (or Queen).

A Closer Look At Gameplay

Exploring the UI

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

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

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

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

Here's the main interface:



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



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

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

Staying on the left-hand side of this panel, just above the "Next Turn" button, you'll see the undo/redo buttons, which allow you to undo up to your last five moves. The undo button is incredibly handy in single player games,

because if you move a unit where you didn't intend, you can always take it back via the undo button. That little button might be your new best friend, especially when you're just starting out!

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

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

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

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

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



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

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

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

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

Next comes the Scales icon. Hovering will tell you what laws you currently have active and which laws are available, while clicking will bring up the Law screen, enabling you to change or add new

laws, assuming you have the Civics to do so. From the law screen, you'll also be able to see exactly what each law does, and how enacting a given law will impact your relations with your chosen families.

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

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



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

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

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

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

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

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

From left to right, the numbers running across the top display your current gold, how much food the kingdom has, how much iron, how much stone, how much wood, and how many orders you've got.

Hovering over gold, food, iron, stone, wood or orders will bring up a dropdown menu allowing you to buy and sell these resources. Note that the price will fluctuate based on in-game demand.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Finally, a quick note about luxuries: Improving the luxury tile by itself isn't enough to activate a luxury and make it available to your kingdom. After you do that, you'll also need to go into the city

screen and train a specialist on that tile. Only when the specialist is trained will you actually have access to the luxury in question.

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



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

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

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

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

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

This is the screen you'll come to when you want to start training specialists. Once you start improving tiles on the map with your workers, if you check back in here, you'll see that the tiles you have improved now have icons over them. Clicking one of those icons, or selecting the specialist you

want to train from the production menu on the left hand side will begin that process, and it's worth reiterating that specialists are incredibly powerful.

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

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

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

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

The population, expressed in number of citizens can be found here, along with a progress bar outlining the city's growth rate. Hovering over this bar will give you full details, and do note that each Citizen gives -5 Family Opinion, so although you need them, there are costs associated with having a burgeoning population.

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

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

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

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



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

This part of the UI has two components. First, there's a row of buttons, beginning with a wedding ring icon. This is where a mini portrait of your spouse will be, and you can hover over this, or any portrait, to get a summary of that character's traits, stats, abilities, and their current relationship with you. You want to make sure that the people who appear beneath these buttons are as happy with you as you can make them, because having a happy "inner circle" will help your Kingdom run more smoothly, missions will cost less, and you'll just generally have fewer headaches.

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

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

Once you have an Ambassador, your go-to method of improving relations with other nations is the trade mission, and the success of the trade mission, and the terms you get from trading are directly tied to your relationship prior to initiating the mission. Note that even if relations are bad and you

don't get a trade offer, you can pay money and still improve relations with a foreign power by +40 for doing so.

Your Ambassador may also just straight up gift resources (food, iron, stone, or wood) in increments of 100. Doing this takes 1 order and improves relations a tiny amount (+5 for 10 years). Its best use is to "fine tune" your relationship as necessary.

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

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

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

Establishing a Spy Network in a city will reveal some information but in order to get the most out of it, you actually have to assign an Agent to that city.

Once you do that, the Fog of War will be lifted from around that city, and you gain a window into that city's Build Queue.

It should also be noted that what Agent you put in which city really matters. The "right" agent in the "right" city can give you a huge windfall in tech, training, civics or money, depending both on the city's outputs of those things and your Agent's stats (Wisdom gives you more research points, Courage gives you more Training points, Discipline gives you more Money, and Charisma gives you more Civics).

If you want to say, maximize the research you get from your Agents in the field. Make a list of all of the cities you have infiltrated and pair your Agent with the highest Wisdom to the city with the highest Science output. If you're behind in tech, this alone can radically enhance your research per turn and see you catching up very quickly.

On top of that, once an Agent has been assigned, you can order them to conduct a variety of nefarious missions against the city in question, which is useful if you just want to cause trouble, or if you're attacking the nation in question, you can use one mission (Treachery) to damage the city's defenses, speeding your siege of that city along quite nicely (-10hp of damage!). Agents can also run a "Move Agent Network" mission provided you have the tech "Manor."

The other mission will either spawn rebels or cause tile improvements to be destroyed, which can hobble your rival in indirect ways.

As with just about everything else in Old World, having a single spy network inside a single rival AI civ's territory is interesting but not all that impressive. The ability to blanket a rival nation with rebel units, however, or blow giant, gaping holes in the defenses of all of their cities at once is tremendously powerful.

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

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

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

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

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

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

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

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

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

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

Finally, the crossed swords and shield icon shows you a list of all your units, both military and non-military. Simply hovering over the icon will give you a count, displaying how many units of each type you currently have under your control. If you need to find one particular unit quickly, this is the best way to go about it.

The MiniMap

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

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

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

The Ping System

Mostly, this is used in MP games, but people who enjoy single player still may find it of value.

When you hold the alt key down and left mouse click, you'll get a menu you can use to display various flag markers on the map. One of these can be used to put a text based note marker on the map. Even better, you can set this as a reminder for a specific turn, so you could, for instance, make a note to self to "tutor my heir" and set it to ping you on turn 37, or whatever. Situationally very handy!

Founding New Cities



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

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

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

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

- 1) You can found the city on any urban tile connected to the city center, but if another civ has "Claimed" the site and moved off, before you settle, you must claim it for yourself by moving a unit to the city center (removing their claim).
- 2) It doesn't matter whether you found on a freshwater tile or not. There's no penalty for not founding on a freshwater tile, so experiment to see which tiles gets you the "best deal" in terms of resources captured by the initial city border, because once a given city claims a tile, that's it. The tile belongs to that city.
- 3) Terrain often plays an important role in deciding which of your vassal families to give a city to, but their current relations with you also plays a role, as giving a city to a vassal family that's currently upset with you can go a long way toward smoothing out that relationship, so...it's a bit of a balancing act. On the other hand, some city sites just cry out for one family in

particular. For example, if you find a site that has 3 game tiles and you're playing a Nation with the Hunters family, then the Hunters NEED that city and if it makes the other families angry, so be it. The Hunters can get so much more out of a site like that than any of the others that it would almost be criminal NOT to give it to them, regardless of other factors.

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

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

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

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

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

Lastly, note that not all urban tiles are city centers! For example, if you explore an ancient ruin, the tile under the ruin will become an urban tile but...you can't settle there. It can still play a role, however, because if you expand your borders to encompass it, it will help you in indirect ways as it contributes to urban adjacency.

Important note on cities with borders that "touch.": If you want to, you can buy tiles from one city and give them to the adjacent city. This will improve your relations with the family gaining the tile and hurt them with the family losing the tile.

It is very much an edge case but it could be important (bordering on critical) in some instances. For instance, if by gifting a tile to a specific family, you can gain a family bonus on a resource that will increase your outputs...that could be worth doing, especially in the early game when the total size of your economy is small and even one change like that could make a significant difference.

It's not something you will use often, but always a good option to have in your back pocket!

Improving the Productivity of Cities

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

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

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

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

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

Note that sometimes, specific game conditions (say, appointing a governor to a city with a certain trait) will allow that city to produce a special project it could not produce before. Should game conditions change, rendering that city no longer able to produce its special project, if you're currently building one, you may finish it, but you'll lose the ability to rush it, and once it's finished, you won't be able to build more until the game conditions are once again met.

NOTE! Damaged cities are not at full productivity! Each point of damage they have sustained reduces city-wide productivity by 2.5%.

City Upkeep and Maintenance

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

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

Increasing the Number of Workable Tiles

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

- Urban tile improvements built on your border (examples include Shrine, Monastery, Hamlet) will extend your city's borders.

Vel's Strategy Notes on Cities

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

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

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

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

- Rural Specialists on border tiles - Training a rural specialist on your border may provide you with additional tiles, if there are any unowned tiles immediately adjacent to the tile that the specialist is trained on.
- Events - sometimes, you'll get an event which has an option to expand a city's border tiles.
- Colonization - This law allows you to buy tiles not yet enclosed by any city's borders. The tile acquisition cost starts out very low but can scale rather quickly.
- Landowners Family - Founding the "Seat" of the Landowners family allows you to buy tiles for that city from the turn of founding.
- The Border Boost Bonus Card - Available at Aristocracy, this card will grant five extra tiles to every city you have when you complete the research on the card.

Another thing to be aware of is the fact that your borders will expand to "join up" if you control the tiles all around it, so you won't be left with tiny "holes" in your borders around your Kingdom.

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

The final thing to say on the topic of borders is this: Building an "intercoastal waterway" for your realm is one of the biggest and most powerful things you can do to help your game.

Roads are nice. No doubt about it, but roads only allow a nominal increase in movement. Moving along coastal waters inside your borders, however, is AMAZING. You get nine tiles of water movement for every point of movement a unit has. Stick to the coast, and provided you've got a robust coastal water network, you'll be moving your units a staggering 27 tiles per turn.

It's simply not possible to overstate how powerful that is. Buying tiles along the coast or building new buildings/training specialists that expand your borders on the coast is how you go about doing that and once you've taken the time to build it, you'll wonder how you ever got along without it. Seriously. It's that strong.

Religion



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

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

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

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

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

The key techs where religion is concerned are as follows:

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

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

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

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

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

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

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

- Christianity
- Judaism
- Manichaeism
- And Zoroastrianism

With the India DLC also adding Hinduism and Buddhism. We'll talk more about those after Zoroastrianism, but wanted to give them a quick mention here so you'd know what was coming.

Here are the exact instructions on how to found each of those:

Christianity

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

Christianity has a 16% chance per year of spreading to new cities.

Judaism

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

Judaism has a 11% chance per year of spreading to new cities.

Manichaeism

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

Manichaeism has a 16% chance per year of spreading to new cities.

Zoroastrianism

- You must have 2 Acolytes.

Zoroastrianism has a 11% chance per year of spreading to new cities.

Note that sometimes you can get lucky and found a religion via event. It's not something you can rely on, but when one of your cities moves from Developing to Strong culture, that is one possible cultural event, assuming that there are still unfounded religions in the game.

Now, about the "Empires of the Indus" expansion and the two new religions it brings.

First, Hinduism, which is an interesting hybrid between a pagan religion and a world religion. You found it by building pagan shrines as one of the nations of India and you can add Theologies with the Hindu disciple unit, the Brahmin.

Meanwhile, Buddhism is available through a unique project available to the Mayura.

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

In addition to that, Monasteries provide +2 science (-2 wood upkeep per turn), while Temples provide +3 culture and half an order (-2 stone upkeep per turn), and Cathedrals provide a 40% culture boost to the city they're built in, add +6 legitimacy, and enables the Bishop specialist. Note that you are limited to no more than 2 Cathedrals per family.

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

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

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

Tier I

Legalism: +5% chance of religious spread per year. Each city's maintenance costs decrease by -10%. Monasteries provide +2 Civics per turn. Religion Opinion from Centralization: +20

Mythology: +5% chance of religious spread each year. Shrines in each city gain +2 culture. Monasteries gain +4 culture per turn. Religion Opinion from Polytheism: +20

Veneration: +10% chance of religious spread each year. -5% chance of rebels in each city. Monasteries give +20 gold. Religion Opinion from Iconography: +20

Tier II

Dualism: +5% chance of religious spread each year. Each city that has this religion gets +1 science per year, and temples increase Happiness by +1. Requires Rhetoric to implement. Religion Opinion from Tolerance: +20

Gnosticism: +5% religious spread chance per year. Each city with this religion gains +2 Civics from Archives, and each Temple provides +1 Science per year, per Urban Specialist. Requires Drama to implement. Religion Opinion from Monotheism: +20

Revelation: +20% spread chance per year, and gives you + 0.5 orders for each temple you build. Requires Labor Force to implement. Religion Opinion from Orthodoxy: +20

Tier III

Enlightenment: +5% chance of religious spread each year. +3 Happy from each Monk (regardless of level). Cathedrals grant +1 growth per citizen. Requires Forestry to implement. Religion Opinion from Pilgrimage: +20

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

Note that you can't found a religion and just wholesale add theologies to it, even if you've been stockpiling civics for that purpose. The Tier 2 and 3 theologies have tech requirements that must be met before they can be implemented.

Ultimately, Religion is used for two things: Keeping your Vassal Families happy and controlling Discontent. You can structure your religion in such a way (see the Theologies, above) that it gives you extra culture for Pagan Shrines, which makes it work well; with the Polytheism and Divine Rule laws—Polytheism lets you build all 4 of your Pagan Shrines in every city you own, and Divine Rule gives you -1 Discontent per Shrine, per city, while Mythology adds +2 culture to each Shrine you build, so if you plan the matter carefully, you can create tremendous synergy between your Pagan religion and your official State Religion.

Plus, let's say for a moment that you founded Zoroastrianism and all three of your families have adopted it. In that case, whatever your relationship with the head of Zoroastrianism is, all of your families get that number as a bonus (or penalty, if the head of the religion doesn't like you) to their family relationship score.

So, if you are at +100 with the head of your religion, then you get a +100 bonus to your relationship with each family that has adopted that religion.

If you use an "Influence" mission to improve your relationship with the head of the religion by +40, then each family relationship score will ALSO increase by +40 (again, assuming they've adopted that religion), which is tremendously efficient.

In addition to that, while it's true that every city with "your" religion in it gets a -1 Discontent bonus, there's more you can do with that. If your religion is happy with you, each city with your religion in it gets an additional -1 Discontent bonus. If it's "pleased" that increases by another -1, and if you run the "Tolerance" law, you get a net -1 Discontent for every other religion in that city.

All of that naturally stacks with all the other “-1 to Discontent” bonuses you can collect, and the cumulative impact can be huge.

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

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

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

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

Before we leave this section, let’s talk for a minute about getting everybody on the same page. What I mean is, after you found a religion, then what? How do you coax your followers into adopting it?

The first step is to make sure your ruler has adopted your chosen religion of course. Once you do that, you’ll be able to attempt to convert others. Each listed member of a given vassal family counts as 1 point. Each one you convert gives you one point (except the family head, who counts double). Converting more than half the family members to your chosen religion will get the family as a whole to switch, whereupon you start getting those amazing relationship bonuses!

Pagan Religions

It’s worth mentioning that each playable nation has access to pagan shrines and may also found “Paganism” in their territory. This is as simple as building a shrine in any city. As soon as the shrine completes, you have founded Paganism in your nation (each nation has its own “strain” so you don’t have to worry about being first.

There are a number of different shrines, and most of them are quite powerful and worth the investment in stone (and further, shrines may be enhanced by founding and developing a world religion).

Broadly speaking, shrines fall into one of the following categories:

Sun = Order

War = Training

Kingship = Civics

Wisdom = bonus for Odeon/Courthouse adj

Hunting = +1 ranged

Fire = lumbermill adj training

Hearth = Culture

Love = Growth

Underworld = Volcano/Mountain culture

Water = bonus for Nets

Healing = healing

Happiness = Happiness

Tile Improvement

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

That's not the case in Old World.

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

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

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

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

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

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

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

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

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

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

Terrain Types & Improvements

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

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

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

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

Regarding rural improvements, be aware that recently a new terrain type, "Marsh" has been added to the game. These actually cause damage to any unit that ends its turn on the Marsh tile, but with if you choose to adopt the law Centralization, Marshland can be transformed into a farm to make it useful (if you don't want to use it as a defensive shield). A farmed Marshland tile produces +2 wood per turn, in addition to its food output.

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

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

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

Principles of Tile Improvement

There are two of these:

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

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

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

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

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

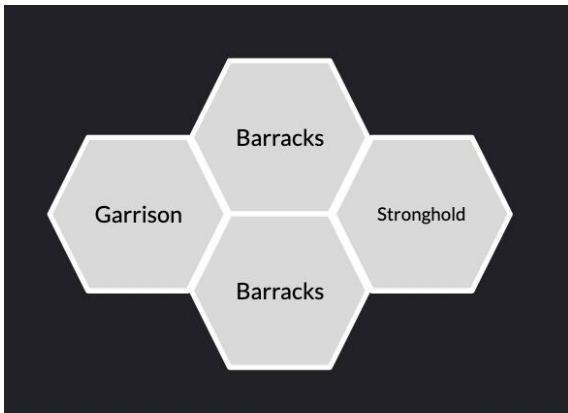
One of the users on Discord, Alcaras, made this graphic to demonstrate. This is a "diamond" of improvements, which is a triangle, plus an extra at the left (or right). In this case, we're looking at an ideal placement of two barracks, a Garrison and a Stronghold.

FluffyBunny's Notes on Unit Placement

Certain tile improvements (Barracks, Range, Harbor) influence where newly trained units appear on the map. This is the priority in which unit placement happens:

1. On a XP generating building (barracks, range, harbor) for that unit class (melee, ranged, ship)
2. For ships, if there are multiple bodies of water in borders, the ship will appear in the largest body of water
3. In the city center tile. For ships, only if there is coast adjacent.
4. In any tile in borders

* Ties for closest tile are decided randomly.



Note, however, that you may also want to factor in the addition of a Citadel. In that case, this is the ideal configuration (again, thank you Alcaras!)



Sometimes, the available terrain won't cooperate with you and you won't be able to do this, but when you can, this configuration will maximize your training output, and the triangle (or diamond) is useful for any type of improvements (clusters of mines, quarries, etc.).

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

Also, it's worth mentioning that when you train troops, you can control, at least to a degree, where they appear on the map. They'll appear first on any tile that grants troops an XP bonus (Barracks, Ranges, Harbors), so you'll want to bear that in mind when you're planning your city layouts.

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

For the most part, urban tiles have to be adjacent to each other and often, adjacent to at least two other urban tiles. If you're building on the coast, the restrictions are relaxed and you only need 1 other urban tile adjacent, provided that the adjacent tile is both coastal and urban!

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

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

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

Again, this seems like a lot to absorb, but really, it's not, and the tile improvement suggestions that the computer will give you aren't awful. You can easily win the game simply by taking cues from the computer regarding what to put where, but once you get a few games under your belt, you'll almost certainly start ignoring the computer's suggestions in favor of pursuing your own highly optimized tile improvement strategies.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



Other Jobs For Workers

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Wonders

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

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

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

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

Here's the complete list of Wonders that can appear in any given game, sorted by when they are available, culturally:

Weak Culture Wonders

The Great Ziggurat

Where to Build It: Must be built in a Holy City.

Cost: 100 Civics and 600 Stone

Output

- +4 Culture per turn

- +20 Civics per turn
- -20% to all improvement costs

You can't survive in the game without building your economy, so it's something that you'll wind up doing for the entire game. This wonder makes it easier, cheaper and more efficient. In addition to that, it provides a healthy Civics boost and having a nice, stable, per turn source of Civics is always a good thing. A solid wonder for any Nation, but it does dovetail especially well with Egypt's natural abilities.

The Hanging Gardens

Where to Build It: Must be built adjacent to a river.

Cost: 100 Civics, 400 Stone, 200 Wood

Output

- +4 Culture per turn
- +20% Growth to All Cities

The wood makes this a relatively expensive early game wonder unless you're in an area with plenty of forests to chop. Even so, a 20% growth boost to all your cities is huge, and this one has tremendous synergy with Babylon's native abilities, though anyone looking to jumpstart their expansion effort would be interested, for sure.

The Jerwan Aqueduct (With Wonders and Dynasties)

Where to Build It: Adjacent to a Mountain or Volcano

Cost: 100 Civics, 200 Iron, 400 Stone

Output

- +4 Culture per Turn
- +2 Growth per year
- (On Completion) Free Farmer specialist in Farms adjacent to the Wonder

Growth and food in the early game are pivotal. The terrain may not always cooperate to allow you to build it, but if and where it does, this is a strong early game wonder to consider!

The Oracle

Where to Build It: Must be built on a hill.

Cost: 100 Civics, 200 Food, 400 Stone

Output

- +4 Culture per turn
- +10 gold per turn, per Religion
- +1 Tech Card Hand Size

- Free Agent Network In All Holy Cities (that exist when the Oracle is completed)

An exceedingly well-priced, powerful wonder. The additional tech card each time you select a tech to research is handy and genuinely powerful if you have a Scholar leader as it can help you get to the exact tech you want to research next. The money is okay, but the real power lies in the free Agent Networks.

Granted, you've still got to research Portcullis to actually deploy an agent, but that's money you don't have to spend, and orders you don't have to use to get scouts to those cities, and the research boost can be significant when you get to that point.

The Pyramids

Where to Build It: Must be built on an arid or sand tile.

Cost: 100 Civics and 600 Stone

Output

- +4 Culture per Turn
- +1 Order per turn
- -50% Start Law Cost

This is a solid wonder no matter how you slice it. Nobody ever complained about having too many Civics or too many Orders and this Wonder gives you more of both, because Civics you don't have to spend adopting laws are Civics you still have on hand for other things (like assigning Governors, buffing your Religion, etc.). Basically, this Wonder just makes playing the game easier. Get it if you can.

Stupa

Where to build it: adjacent to city center

Cost: 400 civics 400 stone, -1 order for ten years

- Enables pillar edicts
- +4 culture per year, +2 vp

The Yazilikaya (With Wonders and Dynasties)

Where to Build It: Holy City OR Adjacent to a Mountain

Cost: 100 Civics, 600 Stone

Output

- +4 Culture per Turn
- State Religion Cities produce 20% more Civics

This one is something of a hidden gem. Civics are (or can be) notoriously hard to come by, and having an "extra" source of them can be invaluable, no matter what your playing style.

Developing Culture Wonders

The Apadana

Where to Build It: Must be built adjacent to a City Center

Cost: 200 Civics and 900 Stone

Output

- +6 Culture per turn
- +20 Civics per turn
- -50% Maintenance in all cities

Snagging this and the Great Ziggurat together will put your Realm on steroids. Everything about your Kingdom will be more efficient and positively humming. The reduction in maintenance will give you plenty of cash to buy pretty much anything you need and the Civics boost is always useful.

Even alone, the Apadana is no slouch in the Wonders department as money is the most versatile form of currency you have, and the more you have available, the more you'll find your options expanding.

The Ishtar Gate

Where to Build It: Must be build adjacent to a City Center

Cost: 200 Civics, 300 Iron, 600 Stone

Output

- +6 Culture per Turn
- +2 Growth per Turn, per Culture Level
- All Cities you Own gain +100 Culture on completion

Pricy, but exceedingly powerful for a number of reasons. First, it instantly gives you a whole boatload of new places you can rush buy from. Second, it's almost certain to give you a chain of cultural events as your newest cities all move from Weak to Developing, and third, it gives you a nice growth boost in the city you build it in. This one's a keeper.

The Jebel Barkal (With Wonders and Dynasties)

Where to Build It: Hill

Cost: 200 Civics, 900 Stone

Output

- +6 Culture per Turn
- On completion, all cities gain 1 Random Temple
- +2 Culture per year, per Religion in the city that builds it

Perhaps a bit on the underpowered side, this one is situationally useful if non-Pagan religions are central to your overall strategy.

The Lighthouse

Where to Build It: Coastal Water

Cost: 200 Civics, 300 Iron, 600 Stone

Output

- +6 Culture per Turn
- +10 turns faster Hamlet growth (in the city the Lighthouse is built in)
- All cities you own see +100% output of Nets

This wonder can be insanely powerful if you're playing with a Traders family, and even if you're not, with lots of Net tiles, it can still be a superb addition. It's also one of two wonders that can help you get off of an island pre Navigation, or help to build an intercoastal waterway and get you around a troublesome mountain, so handy for a number of reasons.

The Mahavihara

Where to build: anywhere

Cost: 200 civics, 900 stone, -1 order for 14 years

Output

- +6 culture per year
- +1 civic per urban specialist
- +2 vp
- All cities, library +2 science per year

The Necropolis

Where to Build It: Must be built on a Hill.

Cost: 200 Civics and 900 Stone

Output

- +2 Culture per turn, per Specialist (in the city you build it in)
- +6 Culture per turn
- All cities gain +3 Civics per pagan religion

If you're going to lean into Religion in your current game, then you want this wonder. It makes one of the key religious buildings vastly more powerful. Consider this one to be a Religious Supercharge option.

The Royal Library (With Wonders and Dynasties)

Where to Build It: Adjacent to City Center

Cost: 200 Civics, 600 Stone, 300 Wood

Output

- +6 Culture per Turn
- +20 Civics per year (Global)
- Connected Foreign Cities give Science

Science is always a good thing but this wonder is much better suited to those who are playing a largely peaceful/builder game and are thus, more likely to be on friendly terms with near neighbors for extended periods of time.

Strong Culture Wonders

Al Khazneh (with Wonders and Dynasties)

Where to Build it: Adjacent to a Mountain

Cost: 300 Civics and 1200 Stone

Output

- 8 Culture per year
- Connected Cities gain +20% Money
- On completion, gain +3 Caravans

A builder's dream, this wonder will give you a steady infusion of cash, in addition to a big one-time windfall, courtesy of the Caravans, to say nothing of the Diplomatic boost!

The Acropolis

Where to Build It: Must be built on a Hill

Cost: 300 Civics and 1200 Stone

Output

- +8 Culture per Turn
- +2 Civics per turn, per Religion in the city it is built in
- All cities you control gain +0.5 Orders per Forum

Forums are an often underappreciated city Project. This makes them genuinely powerful. If you have eight cities in your realm, building Forums everywhere can give you an additional 4 Orders for nominal cost, and the more religions you allow to spread to the city where the Acropolis is built, the

more Civics you'll have to play with too (which makes this an excellent pairing with the Tolerance law). Expensive, but anything that gives you more Orders has to be counted as powerful.

The Colossus

Where to Build It: Coastal Water

Cost: 300 Civics, 800 Iron, 400 Stone

Output

- +8 Culture per Turn
- +1 Level for all New Units (from this city)
- (All Cities) +2 Civics per Turn per Connected City

One of my favorite wonders, this one is useful in all kinds of direct and indirect ways. Like the Lighthouse, you can use it to get around nettlesome corners where your Intercoastal Waterway system is concerned, and the civics boon can be enormous.

If you build this in a city you've already specialized as a troop training center, you can easily engineer a situation where your starting units get at least 2 free promotions, right out the gate, and it's not hard to push past that (2 barracks and 2 ranges, each with Elder Officers is +200xp. A Strict Governor is another +100, and a free level on top of that! Then of course, there are event driven "extras" that might give you another +50xp for certain types of units...

The Cothon (with Wonders and Dynasties)

Where to Build It: Coastal Water

Cost: 300 Civics, 600 Stone, 600 Wood

Output

- +8 Culture per Turn
- +1 Level for all New Ship Units (from this city)
- +10 XP per year for all Ship Units
- Creates a Trieme Unit every 10 years

A lot of maps don't leave much room for a naval component to your game, but if you're playing on a map that does, this wonder could be a game changer. You won't always need it, but if the strategy of your current game relies heavily on a strong naval presence, this wonder can help get (and keep) you there.

The Mausoleum

Where to Build It: Must be built on a Hill

Cost: 300 Civics, 1200 Stone

Output

- +8 Culture per Turn
- New Units start with Guard I (in the city this is built in)
- All Cities gain +50% Culture

If you're playing a Culture heavy game, you need this wonder. It will help your cities develop and mature more quickly which will see you adding a steady stream of VP's to your count, and even if you're not fond of defensive combat promotions, getting this wonder will simultaneously increase the survivability of your troops and deny a powerful tool to all of your rivals.

The Monumental Buddhas

Where to build it (anywhere)

Cost 300 civics, 1200 stone, -1 order for 10 years

Output

- +8 culture per year
- +2vp
- +60 religion opinions
- All cities, +2 culture per year, per religion
- Spreads Buddhism

The Musaeum

Where to Build It: Must be adjacent to a City Center

Cost: 300 Civics, 800 Iron, 400 Wood

Output

- +8 Culture per Turn
- +50% Science Output
- All cities you control gain +1 Civic per turn, per Elder Specialist

The main draw here is obviously the hefty boost to science output and as a Strong culture wonder, it stands to reason that any city that could even qualify to build this wonder would probably have decent science. Given that science drives the game, this one should be high on just about everybody's wish list.

Legendary Culture Wonders

The Circus Maximus

Where to Build It: Must be built adjacent to a City Center

Cost: 400 Civics, 600 Food, 1200 Stone

Output

- +10 Culture per Turn

- +10 XP per Turn for Idle Mounted Units
- +40 Training per Turn
- All cities that build new Mounted Units see those units start with Swift

If Swift, fast-leveling Cataphracts don't get your heart racing, nothing will. This is a great capstone wonder. Expensive, sure, but by the time you can build this, you can almost certainly afford the hit.

The Colosseum

Where to build it: Must be adjacent to a river

Cost: 400 Civics, 600 Food, 1200 Stone

Output

- 10 Culture per year
- 1 Training per population
- Creates a Swordsman every 10 years

The Hagia Sophia

Where to Build It: Anywhere in any Holy City

Cost: 400 Civics and 1800 Stone

Output

- All cities gain +2 happiness levels on completion
- +10 Culture per Turn
- The city the wonder is built in gets a +2 happiness per turn bonus

That last line says it all, doesn't it? If you're looking for a way to slam the door on your Discontent problems, this will likely do it, or at the very least can play a pivotal role in getting you there.

The Heliopolis (With Wonders and Dynasties)

Where to Build It: Arid or Sand tiles

Cost: 400 Civics, 1800 Stone

Output

- +10 Culture per Turn
- +1 Order per turn, per Shrine (all cities)

If you've invested heavily in Pagan shrines over the course of your game, building this Wonder can lead to a massive infusion of Orders per turn. It's situationally powerful but may not be something you reach for every game it's available.

Hill Fort

Where to build: hill

Costs 400 culture, 1800 stone, -1 order for 16 years

Output:

- +10 culture per year
- +20 max hp for city
- +2 vp
- All cities +4hp per year for units in city territory
- +2 training per adjacent farm

The Pantheon

Where to Build It: Anywhere in any Holy City

Cost: 400 Civics and 1800 Stone

Output

- +10 Culture per Turn
- +40 Training per Turn
- All cities with your State Religion gain +2 Civics per turn, per Culture Level

This one feels a little underwhelming to me compared to the rest, but I still wouldn't say no to it if I had the resources (though admittedly I'd grab any of the others before this one).

The Via Recta Souk

Where to Build It: Must be built adjacent to a City Center

Cost: 400 Civics, 1200 Stone, 600 Wood

Output

- +10 Culture per Turn
- Gives all on-map luxury resources.

This one's power is directly tied to the kind of map you play on. If you play with sparse resources, you may not have any luxuries to spare to send to cities, but if you do, this can be...huge. Game altering.

Late Game Tile Improvements

These don't usually get a lot of attention but Discord user "NoMe" brought it to my attention that they didn't get a mention here at all, and I wanted to remedy that.

There are a few of these, but the two that can really have an impact in spite of the fact that they appear relatively late in the game are Windmills and Watermills.

These guys can have an AMAZING impact on your total outputs, so it's well worth investigating where they might fit into your overall tile improvement plan once you get the requisite techs. You

may not have time to put tons of them into play, but the ones you do place on the map will have an outsized impact, for sure!

Automating Workers

While many Old World players prefer a decidedly hands-on approach, some people are more interested in delegating a certain amount of authority to the AI. In fairness, the AI in Old World is really, really good, and if you decide to turn tile improvement over to the AI, it will wind up doing a pretty good job.

Here are the three key things to remember about the AI that controls worker decisions:

- As much as possible, the AI will try to arrange “family friendly pairings” so a worker from one family won’t often wander into the territory of a city border of a different family.
- If you turn on automation for a worker while he’s outside his family’s borders, he’ll consider improving tiles inside the city he’s in, along with what might be best for the nearest city that he’s from and will, over time, move back to that city, but you can expect to see the worker improving some tiles along the way unless he’s right on the border between the two.
- You can “interrupt” the AI auto-improvement by creating tile pings. This lets the AI know that you really want improvement X at a specified location and the nearest automated worker will head toward that location and get it done for you.
 - Note that if you have multiple pings on the map, the order you placed them doesn’t matter. The AI will consider proximity and total net benefit to you when determining the order to take care of them in.

To place a map pin to get an automated worker’s attention, select the map tile you wish the worker to improve and alt + left click to bring up this menu:

Then, click on the downward pointing arrow and you’ll be given a list of tile improvement options. Select the improvement you want (in my case, a Hamlet) and left click it, which will put a map marker on the map. This will get the attention of automated workers in the area!

Note that you can also “semi-automate” one or more workers. Let’s say, for example, I want to assign one worker the task of building a bunch of different tile improvements back to back. Normally, for me, this happens when I’m interested in scaling up my production of a given resource. Here, I’ve got a number of forest tiles that would benefit from lumber mills, so rather than queuing them up individually, I’ve created an “action chain.”

To do this, you simply shift + right click on each waypoint, set the desired improvement, and then shift + right click to create the next waypoint. This will keep the selected worker busy for a few decades.





How Many Workers Is Enough?

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

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

Vel's Strategy Notes on Workers

Here's the sweet spot I've found that works for me: One worker per city, but in my three family seats (which is almost always your first three cities), I want a second worker – one for rural tiles and one for urban.

Then, as the game develops, those three "extra" workers can become floaters, building far-flung road networks, helping jumpstart tile improvement at a new city, etc.

Rush Buying

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

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

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

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

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

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

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

Unfortunately, Civics are in high demand. You need them to adopt laws and improve religion, not to mention the demands of diplomacy, so don’t count on just having hundreds of “spare” civics lying around, enabling you to rush at will. You may get the occasional unit, specialist, or city project in that manner, but odds are that you simply won’t have enough “spare” Civics to make use of Civics-based rush-buying as often as you’d like.

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

Rushing via Training

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

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

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

Rushing via Gold (Money)

Scenario 1 – A Judge Governor

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

If all of these conditions are met, the city in question can use money to rush projects and specialists (but not units).

Scenario 2 – The 'Holy War' Law

To make use of this method of rushing you must:

- Research Martial Code
- Adopt the law 'Holy War'
- Have a State Religion
- Have your religion in the city you wish to rush from
- Have a culture level of at least Developing in the city in question
- And its defenses must be 100% intact

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

Rushing via Population

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

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

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

Scenario 3 – Orthodoxy

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

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

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

Assuming all of those conditions are met, you'll be able to use Orders to rush any and all production.

When To Rush (And When Not To)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Costs Associated With Rushing

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

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

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

Faux Rushing (Ambling)

This brings us to the topic of “Faux Rushing.” It’s a means of getting some of the same benefits as rushing, but without actually using any of the rush buying options above.

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

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

Start building it anyway!

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

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

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

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

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

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

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

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

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

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

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

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

Specialists

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

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

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

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

Also note that urban improvements are tiered, so for instance, early on, you can build an Odeon. Later, you can build a theater, and still later, an amphitheater. If you have built the highest tier improvement in a city, that improvement allows you to build an elder specialist without having to first build an apprentice and master, saving you both time and resources. Similarly, the "middle" improvement (a theater in this case), allows you to "skip" apprentice specialists.

Exploration In Old World



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

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

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

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

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

There are three primary reasons to scout.

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

Second, scouting gives you bonus resources, both when you discover new special tiles, and when you park on one and spend an order to harvest from the tile, which is a thing. Yes, it costs an order, but it provides a significant enough resource boost that it's often well worth doing. You can only harvest

periodically though, so once you've harvested a given tile, you can move on, continue exploring later, and then circle back to the tile later to harvest again.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

More On Movement

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Also note that urban tiles come with roads built in, so if you're moving through an urban tile, you're moving along a road.

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

While road movement is very good and efficient, nothing trumps movement along the coast. For a single point of fatigue, an infantry unit (or other 3 footprint, 3 fatigue units) can move a staggering NINE tiles, with the caveat that the unit must start and end that fatigue point's movement on land.

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

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

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

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

Diplomacy



Diplomacy is amazing in Old World, and is both incredibly deep and versatile. In the early game, your ruler winds up doing most of the diplomacy for you, primarily in the form of “Influencing” individuals (members of your Royal Court and foreign leaders, along with the heads of various religions slightly later on).

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

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

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

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

Your Ambassador

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

Vel's Strategy Notes on Diplomacy

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

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

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

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

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

- Trade Mission
- High Synod (Your chances of success in this mission will increase based on your Ambassador's Wisdom score)

Ambassador Impacts

- Wisdom: Increases Culture
- Charisma: Increases Foreign Relations

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

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

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

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

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

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

Ambassador Missions

- Peace/Truce with Tribes or Rival Nations
- Demand Tribute

- Courage: Increases Tribal Opinion
- Discipline: Increases Religious Opinion

Your Chancellor

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

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

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

Chancellor Missions

- Family Gifts (Chance of success increases based on your Chancellor's Charisma score)
- Pacify City (Chance of success increases based on your Chancellor's Discipline score)
- Imprison (Chance of success increases based on your Chancellor's Discipline score)

Note that imprisoning the head of a religion does not remove that person from his/her position! (it will make them really mad though)

Chancellor Impacts

- Wisdom: Increases Growth per city
- Charisma: Increases Civics
- Courage: Increases Training
- Discipline: Increases Money

Your Spymaster

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

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

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

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

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

Spymaster Missions

- Infiltrate Nation (Chance of success increases based on your Spymaster's Courage score)
- Slander Nation (Chance of success increases based on your Spymaster's Charisma score)
- Steal Research (Chance of success increases based on your Spymaster's Wisdom score)
- Assassinate (Chance of success increases based on your Spymaster's Wisdom score)
- Establish Local Spy Network (in a specific city)
- Expose Agent Network (requires Scholarship)

Note that establishing a local spy network in a target rival city does not remove fog of war. The scout can make the initial contacts for you, but if you want to be able to see what's going on, you'll have to assign a character to manage the network in that city!

Spymaster Impacts

- Wisdom increases Science
- Charisma increases Family Opinion
- Courage decreases Discontent per city
- Discipline increases the number of orders you have available

Diplomacy is insanely powerful. Don't overlook or discount it, and be very mindful of exactly who you appoint to which position. How you plan to use them in that post will almost certainly influence your selection.

Finally, be aware that there's some competing needs at play here. For example, keeping the heads of your family happy is very important and giving them jobs on the Council is a good, quick way to boost relations with them, however...

If you can find other means of getting on good terms with them, you can use your family heads to run some diplomatic interference for you, which you may not be able to do if you've appointed them to the Council and spent an order to send them on some other mission, so plan the matter carefully indeed!

Family Intercessions

Earlier, I mentioned that not all characters are created equally, and that's true. If, for example, you can get the head of a family "Pleased" with you, then you can spend 2 orders and a bit of money to ask that character to "intercede" on your behalf. This works just like an "Influence" mission except the family head does it for you. He or she can go speak with a character in their family and try to sway their opinion of you. If successful, your relationship with that person improves by +40, which stacks with your own Influence efforts.

The combination can be powerful and it matters because if you can get your wife, your heirs (especially your heir apparent), your Ambassador, Chancellor and Spy Master to pleased then the

amounts that they will add to the top line of your economy will double. Then you can start doing the same to city governors. The impact can be enormous.

Also note that this same concept holds true with the heads of religions. If they're Pleased with you, they can perform a similar function that cuts across family lines, provided that the character in question follows the Religion Head's faith.

All in all then, you have a slow growing but incredibly powerful suite of tools at your disposal to help increase your relationship with the "key players" in your Realm.

Sex As A Diplomatic Tool

This is another thing that should not be overlooked. Oftentimes, you'll get an event that gives you the possibility of taking a lover.

Doing so will radically improve your lover's opinion of you, but be aware that not all lovers are created equally. Even so, if you select your lovers carefully and stick with politically connected individuals (heads of families and/or religions) it can give you another powerful means of influencing other characters in your Realm.

There are some downsides to be aware of. You run the risk of alienating your spouse if you're found out, and you may have illegitimate children that can cause you some trouble, but for the most part, these are manageable issues, so again, don't discount the notion entirely. If you do, you're ultimately limiting your diplomatic reach.

Laws

Now let's talk about laws. As the ruler of a nation, when you hit certain tech thresholds, and provided that you've got enough Civics to do it, you gain the opportunity to enact various laws.

In all, there are thirty different laws, but they appear in pairs and are exclusionary, so for example, researching the tech "Rhetoric" unlocks the Epics and Exploration pair of laws. You get to pick one or the other (or neither).

As the game progresses and your needs change, if you wish, you can spend additional Civics to switch to the law you didn't pick.

In this section, we'll take a closer look at the laws themselves. Here goes:

Unlocked at Rhetoric

Epics

- [All Units] +10 culture per Military Unit Killed (culture goes to nearest city you control)
- Hero Opinion +20
- Cost: 400 Civics

Exploration

- Movement Bonus along Neutral River
- Scouts Move on Water

- Hunters Opinion +20
- Cost: 400 Civics

Unlocked at Labor Force

Slavery

- [All Cities] +4 Iron, +4 Stone
- Builder Opinion: +20
- Cost: 400 Civics

Freedom

- [All Cities] +20% Growth
- -5% Rebels chance
- Redemption Opinion: +20
- Cost: 400 Civics

Unlocked at Aristocracy

Centralization

- Allows building Farms on Marshland
- [Capital City] +2 Science per Year, Per Culture Level
- Legalism Opinion: +20
- Cost: 400 Civics

Vassalage

- -50% Unit Consumption
- No Extra Unit Consumption when Outside Borders
- Riders Opinion: +20
- Cost: 400 Civics

Unlocked at Sovereignty

Tyranny

- +20% Training
- +10 Money per year, per Military Unit in Territory
- Upkeep: Low Civics
- Orator Opinion: +20
- Cost: 400 Civics

Constitution

- [Capital City] Unlocks Decree
- [All Cities] +1 Science per year, per Urban Specialist
- Upkeep: Low Training
- Statesmen Opinion: +20
- Cost: 400 Civics

Unlocked at Navigation

Colonies

- Can Buy Tiles
- Upkeep: Low Money
- Diplomat Opinion: +20
- Cost: 400 Civics

Serfdom

- +5 Orders per Year
- [All Cities] +1 Discontent per Year
- Upkeep: Low Training
- Landowners Opinion: +20
- Cost: 400 Civics

Unlocked at Monasticism

Monotheism

- [State Religion Cities] +1 Order per Year
- Upkeep: Low Civics
- Gnosticism Opinion: +20
- Cost: 400 Civics

Polytheism

- [All Cities] Can build each Shrine in every City
- Upkeep: Low Money
- Mythology Opinion: +20
- Cost: 400 Civics

Unlocked at Citizenship

Divine Rule

- Can adopt Pagan State Religions
- [All Cities] +1 Order per Pagan Religion
- Upkeep: Medium Money
- Clerics Opinion: +20
- Cost: 400 Civics

Legal Code

- +10 Civics per Year, per Active Law
- Upkeep: Medium Orders
- Judge Opinion: +20
- Cost: 400 Civics

Unlocked at Doctrine

Tolerance

- Can Build Non-State Religion Disciples
- [All Cities] +2 Happiness per Year, Per Non-State Religion
- Upkeep: Medium Civics
- Dualism Opinion: +20
- Cost: 400 Civics

Orthodoxy

- Disciples can purge World Religions
- [State Religion Cities] Can Hurry Production with Orders
- Upkeep: Medium Money
- Revelation Opinion: +20
- Cost: 400 Civics

Unlocked at Architecture

Philosophy

- [All Cities] -20% Urban Specialists Production Time
- [All Cities] +1 Science per Year, with Forum
- Upkeep: Medium Civics
- Sages Opinion: +20
- Cost: 400 Civics

Engineering

- -25% Wonder Costs
- Roads bridge across rivers
- Upkeep: Medium Money
- Scholar Opinion: +20
- Cost: 400 Civics

Unlocked at Manor

Professional Army

- +50% XP for All Units during Combat
- [All Cities] +2 Training per Year, with Treasury
- Upkeep: High Money
- Tactician Opinion: +20
- Cost: 400 Civics

Volunteers

- +20 Training per year, per War

- [All Cities] Can Hurry Production with Population
- Upkeep: High Civics
- Champions Opinion: +20
- Cost: 400 Civics

Unlocked at Vaulting

Iconography

- [All Cities] Monastery: +2 Training, Cathedral: +2 Happiness, Temple: +20 Money
- [All Cities] No Random Non-State Religion Spread
- Upkeep: High Civics
- Veneration Opinion: +20
- Cost: 400 Civics

Calligraphy

- [All Cities] +10 Culture per year
- [All Cities] +1 Happiness per Year per Elder Specialist
- Upkeep: High Money
- Patrons Opinion: +20
- Cost: 400 Civics

Unlocked at Martial Code

Pilgrimage

- Holy City: +10 Money per year, per city with Religion
- +25% State Religion Spread
- Upkeep: High Training
- Enlightenment Opinion: +20
- Cost: 400 Civics

Holy War

- [All Cities] +1 Random Promotion for New Units
- [State Religion Cities] Can Hurry Units with Money
- Upkeep: High Science
- Zealot Opinion: +20
- Cost: 400 Civics

Unlocked at Jurisprudence

Guilds

- [All Cities] +1 Happy for each Hamlet
- [All Cities] 10 money per year per different type of specialist
- Upkeep: Very High Money
- Artisans Opinion: +20
- Cost: 400 Civics

Elites

- Store up to 100 Orders between Years
- [All Cities] +2 Orders per Year, per Legendary City
- Upkeep: Very High Training
- Schemer Opinion: +20
- Cost: 400 Civics

Unlocked at Lateen Sail

Autarky

- [All Cities] Mines, Quarries and Lumbermills: +20% Output
- [All Cities] Can build Units that require Horses, Camels, or Elephants
- Upkeep: Very High Science
- Commander Opinion: +20
- Cost: 400 Civics

Trade League

- [All Cities] Unlocks Convoy
- Can Sell for the same price as Buying resources
- Upkeep: Very High Civics
- Traders Opinion: +20
- Cost: 400 Civics

Unlocked at Fiscal Policy

Coin Debasement

- Can Buy/Sell Orders w Money
- Upkeep: Very High Money
- Schemer Opinion: +20
- Cost: 400 Civics

Monetary Reform

- [All Cities] +2 Happiness per Year
- [All Cities] No Discontent from Hurrying
- Upkeep: Very High Civics
- Traders Opinion: +20
- Cost: 400 Civics

All of these effects stack, so the more laws you unlock and enact, the stronger your nationwide bonus will become.

What's cool about this is that it allows you to create your own, custom bonus that strengthens your particular style of play.

It pays to spend some serious time considering the laws referenced above, and their cumulative impacts against how you like to play and how you plan to organize your game. While there is no “right” combination of laws, implemented well and wisely, you’ll be able to vastly strengthen your nation as a whole.

Making Good Decisions Where Laws Are Concerned

Here’s a short guide that will walk you through the things you may want to think about when trying to decide which law to enact when you unlock a new pairing:

Epics/Exploration (Rhetoric)

In this case, your choice of bonus is between movement bonus along neutral rivers. Scouts move on water OR +10 culture (nearest city) per military unit killed.

This is one of the first law choices you’ll have available, both of these provide very good bonuses, though both are somewhat situational (Epics will tend to be the go to in MP games and the strength of Exploration is tied to the type of map you play on – a map with little to no water is going to seriously blunt the effectiveness of Exploration, for example).

Greece in particular can make excellent early game use of Epics, though any nation surrounded by rivals will get some real value from this law.

Slavery/Freedom (Labor Force)

Here, your choice is between some valuable, free early game resources, or growth and happiness. It’s a tough choice but in general, early on, more “stuff” is better than less, and the growth and happiness bonuses will gain value over time.

The real question then, is, “if I adopt Slavery now for the resource boost” will that be ‘worth it’ considering I’ll need to spend more civics later to switch laws? Only you can answer that question, based on how your game is playing out.

Note that opting to choose “neither,” essentially skipping Slavery and waiting till it makes more sense to adopt Freedom is a viable choice here.

Centralization/Vassalage (Aristocracy)

Your choices come down to picking between the ability to build farms on Marshland and +2 Science per Culture Level OR -50% unit consumption and no extra consumption for units outside your borders.

If you’re surrounded by marshland and you want to put it to good, productive use, a case can certainly be made for adopting Centralization, and once your Capital gets to “Developing” culture level and beyond, it will give you a decent science boost, but Vassalage offers some compelling advantages of its own.

After all, early on, you’ll have military units outside your borders dealing with the tribes and if you’re fighting an offensive war with a big army, the material savings will be quite significant. Early on, you don’t have much science and you’re not generating many resources so both of these can provide powerful boosts. It ultimately comes down to which one you need most urgently.

Tyranny/Constitution (Sovereignty)

At the end of the day, this is a guns or butter decision. More training and money on the one hand, more, more science and the “Decree” ability on the other.

Both of these are great bonuses and both only grow stronger over time. The “right” choice for you ultimately depends on what you want more of in the game you’re currently playing. Let that guide your thinking here.

Colonies/Serfdom (Navigation)

Here, your choices are either the ability to buy tiles with money OR +1 Discontent per city, per year and 5 extra Orders per year.

It’s hard to argue with more Orders since Orders are the most powerful form of currency in the game, but there will be times when you’ll badly want or need to buy tiles to expand your realm, especially if you’re trying to build an intercoastal waterway for rapid transit.

This then, is an agonizing choice. For most of the game, the extra orders from Serfdom will serve you better, but you’ll almost certainly want to run Colonies for a time in order to get your borders fixed where you want them.

Monotheism/Polytheism (Monasticism)

Here, your choices are either +1 order per state religion city OR the ability to build each shrine in all of your cities.

Shines are incredibly powerful, and some nations have simply phenomenal, next-level good shrines. Even if you’re playing a nation that doesn’t have epic shrines, there are probably at least a couple you’d like to have in every city, so there’s a strong argument in favor of running a period of Polytheism in order to build the shines you want most.

Once that’s done, however, there’s little reason to keep Polytheism and you’ll find the extra orders to be invaluable.

Of course, depending on the specifics of your game, you may not have the luxury of time to build those shrines and in that case, you may as well just run Monotheism from the moment you can afford to adopt the law so you can start reaping the benefits of those extra orders as soon as possible.

Divine Rule/Legal Code (Citizenship)

Here, your choices are between getting nominally more orders, or OR +10 Civics per Active Law.

Civics are (or can be) hard to come by, and if you find yourself running perpetually short, Legal Code will be your best friend. On the other hand, if you’ve conquered a number of cities from your neighbors and have several cities with multiple Pagan Religions in them, those orders, and the added flexibility they give you can add up quickly.

Which option is right for you will depend almost entirely on how you’ve structured your game.

Tolerance/Orthodoxy (Doctrine)

Here, you're being asked to choose between +2 happiness per year per city, per non-state religion, and the ability to train Disciples that aren't of your State Religion OR giving your Disciples the ability to purge World Religions and the ability to Hurry Production with Orders.

This is usually an easy choice, but the right answer is going to be highly dependent on the specifics of your game. If you've invested heavily in your state religion and it is a dominant part of your overall strategy, then Orthodoxy will be a natural way for you to further the power of your State Religion, and the ability to rush with Orders is tremendously powerful, IF you've got the Orders to spare.

This, however, does carry with it some nasty connotations. Your neighbors aren't likely to be thrilled with you for booting their religions out of your cities, which can make it more trouble than it's worth.

Generally speaking then, if your cities play home to a number of competing religions, it's usually easier to find ways to work with that reality than try to fight against it and Tolerance gives you another powerful tool you can use to help solve your nation's discontent issues.

Professional Army/Volunteers (Manor)

In this case, your options are for either +50% XP for all units during combat and +2 training in every city with a Treasury OR the ability to hurry Production with Population and +20 training per year, per war.

In most cases, Professional Army is going to serve you better but situationally, Volunteers can be the right option. Specifically, if you're slowly being ground down in a war, the ability to rapidly add military units can be the thing that turns the tide.

That said, Volunteers has to be used with caution because it puts you on the clock. Beyond a certain point, you'll start to degrade the long-term productivity of your cities. It's a good way to bleed your "excess population" away and put them to productive use, but you've only got so much of that, and afterward, each time you rush with Population, you'll wind up hurting yourself as much as helping.

Philosophy/Engineering (Architecture)

The choice is between faster urban specialist production (20% faster) and +1 Science in all cities with a Forum OR -25% Wonder Costs and Roads bridging across rivers.

Both of these are quite good, so ultimately, it depends on how you've structured your game to this point. The bridges across rivers can make movement within your Realm much more efficient and if you're planning to win the game via Wonder construction, then Engineering is the natural choice.

On the other hand, if your game revolves around maximizing the gains from urban specialists, then the ability to put them on the board faster, paired with the science boost can be compelling. The right choice for you depends entirely on how you're playing the game.

Iconography/Calligraphy (Vaulting)

You're being asked to choose between a bonus for your Monasteries (+2 training per year), Cathedrals (+2 happiness per year) and Temples (+20 money per year), versus a massive culture boost and a modest happiness boost.

This is another choice that will be fairly obvious based on how you've structured your game to this point. If you've invested heavily in religious buildings, you'll get more bang for your buck from iconography. If you've invested heavily in Elder Specialists and Libraries, and you're playing a culturally focused game, then Calligraphy can vault you into the winner's circle.

Only you can say for certain which is the better choice, based on how your Kingdom is structured in each specific game.

Pilgrimage/Holy War (Martial Code)

The choice is between money and faster religion spread, OR a free random promotion for each new units and the ability to hurry units with Money in cities with your State Religion.

Again, the right choice for you is going to depend on how you've structured your game. If you're shooting to make your religion THE dominant faith on the planet, Pilgrimage can get you there, and make you rich while doing it.

On the other hand, the free promotion can be a godsend if you're playing a more militant game, and the ability to rush units with money can give you an important leg up in military production. If your game is combat-focused, Holy War will tend to serve you better. If you're playing a more peaceful game, controlling the diplomatic scene via your (probably dominant) religion, then Pilgrimage will further cement your position.

Guilds/Elites (Jurisprudence)

In this instance, the choice is between +1 happiness for each town and some money, OR the ability to store up to 100 Orders between years, and +2 Orders for every city with Legendary Culture.

The ability to store Orders is huge and if you're planning a late game war, then you absolutely want Elites. Some nations (Assyria in particular) can make devastating use of this law, often delivering a death blow on the first turn of a war with proper planning (save up 100 orders, start the war, and then generate more orders via Assyria's national perk).

Even if you're not playing Assyria though, the ability to save orders is just too compelling to ignore in most cases.

If you're playing a peaceful game, however, and want to put the final nail in the coffin where discontent is concerned (and assuming you've invested heavily in Hamlets in the early game), Guilds will certainly get you there.

Autarky/Trade League (Lateen Sail)

You're choosing between a 20% boost to Mines, Quarries and Lumbermills and the ability to build units that require Horses, Camels or Elephants without having access to those resources OR unlocking the Convoy unit and the ability to buy and sell resources for the same price.

The real power of Autarky lies in the fact that it gives you the ability to train Cataphracts everywhere. The boost to resources is structured just like the boost you get from Slavery, so only applies to base yields, essentially giving you +1 per boosted tile. Running this with Slavery can often make sense then, but Trade League is nothing to sneeze at, especially if you've got a few Legendary cities.

Also note that if you're largely self sufficient in terms of resources, then you won't get as much mileage out of the ability to buy and sell resources for the same price. In practice, however, you're generally not completely self-sufficient, making this a powerful bonus indeed.

Coin Debasement/Monetary Reform (Fiscal Policy)

The choice is between the ability to buy/sell Orders OR +2 happiness per year in all cities and no discontent from Hurrying.

Both of these are excellent (and powerful) options, but Coin Debasement for maximum Orders is the more flexible of the two. Even so, if you want to virtually eliminate discontent as an issue for the rest of the game, Monetary Reform represents the final word on that front.

Combat In Old World



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

You'll either fight barbarian hordes that invade your lands, or you'll fight them for space to expand into, or, if you decide not to expand, sooner or later, you'll fight a much larger AI Nation who has decided to come take what's yours. Battle is an important part of growing your realm, so even if

you're a pacifist builder by nature, get used to fighting in OW, because you'll have to. Sooner or later, you'll have to.

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

In most cases, there is no "counterattack." You attack on your turn, and the AI attacks on its turn.

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

Fully fortified units also get a counterattack as do units with Tactician generals assigned, but these are somewhat rare circumstances. By and large, there's no counterattack, and that will take a bit of getting used to if you're coming from some other 4x game.

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

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

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

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

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

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

Vel's Strategy Notes on Combat in General

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

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

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

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

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

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

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

Also, be aware that some leader archetypes allow you to do amazing things in the field. The

Tactician ruler/general for instance, can "stun" the unit he attacks, effectively taking it out of the fight the following turn. The Hero can "Launch Offensive" by spending 800 Training, which allows the general's unit and every unit you control adjacent to it to move and attack again that same turn (orders permitting, of course).

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

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

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

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

Final point for this section: Be aware that an unlimbered siege unit suffers a -25% defensive penalty. Given how devastating those units can be, that's more than fair.

Vel's Strategy Notes on Generals & Promotions

Personally, I prefer force preservation promotions over those that increase my attack strength. I usually bring enough troops with me that I can kill the units I need to kill.

What I have relatively less control over, however, is what the AI does on its turn, and for that reason, I place a premium on Guard and Combat promotions, which provide a defensive edge on the enemy turn.

For ranged troops, my personal favorite is Eagle Eye/Marksman, because I like being able to out-range my opponent and hit without being hit back.

I'm also rather fond of putting Hero leader/generals in charge of Onagers or Cimmerian Archers (units that deal ranged, splash damage). Being able to use a cluster of such units twice on the same turn is simply devastating.

Combat Basics & Army Organization

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

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

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

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

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

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

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

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

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

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

Tactical Considerations

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

Zone of Control

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

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

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

...except when it can't of course. Cavalry units (and some unique units) can ignore ZOC (unless it is exerted by a Spearman or Pikeman), so while it's a powerful tool in your arsenal, there are counters to it, and then there are counters to the counter, which makes combat both dynamic and exciting.

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

Adjacency Bonuses

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

Splash (And Related) Damage

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

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

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

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

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

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

Flanking

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

You get an attack bonus when flanking, if you are using a general with the Commander archetype who is also your current ruler. Also note that if you flank a unit, it prevents that unit from counterattacking.

Those things, however, are not the main value of flank.

The main value is ZOC-Lock.

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

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

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

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

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

Flanking units allow you to do more with less. In a large battle, you can selectively ignore the enemy's fore-ranking troops, killing some, flanking the remainder and attack more deeply into the enemy's lines. Note that if you have a tribal alliance, that tribe's units count for flanking purposes!



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

Rout

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

Fortification

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

It costs an order to initiate, and an additional order every turn thereafter for 5 turns (rather like a worker building a tile improvement).

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

Once you are at max. fortification level, if you are attacked by another melee unit, you will get to counterattack, dealing counterattack damage. Note that this only applies to maximum fortification and that each time a fortified unit is melee attacked, its fortification level drops by one step. Even so, this can provide a powerful situational defensive advantage.

Pillage and Burn

These are two options that don’t get used very often because in practice, at least most of the time, if you are attacking a rival’s city, your goal is to capture it for yourself, so pillaging tiles that will soon belong to you is of limited value.

That said, there are specific instances when this can be useful. For example, if you and an allied nation are attacking a city and your ally captures it, you can pillage tiles inside the captured city’s borders before it officially “flips” to your rival, and doing so will net you some resources. It might not be much, but it’s a decent consolation prize if you fail to take control of the city.

Another example would be if you have devastated the rival nation’s army and his Kingdom lies defenseless before you but for whatever reason, you want to leave the Kingdom alive but hobbled, continue advancing into the enemy Realm and strip it bare before agreeing to a Truce.

Your rival still lives but will be forever hobbled (because you’ve killed all his workers too, so he won’t be able to repair the damage). It will be decades before that rival is in any shape to threaten you again, and you gain a large windfall of resources.

The drawback here is that it's tedious, micromanagement style work and you'll probably get bored with it before very long.

Note that while Pillage and Burn accomplish more or less the same thing, they do so in slightly different ways. For one thing, Burn doesn't give you any pillage resources. It simply destroys the improvement in question.

For another, Pillage costs and order and ends the pillaging unit's turn. Burn costs 100 training but doesn't end the burning unit's turn. Both have their uses but they are highly situational. Even so, it's important to know that they exist so you can make use of them if and when the situation calls for it!

Battling The Barbarians



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

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

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

Vel's Strategy Notes on Barbarian Camps

The combat-oriented Nations like Assyria and Rome can typically just walk up and curb stomp a barbarian camp in the early game. Lots of Nations, however, can't, and if you're struggling to capture early game camps, you can make your life easier by using your scouts and/or settlers offensively.

Using scouts offensively amounts to using them as meat shields and letting them take a hit or two, rather than letting the barbarians attack your starting military unit.

Once you capture a barbarian camp, if there are surviving barbarians in the area that can still attack you, then you may need the help of a settler.

Use your settler offensively by rushing him toward the barbarian camp site and found your new city mid-battle. The barbarian's attack will fall mostly on the city's defenses and he won't be able to take the last HP from your military unit he knocks the city's defenses down, which he'll never be able to do, because you'll kill him long before then.

Sure, you'll suffer a bit of additional discontent, but it's not enough to really matter in the long run, and it makes capturing the site a whole lot easier.

This matters because you want to start taking barbarian camps over as soon as possible. For the most part, the AI will leave your "freebie" sites alone, so you can backfill those when it's convenient, but if you wait to start taking camps, then you may find yourself with relatively few to choose from.

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

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

Vel's Strategy Notes on Battling AI Nations

Force preservation creates turn advantage. Bring enough troops with you so that you can establish a rolling line, and whenever possible, pull your wounded to the back ranks to give them a chance to heal. If you can "recycle" your wounded troops, and you deny your opponent the chance to do the same, his build queues will be filled with replacements, while yours will be filled with reinforcements. That's a huge difference.

This is why (for me) Guard and Combat promotions are so important. You have fine-grained control over what happens to your troops during your turn. You have almost no control during the AI's turn. Guard/Combat gives you a bit of an insurance policy, and that can be critical.

Also, "Lures" can be spectacularly good ways to demolish large portions of the enemy force because the AI likes to dogpile units (you should too - in general, don't attack something unless you're pretty sure you can kill it on the same turn - don't let enemy wounded get away)! So, send one sacrificial unit (militia are good for this) out ahead of your army, he gets dogpiled, and you lose 1 unit. Then you crush the 4-5 enemy units that attacked him on your turn. That's a good trade (note: AI is getting better at not falling for this, but it still sometimes works!)

Chariots/Horsemen are magnificent at finishing fights! Archers and infantry cripple 3-4 (or more) enemy units. A single chariot swoops in and utterly destroys the lot. Brutally effective.

Finally, splash damage is your friend, especially if you have a unit that can rout waiting in the wings. Onagers, Axemen, Swordsmen - you want as many of those types of units as you can get (which is why the Babylonian Unique Unit is so powerful!). With enough of those types of units massed, you can simply cause an enemy force to evaporate.

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

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

For another, the AI for Nations is programmed to be much more effective than the barbarian AI. You can feel the difference when you're fighting them. The barbarians don't retreat, for example. They'll just stand there trading blows with you until one of you dies. The AI Nations won't do that. If you damage but don't kill an AI Nation unit, he'll run away and heal, then come back to try and kill you later, and of course, the AI Nations really don't like it when you attack their cities, and they'll do

everything they can to keep you from doing that, which usually means sending troops in to beat up on your siege crew.

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

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

The absolute minimum size for an assault force against an AI Nation I am comfortable using is 16 units, generally comprised of: 4 siege engines, 4 ranged attackers (archers, slingers, longbow), 2 mounted units, and 4 melee attackers (usually 2 spears and 2 axemen).

But that doesn't leave you much in the way of padding, so I generally go with 20+ units, adding more infantry so I can rotate out the wounded and heal them up behind the lines.

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

- Make sure your vassal families are happy! Nothing is more important than this. You don't want to go to war and have to keep looking over your shoulder. If the families aren't happy, or at least neutral toward you, then you're not ready to project your power.
- Never attack blindly. Eyes up. That means scouting, or even better, the infiltration of as many of your target's cities as you can manage.
- If your opponent has better tech than you ("learned" or above on the game screen), make sure your opponent is "much weaker" before you attack. If you're comparable (the AI shows as "competent" on the game screen), then make sure your opponent is "weaker" militarily before you attack.
- If you're "similar" in both strength and tech, then you need to use diplomacy as a sword. Make friends with someone else who shares a border with your rival and get that Nation to declare. Wait a few turns for your target to move his army toward that enemy, then strike.
- If at all possible, run as many espionage missions as you can afford in the 1-2 turns leading up to your invasion to sow chaos and weaken defenses.

In an ideal world, you'll stack as many of these advantages in your favor as possible before you declare war, but of course, you seldom have the luxury of achieving the ideal, so...just stack as many

Quick Note - Attacking Cities

Cities are surprisingly tough customers. A city with no walls has 10 hp, but your early attack units will, at best, only do a point or two of damage when attacking the city.

Note too that cities can and will repair at a rate of 1 + (10%) of that city's HP, which can make capturing them a daunting proposition if not handled with care.

If the city in question has a garrison inside it, that unit will only take incidental damage so long as the city's defenses hold and you literally cannot take that unit's last hp while the city's defenses remain even partially intact.

In other words, to capture a city, you'll need to knock down its defenses, then kill the military unit inside it (if any) then kill the civilian unit (worker, disciple, settler) inside it (if any) and THEN you'll be able to occupy the city and begin its capture. The capture process takes 1 turn per culture level of the city on the turn of capture.

of the items above in your favor, be smart when it comes to tactical maneuvering and positioning, use the special abilities of your generals to their fullest extent, and in most cases, you will prevail!

Gaining Promotions

If you have enough training points available, you don't have to wait until your troops have earned a promotion – you can simply pay to give them one, and in many cases, it's well worth doing that. You will, however, find it more efficient to let a unit earn some XP the old fashioned way, then pay a smaller number of training points to promote. With that in mind, here's how units in Old World gain XP:

- Every time they attack, they gain 10XP
- Every time they score a kill, they gain 20XP
- Each turn spent sitting on a Barracks (and some Shrines) they get 10XP
- Some leaders will give units per turn XP depending on their stats
- If your leader is a Commander, then all idle troops get 10XP per turn

Note too that these things stack! So if you have a unit with a general that gives 10XP per turn, and you place him on a Barracks, and you have a Commander leader, that unit will get 30XP per turn and rip through the ranks very quickly! (and as a side note, if you're not parking idle troops on your Barracks/Ranges, then you're only getting about half the value from those tile improvements!)

Naval Actions in Old World

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

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

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



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

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

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

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

Vel's Strategy Notes On Anchoring

Here's a tip/trick I only recently discovered: When you anchor your ship, you don't have to include the coastline IF your borders extend into the water.

My habit had always been to make sure my "anchorage zone" touched the shore but this isn't necessary if your borders extend into the water on the coast. As long as your anchorage zone touches your coastal borders, you're good, which means that you can often increase the width of your anchorage zone by 1 additional tile, which could mean the difference between needing two ships or just one.

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

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

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

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

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

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

Final note before we leave this section. Be aware that you can direct exactly where your ships appear on the map by constructing harbors. Also, if you need to keep your ships safe from enemy squadrons you can dock them inside cities (move them onto the city tile itself). They won’t attack or defend from there, but it gets them out of the water and allows you to build up your strength in the face of an opponent with a superior navy.

Winning At Higher Levels of Play

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

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

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

- Cities are less productive. Founding a new city gives you less of a boost.
- Cities suffer more discontent. On Noble, you're facing a -10 Discontent per turn base. On The Great, you're facing a -14 per turn. That's a hefty increase and you'll start feeling its impacts much more quickly.
- The AI nations are more aggressive and start with more cities. They have a bigger lead for you to overcome.
- The barbarians are a genuine threat. On Noble, they're like Barbarians in Civ, which is to say that they're a speed bump standing in the way of you growing your Kingdom. On the hardest difficulty level, they'll actively come at you in number, which will serve to slow you down.
- You get fewer starting resources. On Noble, you get 100 of each basic resource. On The Great, you get 0, which has tons of immediate impacts to your game.

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

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

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

Vel's Notes on Higher Difficulty Levels

In my opinion, the higher difficulty levels become so much about combat that the other awesome elements of the game get lost in the mix, so I prefer a custom difficulty level that uses the resource and discontent constraints from "The Great" but "Strong" rather than Raging barbarians and aggressive AI, rather than "Competitive."

This mix allows you to do something other than race to build a "carpet of troops" and allows you to explore the other elements of the game.

If you mostly like to fight and you don't think you'll miss the other elements, then there's probably little to be gained by messing with custom difficulty settings unless you're giving the AI an even bigger advantage as a personal challenge, but if you want to explore the diplo game and have the space to let the role playing elements flourish, then you may find a custom difficulty setting more to your liking.

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

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

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

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

Rival Nation Descriptions

One very important thing to keep tabs on is how strong you are relative to your rivals, and how good (or bad) your tech position is relative to those rivals.

The game gives you some hints where those things are concerned. You'll see things like, "Stronger, Learned" next to the various leaders.

Here's the complete list of descriptors you'll find, and exactly what those things mean:

Tech Comparison Descriptors

- Primitive: This means that the Nation in question has accumulated 67% (or less) of your total accumulated research.
- Naïve: This means that the rival Nation has between 67% and 83% of the total research you have generated.
- Competent: This descriptor means that your rival has between 83% and 120% of the sum of all your research.
- Learned: Here, your rival has between 120% and 150% of your accumulated knowledge.
- Erudite: And here, your rival has more than 150% of the sum total of your knowledge.

Military Strength Comparison Descriptors

- Much Weaker: Your rival has 40% (or less) of your military might
- Weaker: Your rival has between 40% and 75% of your military might
- Similar: A rival Nation showing similar has between 75% and 133% of your total military strength.
- Stronger: A stronger rival has between 133% and 250% of your total military strength.
- Much Stronger: A much stronger rival has in excess of 250% of your total military might.

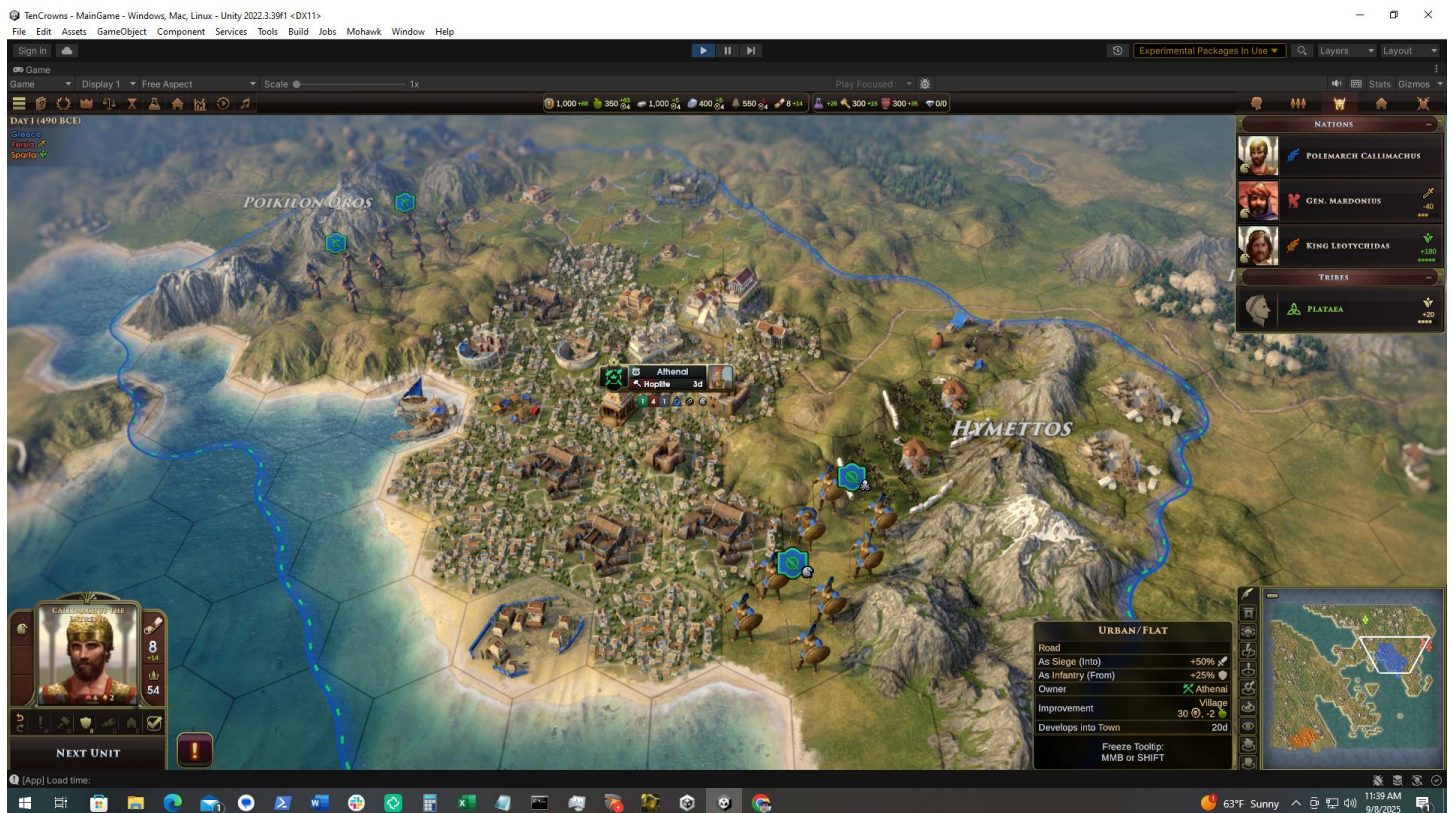
DLC

At this point, the game has been out long enough that we've begun publishing DLC to extend and expand the core game. Given that, we've added a new section to this guide which will serve as the repository for information relating to new functionality added to the game. All of these releases are historical in nature, so you won't find any dragons or wood elves here but – the game is highly moddable, and there's no particular reason that an avid fan couldn't create a fantasy-oriented mod. In any case, here are the details of the DLCs released thus far:

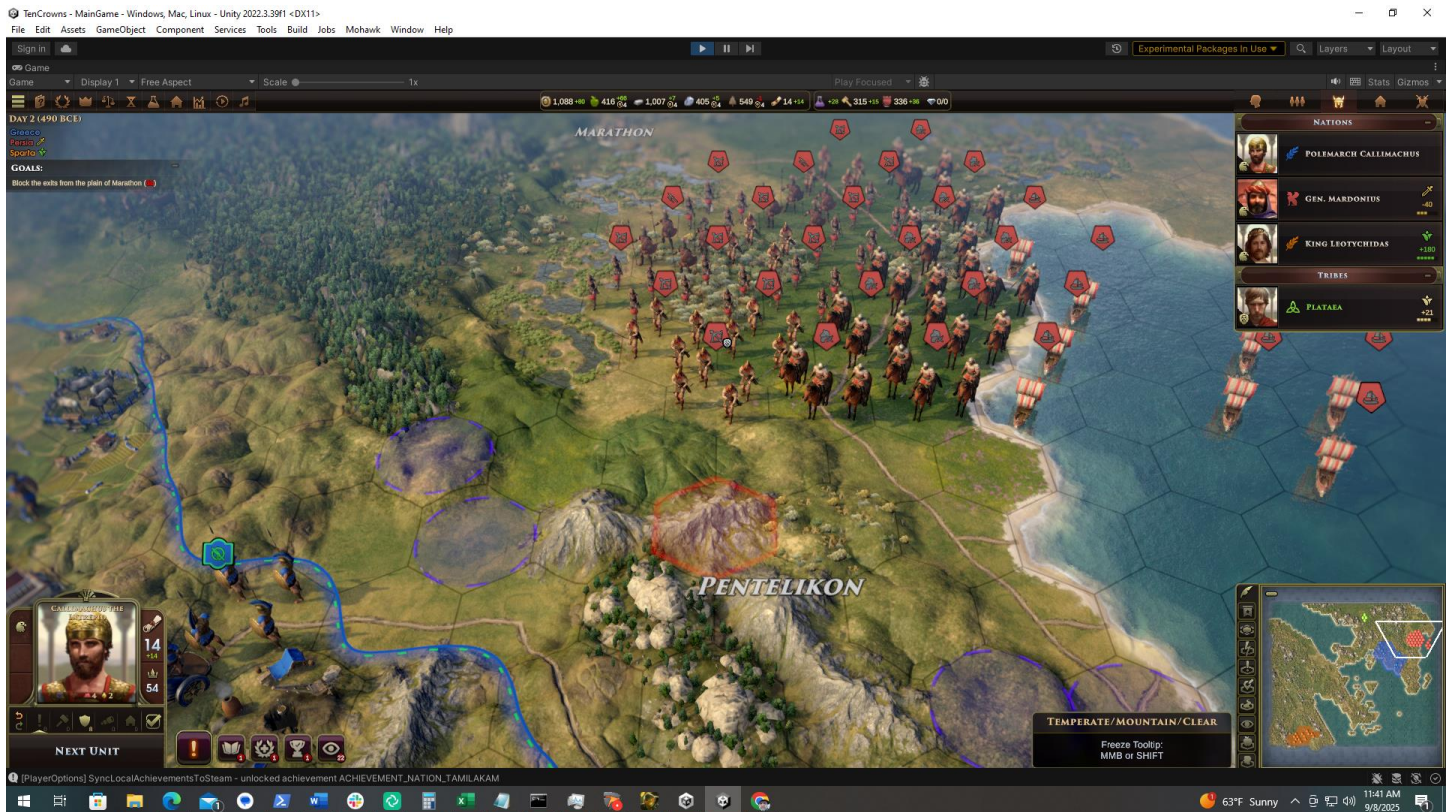
Heroes of the Aegean

This pack includes six historic Greek scenarios which will provide hours of fun, both tactical and strategic. Although there is technically a new mechanic introduced here (Influence) it is fully explained in the DLC's rules and contained entirely within them.

Prologue: The Battle of Marathon



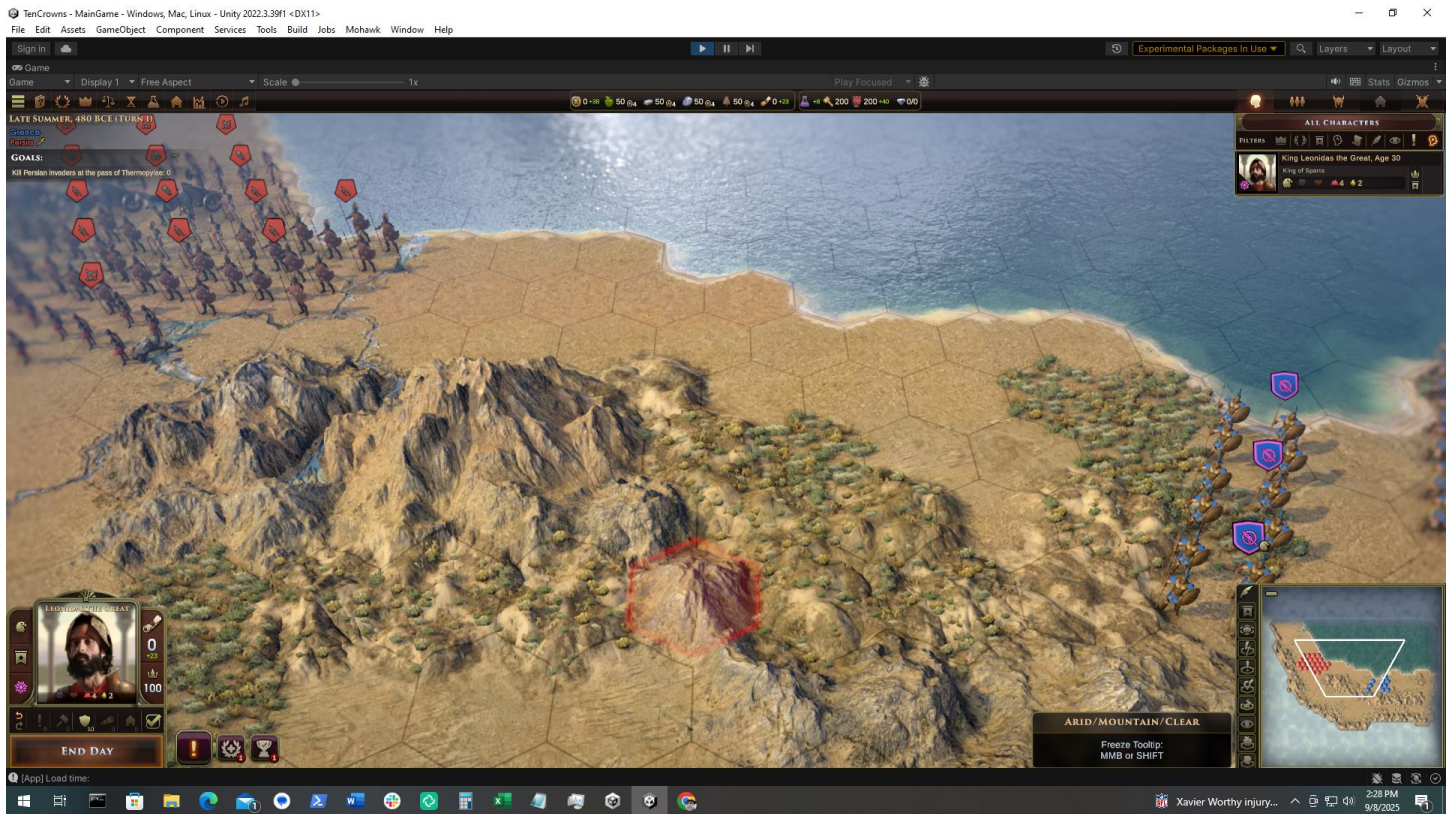
It feels as though you start with a decent-sized army (though you are a bit lacking in the orders department)...and then on Day 2 you see what you're up against. Do not be dismayed!



The goal here though, is to buy yourself time. The scenario walks you through exactly what you need to do, with the most challenging bit being to destroy the Persian army within a set timeframe. You've got the forces to do this but the key will lie in making good, smart use of your chariots. It's a great "warm up" battle because it teaches you about the importance of maneuver and using combined arms to defeat an enemy quickly and efficiently.

On Land and Sea (Ending the Invasion)

This battle opens with Leonidas' defense of the Hot Gates. Not gonna lie, you're not winning this battle. The Persians will keep re-spawning units until you die, but – your goal isn't to defeat the Persians here, only to stall, buy time, and kill as many as you can. The more you kill, the easier you'll find the next mission.



Ultimately, the Spartans continue on to become legends...

The key to this battle is making use of your commander bonus and patience. Don't strike out too quickly because if you make one misstep, you lose your force. Let the enemy come to you and then, punish them. Hammer them relentlessly. Focus on killing, rather than wounding units.



Part Two of this battle is a naval action and if you did well during the first phase, you may wind up with more defending ships, which is a goodness...



This should be a short but bloody battle. There are two basic approaches: Either hit first (better if you outnumber the enemy) and kill as many as you can on the first strike, then grind them down from there, or retreat and let them come to you – they’ll space themselves out a bit and you can ambush the leading elements to get an advantage. Either way, the goal is to hit first and hit hard, massing your attacks for kills.

Then comes part three...a land battle with the Persians. Again, if you’ve done well during the first two phases, you’ll find this final showdown easier.



The Persians have a lot of guys, but you’ve got BETTER guys and their army is an incredibly poor composition to face yours (you have lots of forest and scrub, which can neutralize their modest number of missile troops and your units are simply death to cavalry).

This battle is all about maneuver. Flank the enemy force and crush them. Let them come to you, but be maneuvering as they approach.

The Rise of Macedon

This mission opens with you at war with the Thracians, and from turn one, you get an event that could determine the direction of the whole thing. Either try for a truce or take their stuff.



Whatever you decide here won't really change the difficulty of the scenario, but it will change how you arrange your defenses and deploy your forces.

This is essentially a primer on empire management. You'll need to do it all here, at one time or another. Grow your economy without letting your defenses falter, conquer neighboring lands as opportunities arise or as quests push you in that direction, conduct diplomacy, etc. It's all here, in a somewhat easier format than a standard game.

That's not to say it isn't challenging, but you will get lots of free units and guidance along the way.

Queen Olympias



This scenario opens on the heels of Philip's death, and traces Alexander (The Great's) mother's efforts to secure the throne for him. Here, you get a taste of just how moddable Old World really is. The tech tree is gone, as is discontent. Those things are replaced by Influence and Intrigue, which represent Olympias's primary tools when it comes to achieving the goal mentioned above.

Megas Basileus (Alexander's Wars)

And now we come to it. In this scenario, you get to re-create Alexander's grand campaign.



This is a long, bloody slog through some unforgiving terrain, and against an opponent who is vastly stronger than you for most of the scenario. Your one saving grace, your army is of vastly superior quality. Even so, given the numbers you will be facing, it represents a daunting challenge (don't let the opening few turns fool you!).



The good news is that the map unfolds slowly – certain segments of it won't unlock until you've achieved specific objectives, so while daunting, it never feels outright overwhelming. A very fun scenario to play, but it is extremely unforgiving. Take your time, scout properly, and attack when you know you'll have the advantage.

Diadochi (Dividing the Empire)

On the death of Alexander, his Empire was divided. You can play this vast and sprawling scenario (which amounts to an attempt to reunite the Empire) a number of different ways, and each Kingdom you can start with has its own built-in strengths and weaknesses. One thing you can say though, is that in no case is this an easy scenario. You'll need to apply all of the lessons you've learned by playing the game to this point to succeed here.



The Sacred and Profane

This is an event pack expansion centered squarely on religion. Containing more than three hundred new events, this pack introduces some fascinating new mechanics that will shade and color your playthrough experience. Here's what's in store for you:

Dissent

- Added to cities via a repeating event for $\leq$ upset world religions
- Each dissent project in a city adds 5% chance of rebels spawning and stops non-state religion spread
- A dissent project can be removed in 2 ways
 - Clergy characters can use the 'Quell Dissent' mission for 100 civics to remove dissent of their religion from a city
 - A city with a Governor can build the 'Suppress Dissent' project for 100 training, it can be used to remove any religion's dissent, but it also adds discontent to the city

Cults

- These are improvements that are added by events
- The +1 cult stat counter that shows when added and there are some negative events that occur for nations with multiple cults. Cult shrines appear on their own – you don't actively build them, and they have powerful effects but “too much of a good thing” definitely holds true here.

Clergy

- A Religion Head of your nation can induct a character into the Clergy with the Induct Into Clergy mission
- Can't be used on characters in the line of succession (although some events can make them clergy) or Family Heads
- Clergy characters have the Quell Dissent mission and having one in your court gives +30 opinion to their religion
- This DLC also introduces two new *types* of clergy: Pagan and World Clergy. Both of these new types of priests have their own special abilities (in the form of missions) with Pagan Clergy being able to increase happiness in a target city by offering sacrifices to the gods, while World Clergy can do things like acting as “Agents” in cities that share their religion, or removing (religious) dissent.

Additionally, the game introduces a total of six notable characters, each with events tied to them that could flavor, and in some cases alter the fabric of your game. Characters to watch out for are:

- Mani
- Saul
- Josephus
- Eriopis
- Sappho
- And Hypatia

Pharaohs of the Nile

A truly epic DLC that allows you to take command of Egypt and guide the nation through a total of six historical scenarios that span more than four centuries of Egyptian history.

The first of these is a bloody tale of unification, which sees you begin as a small, regional power and take the first steps toward establishing one of the greatest empires in the old world.



You're on the clock here. You've got exactly 12 turns to eliminate your rivals. It's a tight timetable, but doable. This battle will teach you a lot about maneuvering and the efficient use of orders.

In the second scenario, you play as none other than the great Queen Hatshepsut, and your mission is not an easy one. You must lead your large and growing Kingdom to greatness, beginning by finishing off your rivals to the east.



Note too that here, you'll be faced with the sometimes-daunting task of managing food because the "inundation level" of the river varies from one year to the next and the amount of flooding impacts the amount of food you can grow. A bad year can lead to some real problems for your realm.

Another of your goals will be to build the sprawling "Temple of Karnak" which is no simple task when you're juggling lots of other things that need your attention.

The Amarna Period



Assuming you hit all your targets in the previous scenario, you'll advance to the Amarna Period. Once more, you're on the clock, and in this instance, all of your goals are faith based. You've only got the ruler's lifetime to complete them (40 years) so you'll really feel the time pressure here.

This scenario feels a bit disorienting by design, but if you study the new units and their capabilities, and stay focused on the task at hand, you'll be fine.

Clash of Giants



Success in the Amarna period brings you to a titanic struggle against the Hatti.

Things move quickly in this scenario. There's no diplomacy, there's no city building, and there's no economy. This is just about military dominance. Each turn represents just thirty minutes, so time wise, it's a very different animal.



Essentially, the enemy catches you flat-footed and during the early part of the battle, you'll spend most of your time running for your life until you can bring your four divisions together. At that point, the battle is yours to lose, but if you suffer heavy casualties before that happens, your army may be too damaged to turn things around.

Ma'at



Victory against Hatti will bring you to Ma'at, and this time, it's not about winning, it's about maintaining the balance. You'll be paying a lot of attention to this scale:



And at game start, the Ma'at is perfectly balanced. Your job is to keep it there, or as close to balanced as you can. Good luck with that! This is a tricky scenario and may take a couple of tries to get it right.

Assuming you do, you arrive at the final challenge:



Can you survive? Historically, lots of strong, stable nations did not. This scenario will test you. You are ultimately doomed to fail, but it's not about that. It's about how long you can survive. How many waves you can hold out against.

Wonders and Dynasties

This is an extensive DLC package that adds tons of interesting new options to the game. Every playable nation now has multiple different leaders you can select, each with unique abilities and a very different, historically accurate family tree.

On top of that, you'll find custom events for each dynasty and a collection of fantastic new Wonders of the World to play with, each opening up new strategic possibilities for your game! The new wonders have already been added to the "wonders" section of the manual, and the dynasties have been added to the nations they are attached to in the "playable nations" section.

Those sections will be expanded each time that a new nation or wonder is introduced via DLC!

Behind the Throne

Old World - Behind the Throne introduces the machinations of the royal court with new mechanics, rivalries, and the ability to leverage your power with opulence projects (and a variety of other projects as well) that bring you closer to victory. You'll also find grand estates here, as well as slums

New historical characters take center stage in the role of advisors, viziers, aristocrats, and courtiers. These rising stars bring their own ambitions, desires, and drives with them.

This massive expansion has more than 350 new events that are centered around court politics, intrigue and personal ambition, in addition to introducing a number of historical characters to the scene.

If that wasn't enough, you'll find new gameplay mechanics including Stress and Revelry to add to the fun.

I don't want to give anything away by going into detail about the new events, and we've not made a habit of talking about events in other areas of this book, but I will say that the "Political Eras" are handled via events and some of them can be daunting, so be prepared for some nail-biting decision-making! Let's do, however, talk about the Rising Stars, Grand Viziers, and the new improvements and projects in more detail:

Rising Stars & Grand Viziers:

These two new character types offer the same kind of deal. You get a character with fantastic stats, but there's a catch.

In the case of the Rising Star, he or she is an incredibly popular figure in your Realm, and that popularity could prove dangerous to you. With proper care and feeding (influence and other relationship enhancing maneuvers), you can minimize your risk, but if you're not careful, your Rising Star can try to pull your Kingdom out from under you!

Grand Viziers also offer you a character with great stats, but here, the price is, in some respects, even higher. You agree to surrender control of your production queues over to the Vizier.

That's a price that some players simply won't want to pay, but events may conspire to give you little choice in the matter, so be aware of that!

The New Improvements

Estates:

To build Estates, the city in question must have a luxury within its borders.

Cost: -100 Wood, -100 Stone, -1 Order (for five years)

Requires Fertile Land

+1 Culture per Family Opinion Level

-1 Training per Family Opinion Level

* Potential Bonus: +2 Happy per Year if a luxury is sent to a city with a Cunning Governor (which costs 2 Orders)

Slums:

Consumption: -1 Food per Year

+5% Rebels Chance

-40% Training Time for Militia

* Slums develop into Hamlets in 15-35 years

* Potential Bonus: +5 Money if on Trade Network

Note that you cannot actually place Slums. They appear as a result of certain events.

The New Projects

Austerity:

+25% Training, -50% Maintenance, +50% Unhappiness per Year

Bucolic Reputation:

+2 Growth, +1 Happiness per Year

Hunting Tradition:

Adds the Hunt Project to target city

Lumber Imports:

+10 Wood, +10 Maintenance per year

Obelisks:

Shrines add +2 Culture per year

Opulence:

Minimum Culture: Developing

Requires City Luxury and Estates

Costs 500 Money

Production: 100 Civics

+20 Maintenance per year

+1 Victory Point

Music Tradition:

+1 Culture per year, Odeons provide +2 Happiness per year

Uncooperative Populace:

+30% Rural and Urban specialist Production Time

These additions are significant and will change your game in profound ways.

Wrath of Gods

This robust expansion offers a little of everything, from a new playable Nation in the form of mighty Aksum, a new “Wrath of Gods” scenario that tells the story of a nation’s founding, a bevy of new character traits, five compelling new dynasties for Aksum, new projects and buildings, and of course, Calamities.

There are a wide range of Calamities that will damage your Kingdom (and surrounding lands – the AI feels the pressure too!) in a variety of ways. The good news is that the game provides you with a variety of new projects that will help you blunt the worst of the impacts.

The Calamities are:

- Drought
 - Global
 - All Cities – Farms, Pastures, Camps and Groves -100% output
 - For every affected tile:
 - 1% chance of lake becoming temperate
 - 1% chance of arid becoming sand
 - 1% chance of temperate becoming arid
 - 1% chance of lush becoming temperate
 - 10% chance of Drought ending per year (+10% per Year)
 - Maximum Duration: 5 years
- Earthquake
 - Urban Tiles: -2 stone per year
 - All improvements, 10% chance of being Pillaged if on affected tile
 - All units, -4 hp per year if on affected tile
 - Affected tiles, 1% chance of flat tiles becoming hill
 - Affected tiles, 1% chance of hill tiles becoming flat
 - Duration 1 year
- Earthquake (Minor)
 - Urban Tiles: -1 stone per year
 - All improvements, 5% chance of being Pillaged if on affected tile
 - All units, -3 hp per year if on affected tile
 - Affected tiles, 1% chance of flat tiles becoming hill
 - Affected tiles, 1% chance of hill tiles becoming flat
 - Duration 1 year
 -
- Flood
 - All units, affected tiles are impassable
 - All improvements 20% chance of being Pillaged if on affected tile
 - All improvements, -100% output on affected tiles
 - Affected tiles, 1% chance of flat tiles becoming lake
 - Affected tiles, 2% chance of hill tiles becoming flat
 - End chance 50%
 - Maximum Duration: 3 years
- Flood (Minor)

- All units, affected tiles are impassable
- All improvements 10% chance of being Pillaged if on affected tile
- All improvements, -50% output on affected tiles
- Affected tiles, 1% chance of hill tiles becoming flat
- Duration: 1 year
- Hurricane
 - All Units will no longer be Anchored if on an affected tile
 - All Improvements have a 20% chance of being Pillaged if on an affected tile
 - All units -4 HP/year if on an affected tile
 - All units -2 movement on affected tiles
 - All improvements -100% output on affected tiles
 - All units - Vision reduced on affected tiles
 - 20% chance of vegetation on affected tiles being reduced
 - Duration: 1 year
- Hurricane (Minor)
 - All Improvements 10% chance of being Pillaged if on an affected tile
 - All units -3 hp per year if on affected tile
 - All units -2 movement on affected tiles
 - All units vision reduced on affected tiles
 - 5% chance of vegetation on affected tiles being reduced
 - Duration: 1 year
- Plague
 - Global
 - All Cities -1 Citizens
 - All Cities -50% Growth
 - All Cities +50% chance that units inside a city's territory will gain the Plagued condition
 - All characters have a 10% chance to become Infected
 - All Characters have a 100% chance of removing Incubated when Plague ends
 - End chance: 10% (+5% per year)
 - Maximum Duration: 4 years
- Sandstorm
 - All units, -5hp per year if on affected tile
 - All units, -1 movement on affected tiles
 - All improvements, -100% output on affected tiles
 - All units, vision reduced on affected tiles
 - Affected tiles, 2% chance that arid tiles become sand
 - Affected tiles, 2% chance that temperate tiles become arid
 - Affected tiles, 2% chance that lush tiles become temperate
 - Duration: 1 year
- Sandstorm (Minor)
 - All units, -3 hp per year if on affected tiles
 - All units, -1 movement on affected tiles
 - All improvements, -50% output on affected tiles
 - All units, vision reduced on affected tiles
 - Affected tiles, 1% chance that arid tiles become sand

- Affected tiles, 1% chance that temperate tiles become arid
- Affected tiles, 1% chance that lush tiles become temperate
- Duration: 1 year
- Tsunami
 - All improvements, 50% chance of being Pillaged if on affected tile
 - All units, -8 hp per year if on affected tile
 - Affected tiles, 2% chance of flat becoming water
 - Duration 1 year
- Tsunami (Minor)
 - All improvements, 20% chance of being Pillaged if on affected tile
 - All units, -5 hp per year if on affected tile
 - Affected tiles, 1% chance of flat becoming water
 - Duration 1 year
- Volcanic Eruption
 - Nearby Farms and Lumbermills: -100% output
 - All improvements, pillaged if on affected tile
 - All units, affected tiles are impassable
 - All units -10hp if on affected tile
 - Duration 1 year
- Volcanic Eruption (Minor)
 - Nearby Farms and Lumbermills: -50% output
 - All improvements, pillaged if on affected tile
 - All units, affected tiles are impassable
 - All units -5hp if on affected tile
 - Duration 1 year
- Wildfire
 - All improvements, pillaged if on affected tile
 - All units, affected tiles are impassable
 - -4 hp per year if on affected tile
 - Affected tile, 1% chance of arid tile becoming temperate
 - Affected tiles, 1% chance of temperate tiles becoming lush
 - 20% chance of vegetation on affected or adjacent tiles being reduced
 - Duration 1 year
- Wildfire (Minor)
 - All improvements, 50% chance of being pillaged if on affected tile
 - All units, affected tiles are impassable
 - -2 hp per year if on affected tile
 - Affected tile, 2% chance of arid tile becoming temperate
 - 10% chance of vegetation on affected or adjacent tiles being reduced
 - Duration 1 year

In terms of new Projects, here's what Wrath of Gods brings to the table:

- Food Rations: 2 Food per year, +1 Unhappiness per year
- Grain Silo: +20% output for farms

- Drought Acclimation: New infantry and mounted units start with Drought Adept (+50% attack and defense from drought)
- Community Farms: Fonio: Arid tiles, 2 Food per year
- Quarantine: +2 Unhappy per year, +1 hp per year for units inside city territory
- Private Baths: +5 money per year, per population, +1 unhappy per year
- Sandstorm Drills: New infantry and mounted units start with Sandstorm Adept (+50% attack and defense from sandstorm)
- Forced Labor: Quarries +20% output, +1 Unhappy per year
- Timber Salvage: 2 wood per year, per population, -1 Civic per year
- Festival: The Wash: +2 Culture, and +1 Happiness per year
- Improved Hydraulics: Watermills: +50% output
- Contaminated Water Supply: -10% growth
- Volcanic Fertilizer: Farms +20% output
- Reforestation Efforts: +20% output for lumbermills, +50% vegetation regrowth rate
- Wary of the Mountain: +1 Unhappy per year, +25% rural specialists training time

There's a lot here, and the Wrath of the Gods will challenge you in ways that few other DLCs can, and that's before factoring in the 200+ new events!

Empires of the Indus

This latest expansion extends the game to the subcontinent of India, introducing three new playable nations, each with their own dynasty, a new world religion, and:

- 4 new wonders
- A fearsome new barbarian tribe
- More than 200 new events
- 11 new Cognomens
- 60 new Ambitions
- 3 new map scripts
- And 5 new pre-made maps

In addition to that, you'll find four new rare resources in the form of Ebony, Jade, Silk and Spices

It offers the full spectrum of the Old World experience, set in India, and of course, all the new materials mesh perfectly with the existing game and other DLCs.

Multiplayer, By FluffyBunny

Old World has a great multiplayer mode and a small friendly community of players. If you haven't tried it yet I highly recommend it. Drop by `#organizing-games` on the Old World Discord (<https://discord.gg/BNVpEgJ>) and give `@MPGamePlayer` a shout if you are looking for players for a game.

There are lots of different ways to play MP. You can work together vs the AIs or Barbarians in the Horde scenario, play a 7 player free for all (FFA), play against each other in teams or in 1v1 duels. This guide is intended to explain how to get started with multiplayer games and give some strategy advice for competitive MP, which tends to play out quite differently from single player games.

As you'll see in this section, Multiplayer introduces a new concept and modifies an existing one. The new concept is the notion of teams. If you opt to play a team game, teams are forever. Once you're on a team, that's your team. The other players on your team are your allies to the end.

This leads to a couple of interesting changes to the way certain things work in-game. For example, if you're in a team game, and one of your teammates has a ship sitting at anchor, you can use that ship to move your own units. You also get a movement bonus for moving along roads and rivers inside their territory, and you can move in their coastal waters at improved speed, just like you can do within your own borders.

On top of that, you can swap unit positions with teammates, and even move units belonging to a teammate, and you can upgrade units in teammate territory, gain XP from their barracks/ranges, conduct flanking maneuvers with a teammate's units, and the like.

If you share a border with a teammate, you can also leverage his/her terrain improvements, taking advantage of adjacency bonuses, and if a teammate captures a city and then moves out and you move a unit in, the capture will resume and the city will go to your teammate when it comes out of anarchy.

Note that much of this also applies to a human player you ally with (including unit swapping, and unit moving and using an ally's anchored ships), but alliances can, of course be broken. Unlike teams, they're not forever, and you cannot leverage your ally's tile improvements for adjacency bonuses in the same way you can with teammates.

Multiplayer Game Modes and Setting Up A Game

The first decision when setting up a multiplayer game is what mode you use, which affects how players access the game.

You've got four different MP options available: Network, Play by Cloud, Hotseat and Server Mode.

Network games are real time games with other players all online at the same time. These generally take several hours to complete and can be played over multiple sessions. One player will act as the

host and create the game. They select all the options for the game including number of players, teams, difficulty and map settings as well as a host of customizable settings.

Once all settings are to your liking, click Create Game and you will be taken to the game lobby. At this point the game will be visible in the Game Browser and other players can select the relevant game name and join. All players need to select a player slot and then you are off!

Play by Cloud games are very different in that players do not all need to be online at the same time. After one player takes their turn, the next player has the opportunity to play theirs when they are available. Email notifications are sent if players enter an email address and you will see a list of your ongoing cloud games on the main menu after loading Old World.

This means you can play at your own pace, however depending on the number of players and how often they take their turns games can take a long time to complete - several months is not uncommon.

When starting a cloud game, you will need to enter each player's username. If all players are on the same platform (Steam, Epic, GoG) you can use the player's platform nickname. For cross-platform play, you will need to enter their ID. The best way to find this is for each player to go to the Play By Cloud - New Game screen and enable the 'Allow Online ID' toggle. This will show the player's ID which can then be given to the host.

An alternative method is to first start a network or server game, then when all players have joined, use the menu option to convert it to a cloud game. This method works cross-platform and doesn't require entering nicknames or IDs.

There are 2 ways to start a cloud game. If everyone is playing on the same platform (Steam, Epic, GoG) you can ask players for their platform nickname and enter this into the Username field of the cloud game setup. Alternatively you can set up a network game as above, then use the menu option to convert it into a cloud game once all players have joined. This works across platforms.

Hotseat games are for players on the same PC. Setup is the same as for Network games except there is no lobby. After creating a game it will launch immediately as player 1. A popup will appear at the end of each turn to tell you whose turn it is next. All MP modes can be launched with only 1 Human player but this is most useful in Hotseat. If you want to play a single player game where you specify exactly which nations the AI use, vary their difficulty levels and starting archetypes or have teams of players, this is the way to do it.

Server Mode is used when you want a network game where players don't have to be online at the same time but can hop in and out of the game, without the host having to leave the game client running.

To set this up, on the PC you want to act as the server, run the OldWorldServer.bat from the Old World installation directory. You will be prompted for a server name and password. Then launch Old World as normal and go to Multiplayer - Network - Host - Persistent Server. Enter your server password and click on the server name.

From here you can set up a game as per Network mode. This is where longer turn timers (up to 24 hours) can be useful and you have an extra option for scheduling when the timer on the server is active. When you create the game you won't immediately join the lobby. All players will need to join from the Game Browser. Entering the host password when you join will give you host controls and let you amend turn style and timer.

Turn Styles and Timers

When setting up a network or server game you have some extra options in the game setup - Turn Timer, Turn Style and Simultaneous Turns. Turn Timer and Style can be changed during the game by the host at any point.

Turn Timer lets you limit how long a player can spend on their turn. Fast, Medium and Slow are used for Network games and give variable amounts of time depending on how many cities and units a player has, and will get longer as the game goes on. The other options are from 1 Hour to 24 Hours and would generally be used in Server mode games. The game will always start with the timer paused. All players can pause and unpaue the timer by clicking the play/pause icon in the top left. If a player doesn't finish their turn before the timer runs out, the turn will be passed to the next player.

Turn Style determines when players get to act in relation to other players. There are 6 options:

Simultaneous - all players play their turn at the same time. This keeps the game running quickly and works well for co-operative games but can get a bit chaotic when players are fighting each other. One way to handle this is to start in Simultaneous mode with an agreement between players to switch styles if and when player versus player fighting commences.

Loose - players take turns in order but can act with no restrictions during another player's turn. Events, city production, order generation and other on turn start effects happen on each players turn rather than simultaneously. This means actions requiring orders on another players turn will require buying orders or having some leftover from the previous turn. With a turn timer activated, the start of each player's turn is staggered.

Normal - As Loose, but with the added restriction that if you use a unit to attack on another player's turn, that unit suffers a double cooldown - i.e. it can't be used again on your next turn.

Tight - Military units can't move or attack on other players' turns. You can still use civilian units (workers, settlers, scouts etc). This is the recommended mode for PvP.

Strict (Teams) - You cannot move any units on another team's turn. If you are playing a team game, you can still move on your teammates' turn.

Strict (Players) - You cannot move any units on another player's turn.

Simultaneous - The final option here is Simultaneous Turns. If you use a turn style that is not Simultaneous, adding a number here (10 for example) will make the first (10) turns use the Simultaneous turn style before automatically switching to the turn style selected. This is useful to speed up the very early game which is unlikely to have PvP combat.

Common Options Used In MP

No Characters Mode

There are a lot of customization options in MP but the one that will have the biggest impact is no characters mode. This is designed for competitive MP to reduce randomness. When this option is enabled large portions of the game are removed. As the name implies there are no characters but also no families, events or legitimacy. No characters means no leader, no heirs, no councilors and no generals.

All cities get a governor which grants +2 growth, +2 science, +4 training and +4 civics. This has a huge impact on making military units a lot faster to train and growth units slightly faster. Orders will also be severely limited as you won't get any bonus orders from legitimacy. Ancient ruins give bonus resources instead of events, making them considerably less important.

Note that when playing in No character mode, any improvement that gives Legitimacy gives Orders instead.

Competitive Mode

Competitive Mode is another popular multiplayer option that has the same aim as No Characters mode but keeps all the base game mechanics, with some tweaks. With it on you still get all the characters, families etc. but some of the events with a large impact are disabled. Yields from characters use a linear instead of scaling formula, meaning characters with low ratings will give you slightly more benefit but the effect of very high ratings is greatly reduced. This reduces some of the randomness and gives everyone a more even early game.

Archetype

It's common to not use preset leaders when playing competitively, to reduce the strong effects of preset characters. You can assign a starting archetype for each player, set it to be random or allow players to pick their own once in game. When choosing any of these options starting leaders will be an 18 year old with no family and a random name, portrait and trait.

No Starting Tech

Nations no longer get any free techs to start, but everyone gets a permanent global science boost to compensate. Another way of smoothing out the differences between nations.

Duplicate Nations

In multiplayer you can enable Duplicate Nations, so multiple players can play as the same nation. To do this you need to change Archetype to any option other than Preset Leader for all players, or enable No Characters mode. This will enable the Nations dropdown, which can then be changed to Allow Duplicates.

Mirror Map

In games with 2 teams, an extra option Mirror Map is enabled. This splits the map vertically down the horizontal center of the map, with each half of the map being identical. The start position of each player will be mirrored, as will player archetypes if random archetypes was selected.

Differences From Single Player

If you are used to the SP game, there are a few important differences to be aware of:

- Early conflict is likely. Players are less likely than AIs to give you a break, ignore weakness or be bought off with tribute if the war isn't going your way. Opportunistic players will declare war to kill a damaged scout left in the open and if you don't build an army you will get invaded. Be prepared.
- Turn timers are often turned on in network games as waiting for other players isn't much fun. You will have to make decisions quickly and with a fast turn timer you will almost certainly have turns where you run out of time. If you are playing with a tight turn style (recommended), prioritize your military unit actions and events first, as you can deal with civilian units and city production on your opponent's turn.
- For games with more players, communication is important. If you are playing in a team you will be most effective if you can coordinate well with your teammates. Choose research paths that complement each other (i.e. one player focuses on melee units and another archers), share resources where needed and plan your attacks to support your teammate. Voice chat is highly recommended here.
- In a FFA, negotiation with other players can be a useful tool to peacefully agree on borders, agree ceasefires and peace deals where mutually beneficial and work together in alliances.

Early Game Strategy

Picking A Nation

If the host has set Pick Later on Nation, the first decision will be choosing a nation. Things to consider:

- How big is the map and how many opponents? Duel maps strongly encourage picking a militaristic nation such as Assyria or Rome, on larger maps with more players you may benefit from more of a tech/economy focus with Babylon or Egypt.
- What type of map is it? A Hardwood Forest map is going to make life difficult if you want to focus on ranged units, so Persia and Babylon may not be good choices. An Archipelago map will benefit Babylon more due to their high science rate leading to faster ships and Artisan families making the ships stronger.
- Are preset leaders in use? Some nations are worse with random leaders (Greece) where others are generally better (Assyria).
- Are tribes enabled and how strong are they? A Carthage merc hiring campaign can be very effective with plenty of tribal units around. If tribes are off or only spawning infrequently then Carthage is considerably less powerful.
- For duels, what nation has your opponent picked? Consider counter picking - i.e. on a duel map with a Persian opponent, there is a strong chance Chariots will be in your near future and Egypt with its easy access to Spearmen would be a good choice. Greece might also be a good choice on a larger map against Persia, Carthage or Egypt as they will have an advantage when Unique Units (UUs) are facing each other.

Picking An Archetype

If the host has set Pick Later on Archetypes, you will also have to choose an Archetype for your starting leader. See the section on Archetypes for more information on these. There are some choices that are popular for the starting leader:

Schemers get the potential for an early order boost with their +2 orders per war, as long as you don't mind declaring war on everyone you meet. They can also buy more orders with Legitimacy (which can pay for itself when using them for scouting) and their Scouts are permanently invisible, which is great for early exploration.

Builders can build an economy very quickly with their reduced worker production time and ability to stack multiple workers. If you assign the leader as governor to your capital that also takes a turn off every improvement you build there. Adding urban tiles is a quick and easy way to expand your territory.

Scholars can tutor children and redraw techs. Can be used to beeline for techs you want to dominate the early game or to get a mid game advantage with extremely talented double tutored heirs.

Tacticians are more for duel sized maps where you want to rush your opponent. In the early game with its small unit counts being able to stunlock and completely disable a unit is very powerful.

Tactician generals can also counterattack during melee, which means they can hold their own even in a 2v1 fight unless both opponent units are ranged.

Expansion and Scouting

Much as in SP, the early game is about fast expansion. Prioritize food and growth with your first worker to speed up settler builds and get your military to clear barb sites. In a duel, concentrate on settling towards your opponent / the center of the map to claim territory first. Churn out settlers and workers to get your empire and economy up and running, focusing on getting a good resource income first before urban buildings.

The main difference in MP is that scouting is even more important. You want to get as many ancient ruins as you can as these can have huge effects on the early game. Free technology and councilors in particular are often massive advantages. AIs will often ignore these so you can Hoover them up at your leisure, but competent players won't let you do this.

A side benefit of early scouting is increased legitimacy and harvesting particularly for culture or possible events such as a free Elephant when harvesting Elephants. You also want to know where the other players are and what they are doing but this is more important later in the game. If you are playing a nation with the Riders family then it's often worth making this your capital for the free Scout.

Tech Choices

There are some techs that you just can't do without. You will regret not researching Stonecutting ASAP if you don't start with it. Iron Working and Trapping are also important to allow you a mix of tier 1 (T1) units. You don't want an all melee or all ranged army. The sooner you can get Navigation the better as Serfdom is very useful for the extra orders.

You also want to get access to a T2 unit ASAP. Spoked Wheel is an obvious choice for Persia as they start with the prerequisites. Other nations with a rider family can also get a good benefit from Chariots. Similarly Phalanx is an option for Egypt, though this is a bit more situational due to their weakness against axemen.

Consider what your opponent is likely to be building and confirm this with scouts where possible. Steel is the most common T2 choice as axemen have no weaknesses vs other unit types. Assyria will likely go this route as they start with Military Drill, though not Iron Working or Stonecutting so one of these will need to be delayed.

Composite Bow is the final option but it requires twice the research of the other T2 unit techs and lots of wood to build, so this generally only makes sense when you have a good tech rate and plenty of nearby forest to chop

An early rush for Unique Units (UUs) is possible. To build your nations UU you need a Stronghold which requires both Developing culture and 4 laws active, which means you need culture, tech to unlock laws and the civics to enact them.

In practice tech wise you need Aristocracy, Rhetoric, Labor Force and either Sovereignty or Navigation. Don't forget some nations need Horses or Elephants for their UU, unless you have a Riders family seat with Developing culture.

War

At some point you will need to turn your focus from expansion to military. A couple of units will suffice initially for clearing barbarians and tribes but you will need a big army to compete against another player. Once you have a worker in each city and a high growth city focusing on settlers the rest of your empire should mainly be focused on military.

Cities that can build cavalry or UUs should focus on those while your other cities build a mix of melee and ranged units. Try to increase training production wherever possible. Barracks and mine specialists are your main options here. High courage governors are fantastic though these are rare as Archetypes that start with high courage can't be governors, so you may need to rely on leaders and tutored heirs for this.

While you always want a mixed force of units, the map and your opponent may dictate what types you focus on. A preference towards ranged units is usually a good idea as they are more order effective and better at focusing down enemies but heavily wooded maps will make using them effectively harder.

If you have a lot more ranged units you might consider chopping trees on the front lines to deny cover, though this can be risky. If your opponent has invested heavily in cavalry you will want a larger force of spearmen to counter them, and more cavalry to counter siege units. Scouting is still important here as it will help to know what you are going to be facing ahead of time.

Some of your military will likely be occupied clearing more sites and it's wise to keep a small force on the back lines to deal with rebels, but most of your troops should be in your border cities.

Keep in mind that war can come swiftly and without warning, so keep your troops in defensive positions where possible. On forest tiles and behind rivers are the best places to be and don't forget to fortify your melee units if you aren't planning on moving them in the short term.

Consider how best your units can move between cities and reinforce your front lines. A road network over difficult terrain can be invaluable. Also don't neglect movement over water where that is possible.

On inland sea maps, a string of cities along the coast where the coastline is all within your borders will make troop movement massively faster. It's worth trying to fill in border gaps and Builder leaders can really capitalize on this by building a line of urban tiles along the coast to expand borders.

Even a single coastal city has the advantage of water movement in and out of the city, allowing for reinforcements where otherwise Zone of Control (ZOC) would cut them off.

When To Attack

If you are listed as Stronger or Much Stronger than an opponent you should definitely take advantage of this and press the attack. Failing that, as soon as you get a new unit tier upgrade and upgrade or rush a few of the new units would also be a good time.

Try and get good visibility with scouts before rushing in, not just of the area you are planning to attack but anywhere reinforcements can come from as well. Lone enemy units can be tempting but be aware of possible counter attacks if you leave yourself in a poor position. Don't send in one or two units that could be surrounded and picked off unless you are trying to bait your enemy into exposing themselves.

This applies to attacking barbarian and tribal camps as well. You don't want to exhaust yourself against a strong tribal camp only to find another playing swarming in, finishing off your damaged units and taking the site for themselves.

Be aware of what other players can see via their units and borders and what they might be able to see from scouts. You can clear cut an area to deprive enemy scouts visibility, though bear in mind Schemer leaders can have a scout anywhere.

Send in units en masse. Gather your forces and move them up together, sticking to defensive terrain where possible. Attack with all your units at once and make the most of the first strike advantage to kill units as many as you can before they can counterattack.

Some basic combat tips:

- Use terrain to your advantage and pick a fight when the terrain favors you. Forest and at a pinch scrub is great for protection against ranged attacks and melee units will struggle to attack across rivers. Urban tiles give a defense bonus to infantry against any unit, though be careful with this if facing siege weaponry. Use hills to get a range advantage for your ranged units and to negate a range advantage from an enemy being on a hill. Ensure units with Ranger and Highlander promotions are on the right terrain to benefit from this and place Amphibious units next to rivers to maximize that advantage.
- When placing units also think about ZOC, how many units can attack and routing. If you are facing all melee units, a tight line of units can ensure each unit can only be attacked from 2 hexes, making it much more difficult for an opponent to pick units off. On the other hand, once cavalry are on the scene you need to consider separating your units to prevent devastating rout chains.

- Check what generals and if you have time what promotions opposing units have. Nothing is more frustrating than combining all your units to get a kill on a tough enemy only to realize they are a Zealot and you are short 1HP worth of damage.
- Prioritize targets. You are better off killing 1 unit then damaging a couple. A leader general who is a Tactician or Hero should always be the top priority to kill, followed by any units with Rout, then units with generals that have high attack strength or critical chance.
- Kill units before attacking cities. Cities can't fight back, will take several turns to make a new unit and can repair quickly. One caveat to this may be if you are attacking a Developing culture or higher city that is rushing units every turn. In this case it may be worth sparing one unit to keep the city damaged to prevent them from rushing. Conversely, if you need to fall back you are often better doing so behind a city, tempting the opponent to waste their time attacking the city while you regroup.
- Retreat when you need to. It's pointless getting your units picked off one or two at a time trying to defend a position when you are outgunned. You have a better chance of recapturing a city later if you can preserve your army, whereas if your army is dead the city is going to fall anyway, probably followed by the rest of your empire.

Know Your Enemy

I have already mentioned the importance of scouting, it's essential to know where your opponent's cities are, what their army consists of and where it is massing.

Another thing you need to keep an eye on is other players leaders and their heirs. In the nations tab, hovering over a nation will show their diplomatic status with other players and their relative power and tech levels. Hovering over the leader's portrait will show you their stats, archetype and traits and clicking on it will show their immediate family. This is all useful information.

Clearly, if another nation is stronger than you then you need to redress this as soon as possible. Focus on building up your training and making more units. A tech lead is harder to make up on as you have less options here but it's important to know that you may be facing stronger units.

In a FFA game it's easy to miss when other players diplomatic state changes, so checking this information can be vital when your two closest neighbors are at war with each other (time to join in for easy pickings) or have allied (time to look for your own ally and get your defense in order).

The archetypes of a nation's leader can have a huge impact. The main two to look out for in MP are Tacticians and Heroes. Beware of fighting nations lead by these characters as both stuns and launch offensives can be decisive in battles. Orator leaders can also be very strong later in the game with the large amount of orders they can provide. Don't forget that players can abdicate at any point, so you need to check what heirs are as well to determine the potential for this.

Archetypes And How To Use Them

It's important to play to your strengths to take full advantage of them.

Your nation bonuses, families and starting techs all play a part in this as discussed earlier. Another important factor is your leader and their heirs archetypes.

Consider which archetypes would be most useful to you both now and in the future and train your heirs appropriately to try and maximize the chances of getting an heir with the archetype you need.

Don't be afraid to bypass heirs to get the next leader you want and it can sometimes even be worth abdicating to get them immediately, particularly with Hero heirs.

Builders can spam urban tiles quickly and cheaply which is fantastic for expanding your borders. This is useful for quick coastal movement, the ability to heal and combat bonuses from being in Territory. They can also build workers quickly, which is most useful in the early game, as well as stack workers, which is often used to get Wonders built quickly or speed up construction of Strongholds and Citadels to get Unique Units out quicker.

Commanders get an XP bonus for all idle units, which stacks up quickly if you are not actively at war. Their infantry gets a 10% defense boost and they get some good boosts as generals when flanking. Best used on cavalry who can ignore ZOC and have the movement to get into position for a flank.

Diplomats can get tribal alliances which can be amazing if you can pull it off, depending on the map and tribal strength, but otherwise they are not very useful in MP.

Hero leader generals are amazing in wartime in both SP and MP. The ability to attack twice with a launch offensive is incredibly powerful, not to mention the extra training per kill. Put the leader on a ranged unit in order to maximize the amount of hexes you can affect with it and don't be afraid to use it liberally.

Remember units don't get fatigue back, so try and position units so they can attack again without having to move. You can also use this if you are already in position to attack and then fall back and heal afterwards. All hero generals can also heal in neutral territory which is a handy ability to have.

Judges can Hold Court, exchanging training for civics and potentially gaining new courtiers. They can also Upgrade Improvements and Switch Laws cheaply. All their abilities are somewhat situational but if you have the training to spare, more civics are always useful for rushing. Judge governors are also great as they can rush projects and specialists with money.

Orators get +1 order per city belonging to a friendly family. This can work out to be big order boost later in the game. Orator leaders can also hire tribal mercenaries by spending legitimacy which speeds up early camp clearing dramatically.

Schemers similarly get an order boost, but their bonus is +2 per war. This includes tribes as well as other players. This can be very powerful early in games with lots of players and tribes. Their Scouts are permanently invisible, which means they can explore safely and easily infiltrate other players' territory.

Scholars can redraw techs and tutor children which are great abilities both in MP and SP. A double tutored heir can get very abilities indeed. Works better without competitive mode, as this blunts the effect of high stats considerably, though high stat characters can be very useful regardless.

Tactician leader generals have the ability to stun units. This is incredible early in the game when unit counts are low to completely unbalance a fight and can lead to early domination on Duel sized maps. It's also still useful later when you need to take a particularly powerful enemy unit out of the fight, especially if the enemy is also fielding a powerful leader general. The ability for ranged units to hide in trees can also be a nice surprise for an unsuspecting opponent. All tactician generals can counterattack during melee which is strong especially if your opponent has been neglecting ranged units.

Zealots can rush any production with training in any city that has a state religion. If you can get a religion up and running (which isn't always the case in fast paced MP) and can generate a load of training this can be very powerful. All units get +1 fatigue which is very nice. They also have a 10% chance to enlist a unit instead of killing them, though in practice this is very unreliable.

Conclusion

Although Old World looks and feels a bit like other 4x games, there are a number of differences that make it quite distinct, and a fair bit more complex.

At first, the additional complexities can feel overwhelming, but once you get a few games under your belt, you'll start developing an intuitive sense for how things hang together, and you'll begin reaching almost reflexively for the proper "fix" when something begins running off the rails.

The good news is that if you get stumped by something, help is always close at hand. Old World has a thriving, active community on Discord, and there are a number of helpful Twitch streams and YouTube videos that can explain certain concepts in more detail, which is especially helpful if you're more of a visual learner.

In any case, I hope this book has been helpful to you, and answered many of the questions you may have had, and helped to clarify certain aspects of the game you may have found confusing.

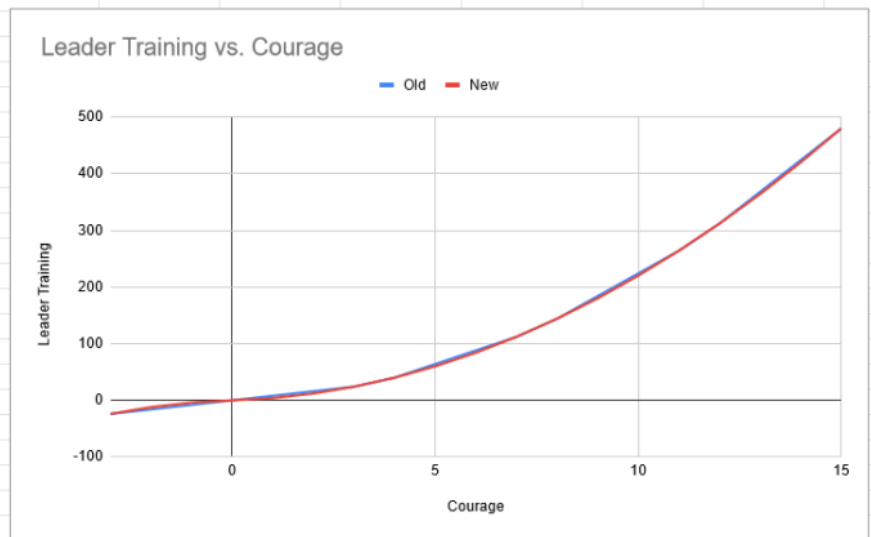
Happy gaming, and good hunting!

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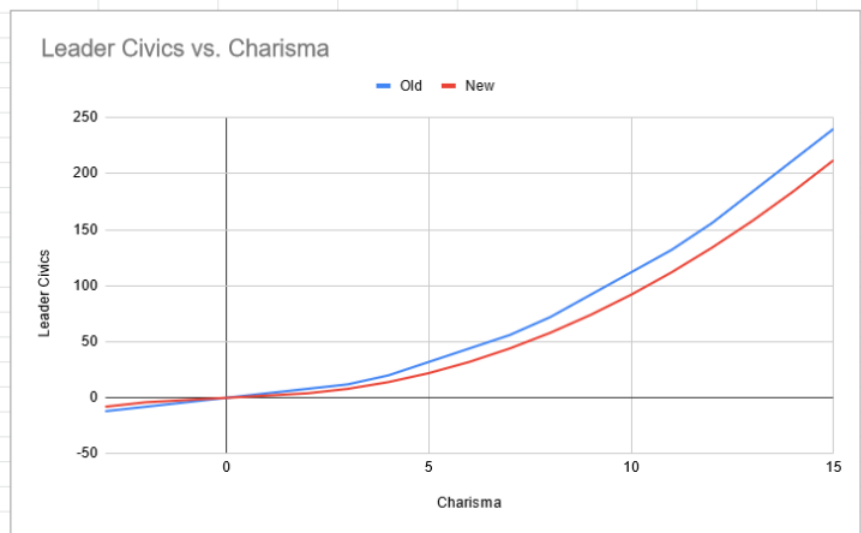
Appendix

Alcaras' Ability Score Yields Tables

Courage	Old	New	Difference
-3	-24	-24	0
-2	-16	-12	4
-1	-8	-4	4
0	0	0	0
1	8	4	-4
2	16	12	-4
3	24	24	0
4	40	40	0
5	64	60	-4
6	88	84	-4
7	112	112	0
8	144	144	0
9	184	180	-4
10	224	220	-4
11	264	264	0
12	312	312	0
13	368	364	-4
14	424	420	-4
15	480	480	0



Charisma	Old	New	Difference
-3	-12	-8	4
-2	-8	-4	4
-1	-4	-2	2
0	0	0	0
1	4	2	-2
2	8	4	-4
3	12	8	-4
4	20	14	-6
5	32	22	-10
6	44	32	-12
7	56	44	-12
8	72	58	-14
9	92	74	-18
10	112	92	-20
11	132	112	-20
12	156	134	-22
13	184	158	-26
14	212	184	-28
15	240	212	-28



Discipline	Old	New	Difference
-3	-48	-72	-24
-2	-32	-40	-8
-1	-16	-16	0
0	0	0	0
1	16	16	0
2	32	40	8
3	48	72	24
4	80	112	32
5	128	160	32
6	176	216	40
7	224	280	56
8	288	352	64
9	368	432	64
10	448	520	72
11	528	616	88
12	624	720	96
13	736	832	96
14	848	952	104
15	960	1080	120



Wisdom	Old	New	Difference
-3	-6	-3	3
-2	-4	-2	2
-1	-2	-1	1
0	0	0	0
1	2	1	-1
2	4	2	-2
3	6	3	-3
4	10	5	-5
5	16	8	-8
6	22	12	-10
7	28	17	-11
8	36	23	-13
9	46	30	-16
10	56	38	-18
11	66	47	-19
12	78	57	-21
13	92	68	-24
14	106	80	-26
15	120	93	-27



Be aware that the first four characters in your line of success all contribute $\frac{1}{2}$ their attribute boni to your "top line," not just your Heir.

Cognomens

Cognomen	Benefit	How You Get It
The New	No benefit.	Automatic, when a new ruler takes the throne.
The Founder	+10 Legitimacy	Gained after the founding of your first city, at the start of the game.
The Warrior	+10 Legitimacy	The game keeps score of military units killed. - Each unit you destroy = +200 points - Units Lost = -200 - Each unit you destroy as a General = +200 points You get this cognomen when you accumulate 1000 points.
The Drillmaster	+20 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 2000 points.
The Valiant	+30 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 3000 points.
The Mighty	+40 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 4000 points.
The Victorious	+50 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 5000 points.
The Lion	+60 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 6000 points.
The Invincible	+70 Legitimacy	As above, for "The Warrior," but you get this cognomen when you accumulate 7000 points.
The Capable	+20 Legitimacy	The game keeps track of how many military units you train and promote. - Each unit trained = +100 points. - Each unit promoted = +100 points. You get this cognomen when you accumulate 2000 points.
The Ready	+30 Legitimacy	As above, for "The Capable," but you get this cognomen when you accumulate 3000 points.
The Destroyer	+20 Legitimacy	The game keeps track of how many barbarian tribes you eliminate, with each one being worth +500 points. You get this cognomen when you accumulate 2000 points.
The Avenger	+40 Legitimacy	As above, for "The Destroyer," but you get this cognomen when you accumulate 4000 points.

The White Death	+60 Legitimacy	As above, for “The Destroyer,” but you get this cognomen when you accumulate 6000 points.
The Intercessor	+30 Legitimacy	The game keeps track of how many peaceful agreements you enter into. • Each tribal peace is worth +1000 • Each Tribal alliance is worth +2000 • Each national peace is worth +1000 • Each national alliance is worth +2000 You get this cognomen when you accumulate 3000 points.
The Peacemaker	+50 Legitimacy	As above, for “The Intercessor,” but you get this cognomen when you accumulate 5000 points.
The Conqueror	+40 Legitimacy	The game keeps track of how many cities you have captured. • Each city is worth +2000 points • Each capital is worth +2000 points You get this cognomen when you accumulate 4000 points.
The Subjugator	+60 Legitimacy	As above, for “The Conqueror,” but you get this cognomen when you accumulate 6000 points.
The Restorer	+30 Legitimacy	The game keeps track of how many cities you lose and then take back. Each of those is worth +2000 points. You get this cognomen when you accumulate 4000 points.
The Liberator	+50 Legitimacy	As above, for “The Restorer,” but you get this cognomen when you accumulate 6000 points.
The Settler	+20 Legitimacy	The game keeps track of how many cities you found, with each newly founded city being worth +1000 points. You get this cognomen when you accumulate 2000 points.
The Pioneer	+40 Legitimacy	As above, for “The Settler,” but you get this cognomen when you accumulate 4000 points.
The Ambitious	+20 Legitimacy	The game keeps track of how many courtiers you add and how many specialists you train. • Each new courtier is worth +1000 points • Each specialist trained is worth +100 points You get this cognomen when you accumulate 2000 points.
The Brilliant	+40 Legitimacy	As above for “The Ambitious” but you get this cognomen when you accumulate 4000 points.
The Beloved	+60 Legitimacy	As above for “The Ambitious,” but you get this cognomen when you accumulate 6000 points.

The Rebuilder	+20 Legitimacy	The game keeps track of how many tile improvements you repair (pillaged, then repaired). For each repair, you gain +200 points. You get this cognomen when you reach 2000 points.
The Mason	+10 Legitimacy	The game keeps track of how many tile improvements you complete. • Each tile improvement is worth +50 points. • Each Wonder is worth +2000 points. You get this cognomen when you accumulate 1000 points.
The Architect	+20 Legitimacy	As above, for “The Mason,” but you get this cognomen when you accumulate 2000 points.
The Keystone	+40 Legitimacy	As above, for “The Mason,” but you get this cognomen when you accumulate 4000 points.
The Fountainhead	+60 Legitimacy	As above, for “The Mason,” but you get this cognomen when you accumulate 6000 points.
The Devout	+20 Legitimacy	The game tracks the number of religions you found and how far they spread. • Each world religion founded = +1500 • Each city a world religion spreads to = +200 • Each Theology established = +1000 You get this cognomen when you accumulate 2000 points.
The Holy	+40 Legitimacy	As above, for “The Devout” but you get this cognomen when you accumulate 4000 points.
The Explorer	+30 Legitimacy	The game tracks a number of exploratory activities. You gain points for the following: • Each tribe contacted = +100 • Each Nation contacted = +100 • Each Caravan that arrives at its destination = +200 • Each Landmark discovered = +200 • Each Landmark Named = +300 • Each ruin explored = +100 • Each tile revealed = +1 You get this cognomen when you accumulate 3000 points.
The Intrepid	+50 Legitimacy	As above, for “The Explorer,” but you get this cognomen when you accumulate 5000 points.

The Learned	+20 Legitimacy	The game tracks the number of techs you've researched, with each one being worth +500 points. You get this cognomen when you accumulate 2000 points.
The Enlightened	+40 Legitimacy	As above for "The Learned," but you get this cognomen when you accumulate 4000 points.
The Wise	+60 Legitimacy	As above for "The Learned," but you get this cognomen when you accumulate 6000 points.
The Old	+40 Legitimacy	The game tracks how long each ruler is in power. You get +100 points for each year your current leader reigns. You get this cognomen when you accumulate 4000 points.
The Ancient	+50 Legitimacy	As above for "The Old" but you get this cognomen when you accumulate 5000 points.
The Able	+30 Legitimacy	This is a general-purpose cognomen that tracks a variety of metrics. You get points for the following: • Each ambition: +12000 points • Each Legacy: +6000 • Each Tribe Contacted: +100 • Each tribe cleared: +200 • Tribal peace: +1000 • Tribal alliance: +2000 • Nation contacted: +100 • National peace: +1000 • National alliance: +2000 • Caravan arrived safely at its destination: +200 • Capitals captured: +2000 • Cities founded: +1000 • Cities captured: +2000 • Cities recaptured: +2000 • Cities lost: -2000 • Courtier added: +1000 • Improvement finished: +50 • Improvement repaired: +200 • Landmark discovered: +200 • Landmark named: +300 • World Religion Founded: +1500 • Religion Spread: +200 • Ruins explored: +100 • Specialist trained: +100 • Tech discovered: +500 • Theology established: +1000 • Tiles revealed: +1 • Units trained: +100

		• Units promoted: +100 • Military units killed: +200 • Military units killed (as general): +200 • Units lost: -200 • Wonders Finished: +2000 • Years Reigned: +100 You get this cognomen when you accumulate 30,000 points.
The Just	+40 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 40,000 points.
The Good	+50 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 50,000 points.
The Strong	+60 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 60,000 points.
The Noble	+70 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 70,000 points.
The Glorious	+80 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 80,000 points.
The Magnificent	+90 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 90,000 points.
The Great	+100 Legitimacy	As above, for “The Able,” but you get this cognomen when you accumulate 100,000 points.
The Unfortunate	-20 Legitimacy	This cognomen is awarded for bad gameplay. You earn or lose points as follows: • Cities captured: -2000 • Cities recaptured: -2000 • Cities lost: +2000 • Military units killed: -200 • Military units killed as general: -200 • Units lost: +200 You get this cognomen when you accumulate 2000 points.
The Unready	-40 Legitimacy	As above for “The Unfortunate,” but you get this cognomen when you accumulate 2000 points.
The Weak	-60 Legitimacy	As above for “The Unfortunate,” but you get this cognomen when you accumulate 4000 points.
The Bad	-80 Legitimacy	As above for “The Unfortunate,” but you get this cognomen when you accumulate 6000 points.

The Bloody	-100 Legitimacy	As above for “The Unfortunate,” but you get this cognomen when you accumulate 8000 points.
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Specialists

Specialist	Prereq to Train	Cost to Train	Benefits
Farmer	Farm	• 1 Citizen • 40 Civics	• Farm x 150% • +1 Growth • +1 Science
Miner	Mine	• 1 Citizen • 40 Civics	• Mine x 150% • +1 Training • +1 Science (if trained on Salt/Gems/Jade, also adds luxury of that type)
Stonecutter	Quarry	• 1 Citizen • 40 Civics	• Quarry x 150% • +1 Civic • +1 Science
Woodcutter	Lumbermill	• 1 Citizen • 40 Civics	• Lumbermill x 150% (on Ebony tiles, adds Ebony) • +2 Science
Rancher	Pasture	• 1 Citizen • 20 Food • 60 Civics	• Pasture x 200% • +1 Science
Trapper	Camp	• 1 Citizen • 20 Food • 60 Civics	• Camp x 200% • +1 Science per year (if trained on fur, then the Fur luxury is added)
Gardener	Grove	• 1 Citizen • 20 Food • 60 Civics	• Grove x 200% • +1 Science (If trained on Honey, Incense, Lavender, Olives, Wine, Silk, or Spices, also adds the luxury of that type)
Fisher	Nets	• 1 Citizen • 20 Food • 60 Civics	• Nets x 200% • +1 Science (if trained on Dyes/Pearls, also adds the luxury of that type)
Apprentice Acolyte	Shrine	• 1 Citizen • 40 Food • 40 Civics	+2 Culture +2 Science +1 Religious Opinion
Master Acolyte	Apprentice Acolyte	• 60 Food • 60 Civics	+3 Culture +3 Science +0.5 Order

			+2 Religious Opinion
Elder Acolyte	Master Acolyte	• 80 Food • 80 Civics	+4 Culture +4 Science +1 Order +3 Religious Opinion (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Monk	Monastery	• 1 Citizen • 40 Food • 40 Civics	+4 Culture +2 Science +1 Religious Opinion Each Enlightenment Religion +3 Happy
Master Monk	Apprentice Monk	• 60 Food • 60 Civics	+6 Culture Each Enlightenment Religion +3 Happy +1 Civic per year, per culture Level +3 Science +2 Religious Opinion
Elder Monk	Master Monk	• 80 Food • 80 Civics	+8 Culture +2 Civics per culture level +4 Science Each Enlightenment Religion +3 Happy +3 Religious Opinion (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Priest	Temple	• 1 Citizen • 40 Food • 40 Civics	+1 Happy +2 Science +1 Religious Opinion
Master Priest	Apprentice Priest	• 60 Food • 60 Civics	+1.5 Happy +3 Science +0.5 Training per Citizen +2 Religious Opinion
Elder Priest	Master Priest	• 80 Food • 80 Civics	+2 Happy +4 Science +1 Training per Citizen +3 Religious Opinion (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Officer	Barracks/Range	• 1 Citizen • 40 Food • 40 Civics	+2 Training +2 Science
Master Officer	Apprentice Officer	• 60 Food • 60 Civics	+3 Training +3 Science +20 XP for new units
Elder Officer	Master Officer	• 80 Food • 80 Civics	+4 Training +4 Science +50 XP for new units

			(Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Poet	Odeon/Theater/ Amphitheater	• 1 Citizen • 40 Food • 40 Civics	+3 Culture +2 Science
Master Poet	Apprentice Poet	• 60 Food • 60 Civics	+4 Culture +3 Science +0.5 Civics per Citizen
Elder Poet	Master Poet	• 80 Food • 80 Civics	+5 Culture +4 Science + 1 Civics per Citizen (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Scribe	Courthouse/Ministry	• 1 Citizen • 40 Food • 40 Civics	+2 Civics +2 Science
Master Scribe	Apprentice Scribe	• 60 Food • 60 Civics	+3 Civics +3 Science +1 Gold per Citizen
Elder Scribe	Master Scribe	• 80 Food • 80 Civics	+4 Civics +4 Science +2 Gold per Citizen (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Shopkeeper	Market/Grocer	• 1 Citizen • 40 Food • 40 Civics	+20 Gold +2 Science
Master Shopkeeper	Apprentice Shopkeeper	• 60 Food • 60 Civics	+30 Gold +3 Science +1 Growth per Culture Level
Elder Shopkeeper	Master Shopkeeper	• 80 Food • 80 Civics	+40 Gold +4 Science +2 Growth per Culture Level (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Philosopher	Library/ Academy	• 1 Citizen • 40 Food • 40 Civics	+4 Science
Master Philosopher	Apprentice Philosopher	• 60 Food • 60 Civics	+6 Science +1 Culture per Citizen
Elder Philosopher	Master Philosopher	• 80 Food • 80 Civics	+8 Science +2 Culture per Citizen (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Doctor	Bath (Cold, Warm, or Hot)	• 1 Citizen • 40 Food	+2 Growth +2 Science

		• 40 Civics	
Master Doctor	Apprentice Doctor	• 60 Food • 60 Civics	+3 Growth +3 Science +1 Science per Culture Level
Elder Doctor	Master Doctor	• 80 Food • 80 Civics	+4 Growth +4 Science +2 Science per Culture Level (Musaeum +1 Civic Calligraphy +1 Happy)
Apprentice Bishop	Cathedral	• 1 Citizen • 40 Food • 40 Civics	+10 Gold per Culture Level +2 Science +1 Religious Opinion
Master Bishop	Apprentice Bishop	• 60 Food • 60 Civics	+15 Gold per Culture Level +3 Science +0.5 Order +2 Religious Opinion
Elder Bishop	Master Bishop	• 80 Food • 80 Civics	+20 Gold per Culture Level +4 Science +1 Order +3 Religious Opinion (Musaeum +1 Civic Calligraphy +1 Happy)

Heir Education, Job Selection, Archetype Possibilities

	Wisdom	Charisma	Courage	Discipline	Archetypes that can do this job
Court Member	+ Research	+ Civics	+ Training	+ Gold	NA - Any
Governor	Research%	Civics%	Training%	Gold%	Builder, Diplomat, Judge, Orator, Scholar
General	Crit%	Defense%	Attack%	XP	Commander, Hero, Tactician, Zealot
Ambassador	Culture/city	Foreign Opinion	Tribe Opinion	Religion Opinion	Commander, Diplomat, Orator
Chancellor	Growth/city	Civics	Training	Gold	Zealot, Builder, Judge
Spy Master	+ Research	Family Opinion	Discontent per city	+ Orders	Tactician, Scholar, Schemer
Agent	Research%	Civics%	Training%	Gold%	Hero, Schemer
Heir Education (Each path gives you three choices, out of a possible five)					Leads to these Archetypes
→ Philosophy	+ Wisdom				Tactician, Zealot, Builder, Judge, Scholar
→ Politics		+ Charisma			Hero, Diplomat, Judge, Orator, Scholar
→ Tactics			+ Courage		Commander, Hero, Tactician, Zealot, Schemer
→ Commerce				+ Discipline	Commander, Builder, Diplomat, Orator, Schemer
Archetypes					
→ Commander			+2 Courage	+2 Discipline	
→ Hero			+3 Courage		
→ Tactician	+2 Wisdom			+2 Discipline	
→ Zealot	-1 Wisdom		+4 Courage		
→ Builder				+3 Discipline	
→ Diplomat		+3 Charisma			
→ Judge		+2 Charisma		+2 Discipline	
→ Orator		+4 Charisma		-1 Discipline	
→ Scholar	+3 Wisdom				
→ Schemer	+4 Wisdom		-1 Courage		

Notes:

- Tactics will always give you an option that can serve as a General.
- Politics is the only field of study that will guarantee a Governor

- Philosophy will always have an option to choose an Archetype that can serve as Chancellor.
- Commerce will always have an option to choose an Archetype that can serve as Ambassador.
- Tactics – Best bet for an Archetype that can serve as Spymaster, but not a given. (Approx. 90%)
- Tactics – Best bet for an Archetype to serve as an Agent, but again, not a given (Approx. 90%)

Common Problems & Their Remedies

Unhappy Vassal Family	• Influence them via Ruler • Family Marriage • Family Gifts via Chancellor • Send Luxuries (esp. their preferred luxuries) • Pacify City mission via Chancellor to reduce Discontent Levels in the family's most unhappy city. • Do you have a state religion? (Adopt State Religion) • Has your ruler adopted it? (Convert Ruler to State Religion) • Has the Vassal Family adopted the State Religion (Convert head of family to the State Religion – if that's not enough, start converting individual family members until more than half of them have adopted the State Religion. At that point, the family will "flip" to your chosen State Religion). • How does the head of your State Religion feel about you (Influence mission to improve relations. Give him/her some other job on your staff (governor, Ambassador, general, etc.). • If nothing else works, imprison/assassinate the head of the family and let someone else take over.
Unhappy Rival Nation	• Influence them via Ruler • State Marriage • Trade Mission via Ambassador (even if they won't trade, you'll get the option to send a monetary gift, which will improve relations by +40) • Send Luxuries (+20 improvement) • Send Goods (Each block of 50 food, wood, metal, or stone will require 1 Order to send and improve relations by +1 point).
Unhappy Courtier/Family Member	• Influence via Ruler • Give them a job (General, Ambassador, Governor, etc.) • Convert them to your religion • Intercession (requires that you be on good terms with the head of their religion) • Failing all of that, imprison/assassinate so they can't cause trouble.
Economic Death Spiral	• Set all cities on "Council," then, as you're able, start pulling cities off of Council and have them train rural specialists to spike your resource counts in whatever area you're suffering a shortage. • Set about half your workers to chopping trees/scrub

	• Sell wood from chopping to buy resources you need so that the other half of your workers can build basic economic improvements (mines, farms, quarries, and lumbermills) until you resolve the resource crunch. • If the problem is a cash shortage, same approach as above, but set half your workers to building hamlets/shrines that produce money, gold mines, markets, etc. (any improvement that adds gold), while selected cities build treasuries and the rest run "Council (rotating cities until all of them have treasuries and/or the problem is resolved. This generally takes about a decade, but depending on the severity of the death spiral, it may take substantially longer.
Not Sure What To Do During Peacetime	Here's a quick checklist on how to prioritize your Orders during peacetime: 1) Give all your workers something to do (improve rural tiles, build new urban improvements, road building, chopping, including strategic clearcutting – road to friendly nations. Road to enemy nations to facilitate faster troop movement in the event of war, etc. 2) Basic Diplomacy (keep families happy, keep rivals happy with trade missions, etc., run espionage missions against hostile rivals, influence key family members, convert to religion, talk to the heads of religion (High Synod), etc. 3) Tutor any younger members of your Court if you're able (funds and people permitting). 4) Use your Scouts to explore the map/infiltrate rivals 5) Move military units onto Barracks/Ranges/Shrines that provide XP 6) Arrange your troops in potential trouble spots so you can make optimal use of the terrain in the event of an attack. During peacetime, you want to focus heavily on troop building so that IF you are attacked, you've got the forces you need to defend yourself then take the fight to the enemy.
Not Sure What To Do During Wartime	Here's a quick checklist on how to prioritize your Orders during wartime: 1) Pull your wounded to safety so they can be healed and put back into the fight. The more troops you can "recycle," the more effective you'll be in the field. 2) Kill enemy units – focus on the most critical battle first and work your way down. Generally speaking, don't attack a unit unless you can bring enough force to bear on it to KILL it. 3) Bring up reinforcements 4) Scout/Infiltrate enemy cities

	5) Run Spymaster missions to damage enemy infrastructure, forcing them to repair walls or deal with rebels 6) Basic Diplomacy (as above, during peacetime) 7) If you have any spare orders, give a few workers something to do. During wartime, you want to focus heavily on training rural specialists so you can keep your economy growing. Naturally, this is a bit of a balancing act, as you may need at least a few cities working on troops to serve as reinforcements, but unless you've been ambushed, if you've been building troops during peacetime, you should have all the forces you need.
The AI Shows Up Out of the Blue with a Massive Army	This comes down to improper or insufficient scouting. Eyes up. If you infiltrate all cities bordering yours, it's no longer possible to surprise you. If there are large open areas between cities, install scouts in forest tiles there to watch the approaches.
I Can't Get My Borders To Expand.	The good news is that you've got several options on this front. They include: • Build any urban building next to the border (restriction: most urban buildings need 2 adjacent urban tiles, tech requirement) • Build an hamlet next to the border (restriction: limited number of hamlets per city, tech requirement) • Build a religious building next to the border (restriction: requires a disciple to build, tech requirement) • Tech Bonus card "Border Boost" • Make urban tile next to the border (restriction: Leader must be Builder-Archetype, requires 2 adjacent urban tiles) • Build a Wonder next to the border (restriction: Wonder specifics) • Buy tile (restriction: requires Colonies law or Landowners family seat) • Train a rural specialist on [a rural] improvement next to the border

Player-Created Tables

Alcaras – Job and Bonus Table

Archetypes	Commander	Hero	Tactician	Zealot	Builder	Diplomat	Judge	Orator	Scholar	Schemer
Job 1	General	General	General	General	Governor	Governor	Governor	Governor	Governor	Spymaster
Job 2	Ambassador	Agent	Spymaster	Chancellor	Chancellor	Ambassador	Chancellor	Ambassador	Spymaster	Agent
Leader Bonus 1	Idle Mil Units +10 XP / Turn	+50 Training / Kill	+2 Vision Range	+1 Fatigue Limit	Can add Urban Tile for 10 Stone	All Foreign/Tribal Leader Opinions (+60)	Can switch Laws for 100 civics	All Religion Opinions (+40)	+2 Science from Archive	Use Legitimacy to Buy Orders
Leader Bonus 2	Infantry +10% Defense	Units Heal while Pillaging	Ranged Units Hidden in Friendly/Neutral Trees	(+60) Opinion for Leader's Religion	Multiple Workers / Construction	Can Form Alliances	Can Upgrade Improvements	Recruit Tribal Mercs with Legitimacy	Redraw Techs	+2 Orders/Year per War
Leader Bonus 3				State Religion cities can Hurry with Training	-50% Worker Build Time			+2 Orders/Year per Friendly City		Scouts are Invisible
Leader Mission							Hold Court		Tutor Child	Adopt Child
Leader General Bonus	+50% ATK if flanking	Launch Offensive	-20% ATK but Stuns Target	10% chance on kill to Enlist						
General Bonus	+20% STR if same unit adjacent	Heal in Neutral Territory	Full Melee Counterattack	Unit cannot die with >1 HP						
Governor Bonus					-1 Turn to Build Improvements	Family Opinion (+40)	Hurry Projects and Specialists with Money	-1 Discontent / Culture level	Inquiry	
Agent Bonus										+20% Agent Yields
Favored Law(s)	Autarky (+50)	Epics (+10)	Professional Army (+30)	Holy War (+40)	Slavery (+10)	Colonies (+20)	Legal Code (+30)	Tyranny (+10)	Engineering (+40)	Coin Debasement, Elites (+20)
Opposite (-60)	Tactician	Builder	Commander	Scholar	Hero	Orator	Schemer	Diplomat	Zealot	Judge
Stat Bonus	2 courage	3 courage	2 wisdom	4 courage	3 discipline	3 charisma	2 charisma	4 charisma	3 wisdom	4 wisdom
Stat Bonus	2 discipline		2 discipline				2 discipline			
Stat Malus				-1 wisdom				-1 discipline		-1 courage
Heir Education 1	Tactics	Rhetoric	Philosophy	Philosophy	Philosophy	Rhetoric	Philosophy	Rhetoric	Philosophy	Tactics
Heir Education 2	Commerce	Tactics	Tactics	Tactics	Commerce	Commerce	Rhetoric	Commerce	Rhetoric	Commerce

	Wisdom	Charisma	Courage	Discipline	CMDR	HERO	TACT	ZEAL	BLDR	DIPL	JUDG	ORAT	SCHL	SCHM
Courtiers	+Research	+Civics	+Courage	+Gold										
Governor	Research %	Civics %	Training %	Gold %					BLDR	DIPL	JUDG	ORAT	SCHL	
General	CRIT	DEF	ATK	XP	CMDR	HERO	TACT	ZEAL						
Ambassador	Culture / City	Foreign Opinion	Tribe Opinion	Religion Opinion	CMDR					DIPL		ORAT		
Chancellor	Growth / City	Civics	Training	Gold				ZEAL	BLDR		JUDG			
Spymaster	+Research	Family Opinion	-Discontent / City	+Orders			TACT						SCHL	SCHM
Agent	Research %	Civics %	Training %	Gold %		HERO								SCHM

The spreadsheet can be found here: <https://tinyurl.com/oldworldspreadsheet>

Rush Buy Rules Summary Table

Resource	Units	Specialists	Projects
Civics	always available	always available	always available
Training	Zealot Leader State Religion in City	Zealot Leader State Religion in City	Zealot Leader State Religion in City
Gold	Holy War Law State Religion in City	Judge Governor in City	Judge Governor in City
Citizens	Volunteers Law	Volunteers Law	Volunteers Law
Orders	Orthodoxy Law State Religion in City	Orthodoxy Law State Religion in City	Orthodoxy Law State Religion in City
Rushing always requires at least Developing culture in the city you want to rush in.			
Rushing's cost is independent of a city's production rate but is discounted based on production already completed (overflow doesn't count). For example, rushing a warrior (which costs 60 Training) will cost the same in a city with +20 Training / Turn as in one that has +10 Training / Turn. But rushing out of a city that has 20/60 of a worker completed will be cheaper than a city that has 10/60 of a worker completed. Rushing will also always add Discontent, the amount depends on production already completed, like the costs.			
It becomes more expensive to rush each time you do it (+10% base), for a given resource in that city. (Discontent added for that type of rushing increases by 10% base too.) For example, rushing with civics ONLY increases cost to rush with civics in that city. It does NOT increase cost to rush in any OTHER cities. It does NOT increase cost to rush in THAT city for any OTHER resource. Rushing a unit with civics DOES increase the cost of rushing projects or specialists as well as units, because it doesn't matter what is rushed, only what resource is being used.			
Note certain growth-produced units (only Settlers, Workers, and Disciples) increase in cost for each unit of that type produced in that city Specialists also get more expensive the more you already trained. Those cost increases are independent of rushing's scaling.			
Resource	Rush costs (base)		
Civics	100 + mp * 1.5		
Training	100 + mp * 1.5		
Gold	10 + mp * 5		
Citizens	1 + mp / 80		
Orders	2 + mp * 0.1		
Discontent (always added)	10 + mp / 10		
mp: missing production (total production to complete the item, minus production already completed) All basic rush costs have a flat part that is always added, and a part that depends on how much production is still missing (results of divisions are rounded down). Base rush costs are further modified by how many times this city has rushed with <i>that particular resource type</i>: +10% per previous rush action Then the cost is further modified if the item being rushed is less than 50% finished: 50% - production progress% (The rush cost for items with no production progress gets increased by +50%, items with 50% progress get 0%) If the item you want to rush is produced with Growth, like Settler or Worker, the cost is increased by +50% No matter which rush type you use, discontent is always added (except if "Monetary Reform" Law is enacted). Cost calculation works the same as cost calculation for the different resource types.			

Quick Reference for Urban Specialist Yields - by Franz

		Order	Training	Civics	Culture	Growth	Science	Money		XP	Disconten	Religion O	
	Acolyte	1			4				Shrine			3	Elder
	Officer		4						Barracks/R	50			
Culture	Shopkeeper					2^		40	Market				
	Doctor					4	2^		Bath				
	Monk			2^	8				Monastery			3	
	Bishop	1						20^	Cathedral			3	
Citizen	Poet			1^	5				Odeon				^ per Citizen
	Scribe			4				2^	Court				
	Philosopher				2^		4		Library				
	Priest		1^						Temple		-2	3	
	Acolyte	0.5			3				Shrine			2	Master
	Officer		3						Barracks/R	20			
Culture	Shopkeeper					1^		30	Market				
	Doctor					3	1^		Bath				
	Monk			1^	6				Monastery			2	
	Bishop	0.5						15^	Cathedral			2	
Citizen	Poet			0.5^	4				Odeon				
	Scribe			3				1^	Court				
	Philosopher				1^		3		Library				
	Priest		0.5^						Temple		-1.5	2	
	Acolyte				2				Shrine			1	Apprentice
	Officer		2						Barracks/R				
Culture	Shopkeeper							20	Market				
	Doctor					2			Bath				
	Monk				4				Monastery			1	
	Bishop							10^	Cathedral			1	
Citizen	Poet				3				Odeon				Franz
	Scribe			2					Court				
	Philosopher						2		Library				
	Priest								Temple		-1	1	

Additional Resources

From Around the Web

If you want more Old World goodness, here are a few resources that will provide extra help if and as needed:

Design Notes, By Soren Johnson:

- Chapter 1 - Orders: <https://www.designer-notes.com/?p=1679>
- Chapter 2 - City Sites: <https://www.designer-notes.com/?p=1691>
- Chapter 3 - One Unit Per Tile: <https://www.designer-notes.com/?p=1696>
- Chapter 4 - The Tech Deck: <https://www.designer-notes.com/?p=1703>
- Chapter 5 - Yields: <https://www.designer-notes.com/?p=1707>
- Chapter 6 - Citizens & Specialists: <https://www.designer-notes.com/?p=1711>
- Chapter 7 - Characters: <https://www.designer-notes.com/?p=1714>
- Chapter 8 - Opinion: <https://www.designer-notes.com/?p=1722>
- Chapter 9 - Events: <https://www.designer-notes.com/?p=1733>
- Chapter 10 - Diplomacy: <https://www.designer-notes.com/?p=1742>
- Chapter 11 - The End: <https://www.designer-notes.com/?p=1748>

The Old World Discord Community: <https://discord.gg/BNVpEgJ>

Alcaras' Information-Packed Spreadsheet!

<https://docs.google.com/spreadsheets/d/1rm7G2MH2O61XmV0ONTwPmWjocPvAF3S6qKfrwZJJoqyU/edit#gid=1811857245>

ChaffCommanderCoffey's Twitch Stream: <https://www.twitch.tv/chaffcommandercoffey>

Nolegskitten's Excellent Twitch Channel: <https://www.twitch.tv/nolegskitten>

Nolegskitten's YouTube Channel:

<https://www.youtube.com/channel/UC0ldH4utXiKZjQNWqg5CyJQ>

FluffyBunny's Twitch Stream: <https://www.twitch.tv/fluffybunnyoldworld>

FluffyBunny, on YouTube: <https://www.youtube.com/user/eddbunny>

Quarter To Three Forum Thread that's entertaining and educational:

<https://forum.quartertothree.com/t/old-world-the-rise-and-fall-of-qt3-a-playthrough-starring-you-the-folks-on-the-forum/152695>

Vel's Old World Video Strategy Guide:

https://www.youtube.com/playlist?list=PLXWbh74XDG9NpzukMybli1_4lAZAuSue8

Vel's Twitch Stream: <https://www.twitch.tv/velociryx>

Vel's Workshop Tutorials

I built this special appendix for players looking for video-based help on specific topics.

These videos are on YouTube, but they're posted in several "unlisted" playlists, so only people who have the links can see them and I'm only including those links here, so consider this exclusive Old World content.

So far, there are five playlists included: Four different games with videos shot during specific points in time (so it's not the full game, but rather, specific strategic elements culled from those games). The entrants thus far include one militant nation (Assyria), one non-militant nation (Babylon), a game with a big economic and religious focus (Egypt), and Carthage, because of the unique mechanics Carthage brings to the table. The fifth playlist contains miscellaneous topics that didn't come up, or didn't fit neatly into the context of the games above.

Links to the four playlists are as follows:

Old World Tutorial – Egyptian Example:

https://www.youtube.com/playlist?list=PLXWbh74XDG9MN5HKsSiH_snuRnBaMHA59

Old World Tutorial – Carthaginian Example:

<https://www.youtube.com/playlist?list=PLXWbh74XDG9MZvcdYtoNcMd9Zx1vUY896>

Old World Tutorial – Babylonian Example:

<https://www.youtube.com/playlist?list=PLXWbh74XDG9NVKMW8NpGR2YxCpehsVhY0>

Old World Tutorial – Assyrian Example:

https://www.youtube.com/playlist?list=PLXWbh74XDG9PN2uyGwH_Qar11ktIsOO5m

Old World Tutorial – Miscellaneous Topics:

https://www.youtube.com/playlist?list=PLXWbh74XDG9Mnm_YU7VoSUFVVbllY-DXu

All of these tutorials tend to follow the same broad topical arc, but of course, different situations emerge in each game, so the particulars vary, sometimes markedly.

If you have a particular topic in mind and want more information about that, rather than watching a specific nation being put through its in-game paces, here is a summary table of the videos, sorted by topic. It may be of value to watch several videos that cover the same topic from different angles to get a complete understanding.

Videos Sorted by Topic

Topic	Videos Covering That Topic
First Turn Analysis – What you do on your first turn can make or break your game. Here’s the process I use to step through the decision-making process for how to spend those crucial first turn orders.	• Egypt – First turn deep dive (watching this one first is recommended because it gives the most in-depth treatment) • Carthage First Turn Analysis – Includes a discussion of what makes this nation different (and so much fun to play!) • Babylon First Turn Analysis and Resource Prioritization Notes • Assyria Turn One Analysis
Attacking A Barbarian Camp – There are actually a variety of ways to go about this. Militant nations can just walk up and smack the barbarians around, but even then, there’s a method to the madness. Non-militant nations usually have to be a bit cagier, and there are a number of different approaches you can take. You’ll find several variations presented here.	• Easy Peasy Assyrian Camp Assaults (these approaches work just as well for Rome or any other militant nation) • Babylonian Camp Assaults (a little harder, with some cat and mouse interaction) • A few different camp assault examples with Carthage • Initial Camp Assaults with Egypt • Larger Camp Assaults toward the end of early game expansion (Egypt) • Amphibious Barbarian Camp Assault (Example 1 – Egypt again) • Amphibious Barbarian Camp Assault (Example 2 – and Egypt yet again) • Amphibious Barbarian Camp Assault (Example 3 – Assyria)
Zone Defense – Once the “land grab” phase of the game is over, there’s a period where you’re basically in reactive mode, responding to barbarian raids against your holdings. This can be hard, and sometimes, intensely frustrating. Here’s how to do it with minimal pain.	• Zone Defense Babylon Examples (also notes on how Resource Prioritization changes over time) • Additional Zone Defense Examples (Babylon - includes basic discussion about specialized cities, which is related to resource prioritization) • Zone Defense with Assyria (also includes an amphib assault example) • Zone Defense with Carthage • Egyptian Zone Defense (mixed with early barbarian camp attacks)

	• Additional Egyptian Examples (again, in tandem with initial expansion)
Resource Prioritization - There are lots of different types of currency in this game. Working out what to focus on, and when, can be a daunting challenge for newer players.	• Babylon First Turn Analysis and Resource Prioritization Notes • Zone Defense and How Resource Prioritization Changes Over Time (a mix of both topics happening simultaneously just because that was what was going on in the game) • Some Basic Notes on City Specialization (tied to resource prioritization - Babylon)
Fighting Other Nations - Eventually, you get the barbarian issues under control and attention turns to your stronger, more established neighbors. Sooner or later, you're almost certain to have to fight one (or several) of them. Again, there are a number of different ways to do that, and you'll find several examples of siege warfare, unconventional warfare and defensive fighting here.	• Egypt (outline of the plan of attack vs. Assyria) - companion to Example 1, below • Egypt vs. Assyria - Example 1 • Egypt vs. Assyria - Example 2 • Early Game Siege (Assyria vs. Rome - no proper siege engines) • Mid Game Siege (Assyria vs. Rome - very organized, methodical approach & "Bread Mold" movement) • Moonshot (Carthage vs. Babylon - this one, we lost. I had it all set up but then, leader died and we lost the window. Babylon was gonna win the game, and I figured we had a very slim chance so...we went for it, with bad results) • Babylon vs. Egypt - no siege engines, but a lovely flock of Cimmerians • Assyria vs. Greece - Unconventional amphib approach that was an extremely fun series of battles to play out and involved, at one point, moving, almost as if by magic, a siege force to a totally different theater in the blink of an eye • Assyria vs. Greece - Grecian counter attack and good defensive fighting example • Continuation of Assyria vs. Greece - Surviving the counter attack and then, going back on the offensive - sometimes

	the transition between those can be tricky – here’s an example of how to do it • Final Assyria vs. Greece example – late stage siege warfare, splitting the attack force and mixed missions
Amphibious Assaults – Not all maps have enough water to make this a concern, but many do, and if you’re not comfortable with amphibious assaults, these examples will help make your life easier. These vids are a mix of barbarian camp assaults using ships at anchor and attacking other nations via anchorage points.	• Egyptian Example vs. Barbarian Camp • Egyptian Example vs. Barbarian Camp using T2 units • This is a “plan of attack” vid that shows an extensive transport array to be deployed against a rival nation • The actual Amphib Assault (Egypt v. Assyria) • Assyria – Amphib. Assault example 1 (vs. Tribals) • Assyria – Amphib Assault example 2 (vs. Tribals)
Strategic Planning – You don’t outright need a plan to win some games, but for me, this is the heart and soul of the matter. Figuring out the best (and sometimes only) path to victory and then charting that course successfully...	• Strategic Planning – Assyrian Example • Strategic Planning With Carthage • More Strategic Planning With Carthage • Strategic Planning With Egypt • A Complex Battle Plan With A BIG Payoff (Egypt) • Possible Blueprint to Victory (Carthage – this one didn’t work but was one heck of a try!) • Mapping Out the End Game (Assyria) • Charting A Path To Victory (Variant Assyrian Game)
Tribal Alliances – These are hard to get but if you get one, here’s how you make the most of it.	• Tribal Alliance 1 • Tribal Alliance 2 • Tribal Alliance 3 • Tribal Alliance 4
Using Pillage and Burn – Pillage and Burn are two options that don’t get a lot of use, but knowing how they work will enable to put them to use when the right circumstances arise, and that can help strengthen your game.	• Quick Example and Explanation Here

How To Catch Up If You're Behind In Tech	• Quick Example Here And A Neat Discovery (new to me!) Regarding Agent Networks
Building Out Your Religion	• If You Have One, Here's What To Do (in a nutshell)
Why The Judge Archetype ROCKS	• Just In Case You Were Wondering... 😊

All told, you'll find more than thirty hours of exclusive video content in this collection, but if there's a topic you'd like to see added, I'll be more than happy to add to this list!

HotKeys (Added for Modo! 😊)

GAMEPLAY		
Toggle City Connection Mode	CTRL + R	None
Heal	H	None
Fortify	F	None
Chop Vegetation	R	None
Spend Training for Orders	O	None
Pause	Pause	None
Next Turn Style	SHIFT + =	None
Previous Turn Style	SHIFT + -	None
Increase Turn Timer	=	None
Decrease Turn Timer	-	None
Mute	CTRL + /	None
CAMERA		
Move North	W	UpArrow
Move West	A	LeftArrow
Move South	S	DownArrow
Move East	D	RightArrow
Zoom In	PageDown	None
Zoom Out	PageUp	None

NAVIGATION

Clear Selection	Escape	None
Cycle Idle 1	1	None
Cycle/Pass Idle 1	SHIFT + 1	None
Cycle Idle 2	2	None
Cycle/Pass Idle 2	SHIFT + 2	None
Cycle Idle 3	3	None
Cycle/Pass Idle 3	SHIFT + 3	None
Cycle Idle 4	4	None
Cycle/Pass Idle 4	SHIFT + 4	None
Cycle Idle 5	5	None
Cycle/Pass Idle 5	SHIFT + 5	None
End Turn	6	None
End Turn (Force)	SHIFT + 6	None
Cycle and Pass Selected Unit	Space	None
Cycle and Sleep Selected Unit	SHIFT + Space	None
Cycle and Sentry Selected Unit	CTRL + Space	None
Cycle Selection	Tab	Mouse4
Cycle Selection (Reverse)	SHIFT + Tab	Mouse3
Undo	CTRL + Z	None
Redo	CTRL + Y	None

OVERLAYS

Hide Vegetation	Z	None
Hide Improvements	SHIFT + Z	None
Hide Units	ALT + Z	None
Hide All	SHIFT + ALT + Z	None
Lock Zone-of-Control Overlay	SHIFT + X	None
Lock Danger Tiles Overlay	SHIFT + C	None
Lock Promotions and Idle Units Overlay	SHIFT + V	None
Lock Trade Network Overlay	SHIFT + B	None
Lock Roads and Rivers Overlay	SHIFT + N	None
Lock Resources and Improvements Overlay	SHIFT + M	None
Lock Current Yields Overlay	SHIFT + Comma	None
Show Zone-of-Control	X	None
Show Danger Tiles	C	None
Show Promotions and Idle Units	V	None
Show Trade Network	B	None
Show Roads and Rivers	N	None
Show Resources and Improvements Overlay	M	None
Show Current Yields Overlay	Comma	None
Toggle Hex Grid	SHIFT + /	None
Hide UI	ALT + X	None

SCREENS

Show Victory Screen	F2	None
Show Inheritance Screen	F3	None
Show Laws Screen	F4	None
Show Timeline Screen	F5	None
Show Tech Screen	F6	None
Show City List	F7	None
Show Records Screen	F8	None
Show Help Screen	F1	None
Show AI Log	SHIFT + F10	None
Previous Tab/City	Q	None
Next Tab/City	E	None
Game Editor	SHIFT + `	None
Console	CTRL + SHIFT + `	None

POPUPS

Close Popup	Escape	None
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TOOLTIPS

Expand Tooltip	ALT	None
Lock Tooltip	MMB	None
Lock Tooltip (Hold)	SHIFT	None

SAVES

Save	F10	CTRL + S
Load	F11	None
Load Autosave	SHIFT + F11	None
Screenshot	F12	None

COMMUNICATION

Ping	ALT	None
Chat	Return	KeypadEnter
Chat to All	SHIFT + Return	SHIFT + KeypadEnter

MAP EDITOR

Paint	B	None
Fill	SHIFT + F	None
Erase	E	None
Brush	T	None
Height	H	None
Resources	R	None
Vegetation	F	None
Undo	Z	CTRL + Z
Redo	SHIFT + Z	SHIFT + CTRL + Z
Save	CTRL + S	ALT + S
Increase Brush Size	]	None
Decrease Brush Size	[	None
Toggle Utilities Panel	U	None
Toggle Info Panel	I	None
Toggle Image Projector	P	None
Toggle Flying Camera	CTRL + F	None

EVENT BROWSER

Go to next input	Tab	None
Go to previous input	SHIFT + Tab	None

DEBUG

Toggle Debug Menu	ALT + D	None
Reveal Map	CTRL + M	None
Fully Reveal Map	CTRL + SHIFT + M	None
Unlock Next Tech	CTRL + T	None
Unlock All Techs	SHIFT + T	None
Reload Infos	CTRL + SHIFT + R	None
Grant Resources	SHIFT + R	None
Toggle Flying Camera	SHIFT + F	None
Toggle Top Down Camera	CTRL + F	None
Test Load/Save Consistency	CTRL + F12	None
Toggle Autoplay	CTRL + F11	None
Options Debug	Escape + SHIFT	None
Cycle Player 1	ALT + 1	None
Cycle Player 2	ALT + 2	None
Cycle Player 3	ALT + 3	None
Cycle Player 4	ALT + 4	None
Cycle Player 5	ALT + 5	None
Cycle Player 6	ALT + 6	None
Cycle Player 7	ALT + 7	None
Cycle Player 8	ALT + 8	None
Cycle Player 9	ALT + 9	None

Map Script Examples

We've added this section specifically for players who want some visual examples of how each of the map scripts change the starting world. (Note - Inland Sea has been renamed to Mediterranean)

Archipelago





Arid Plateau



Bay



Coastal Rain Basin



Continent





Desert





Disjunction





Donut



Ebbing Sea

This is a dynamic map script that changes over time.

Turn 1



Turn 100



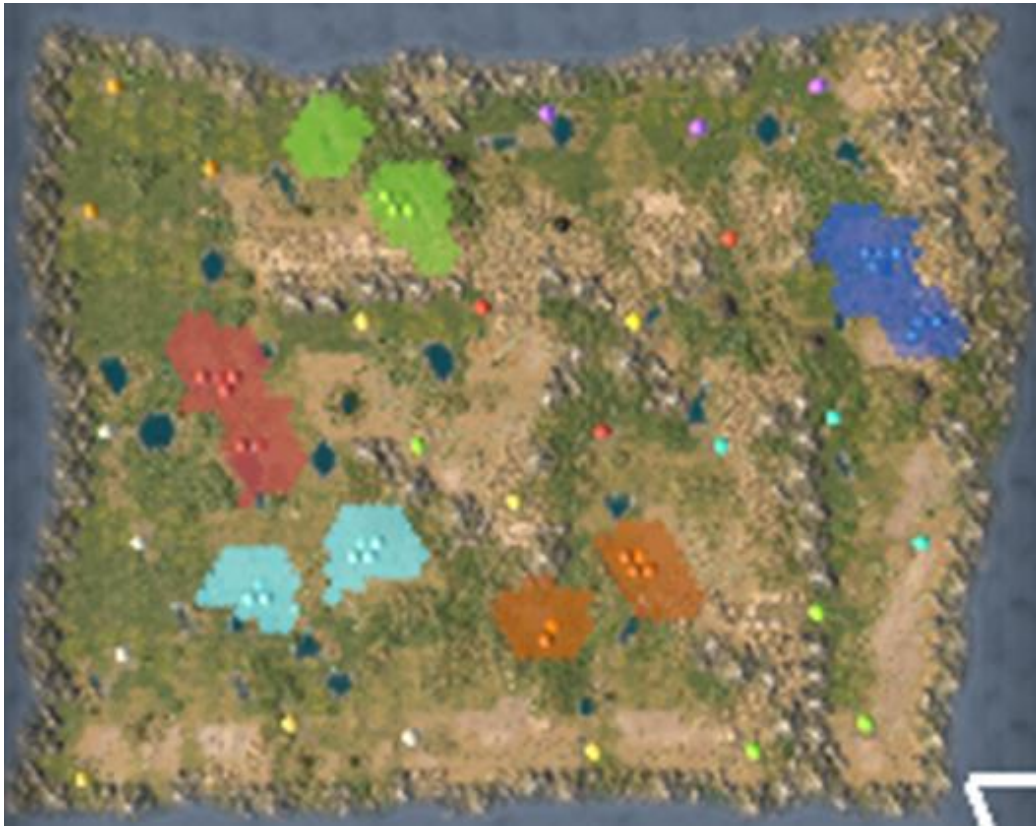
Hardwood Forest





Highlands





Inland Sea





Lakes and gulfs





Mediterranean





Multiple continents





Northern Ocean



Player islands

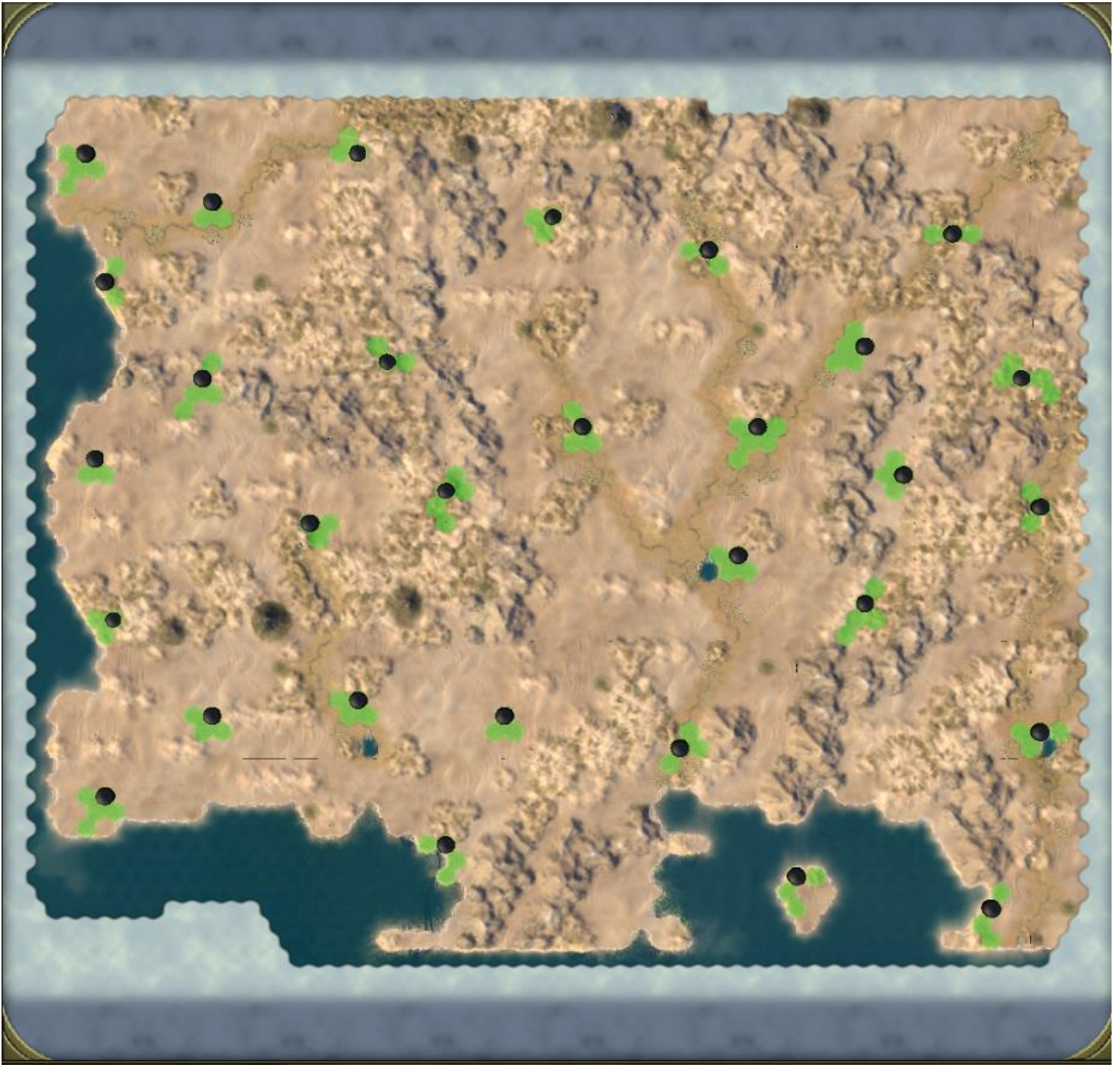




Rejuvenation

This is a dynamic map script that changes over time.

Turn 1



Turn 100



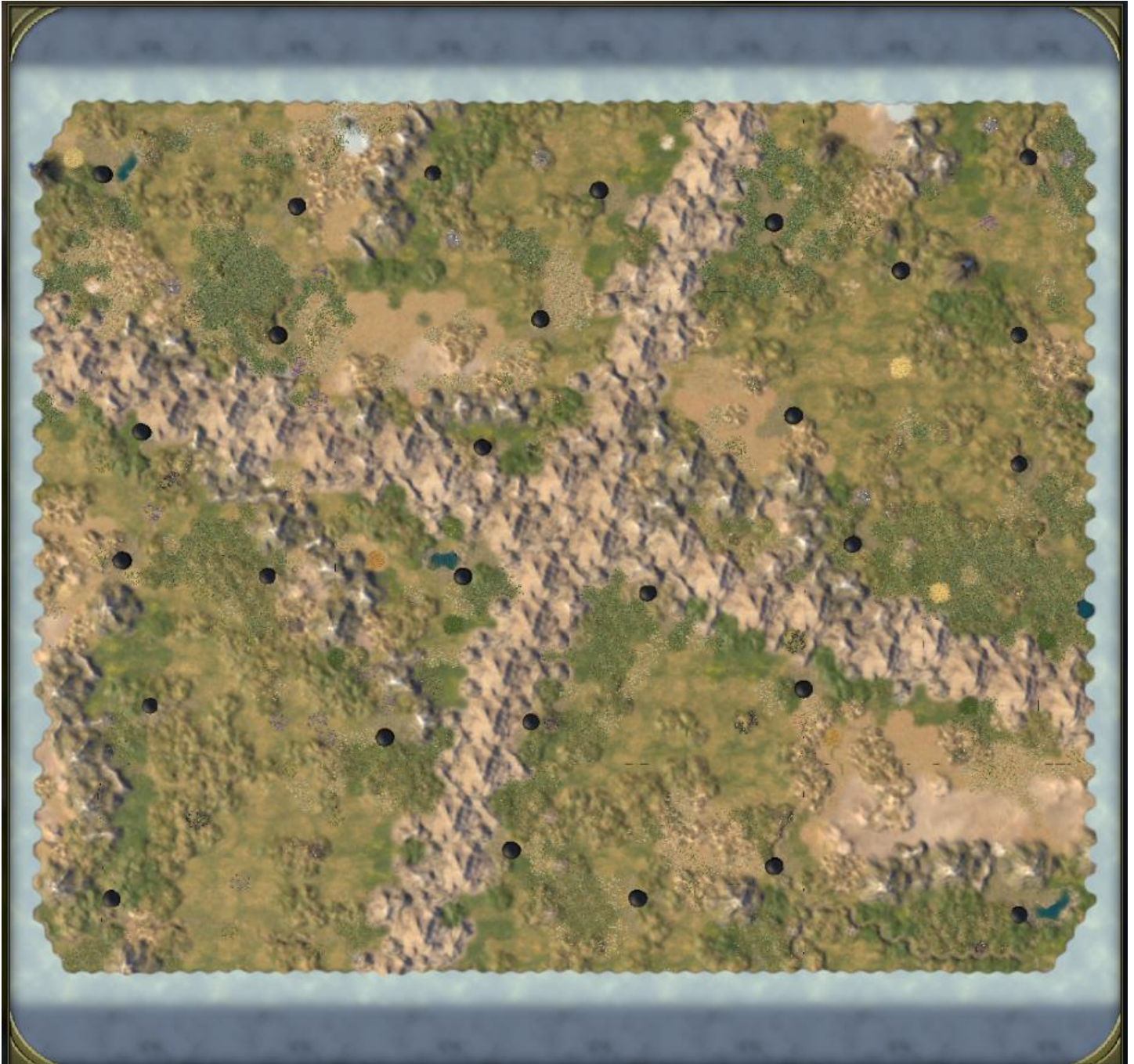
Seaside



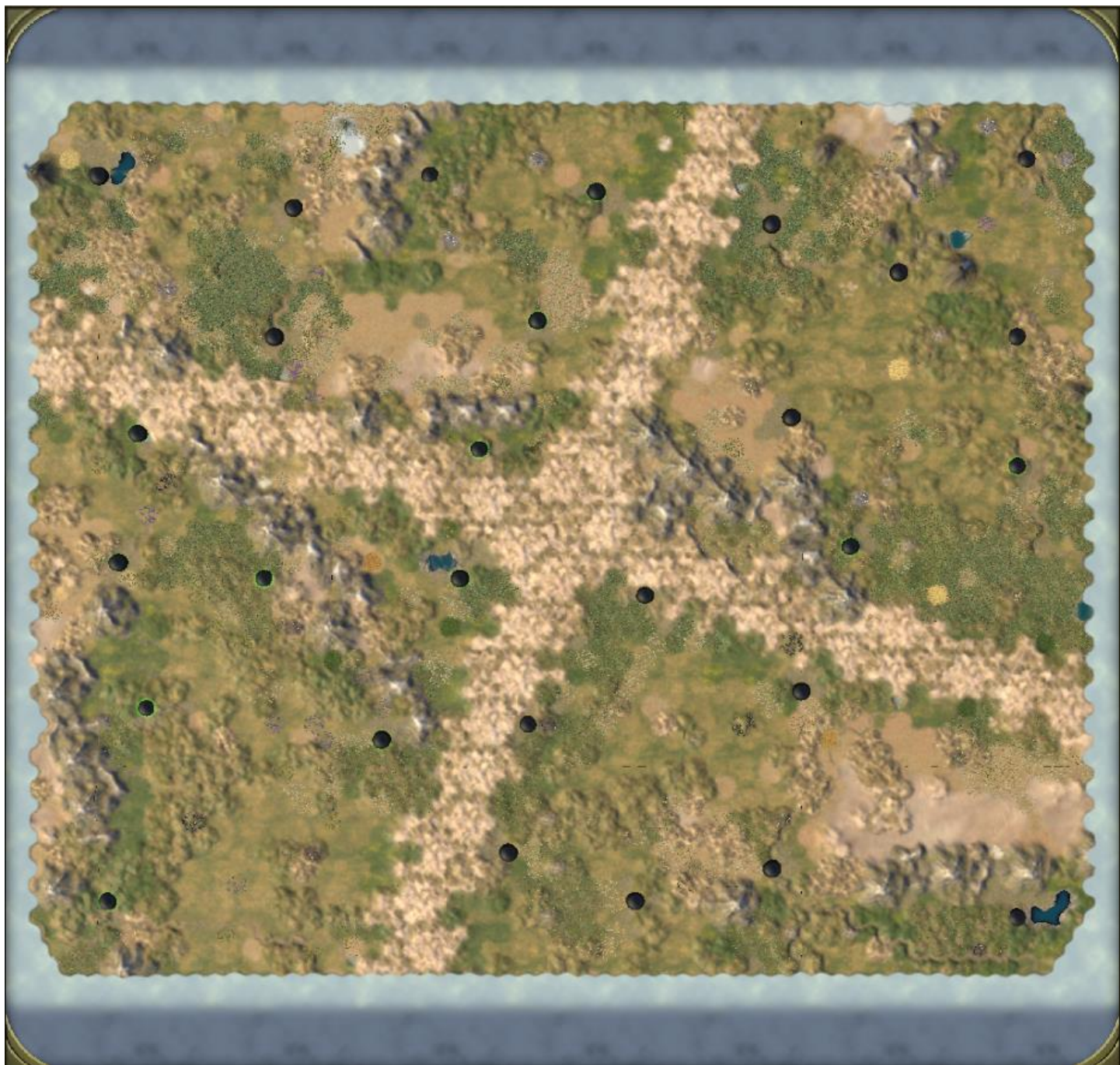
Tumbling Mountain

This is a dynamic script that changes over time.

Turn 1



Turn 100



Premade Maps

The Old World staff has created a number of exceptional pre-made maps if you're looking for a specific kind of game or want to try something historical. You'll find screenshots of those in this section.

Imperium Romanum



Mediterranean



Middle East



Old World (upcoming change to support Aksum, live in Test 76103)

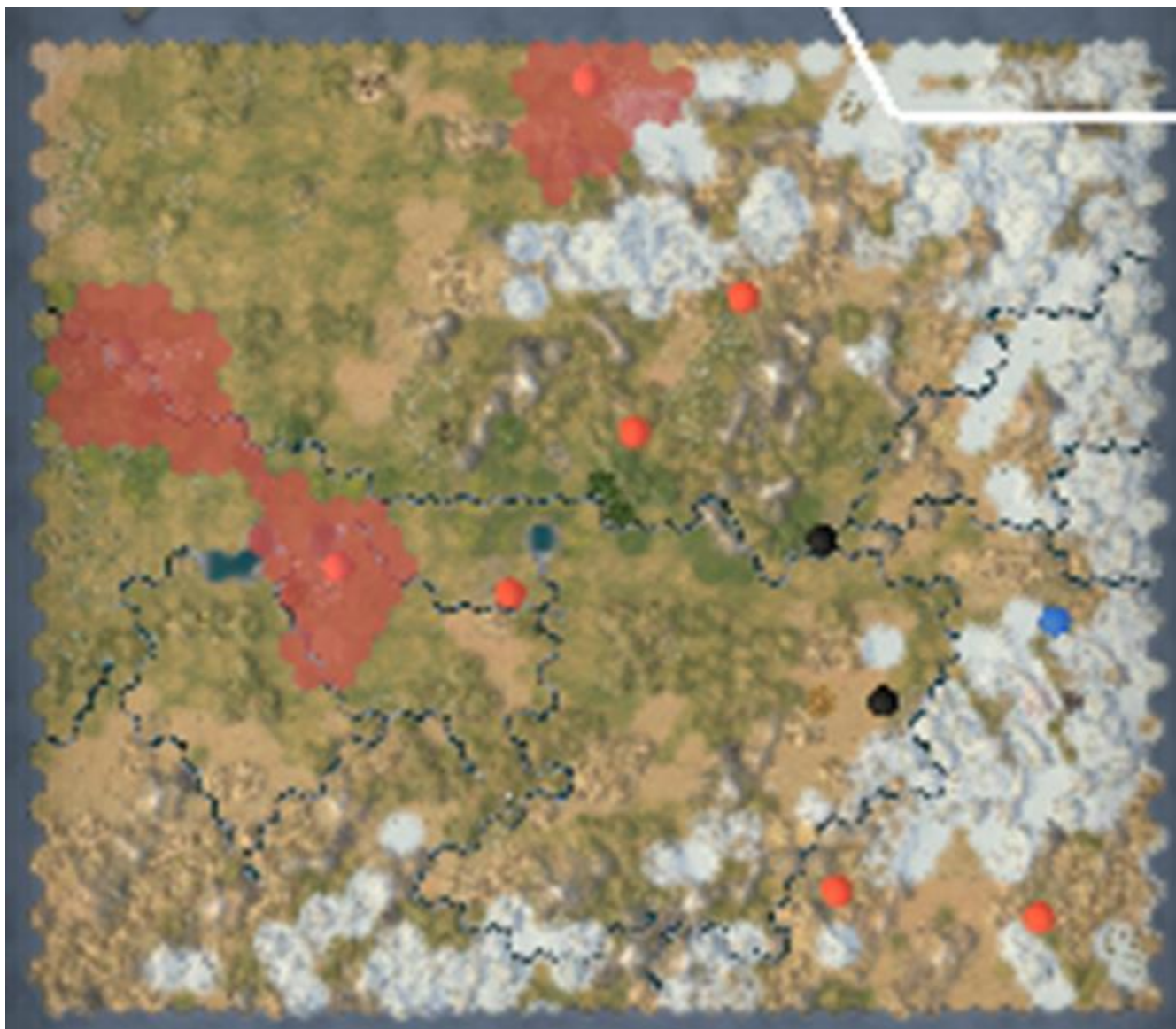


Punic Duel



Median Duel





Indus Valley Duel



Three Crowned Kings



Empires of the East

