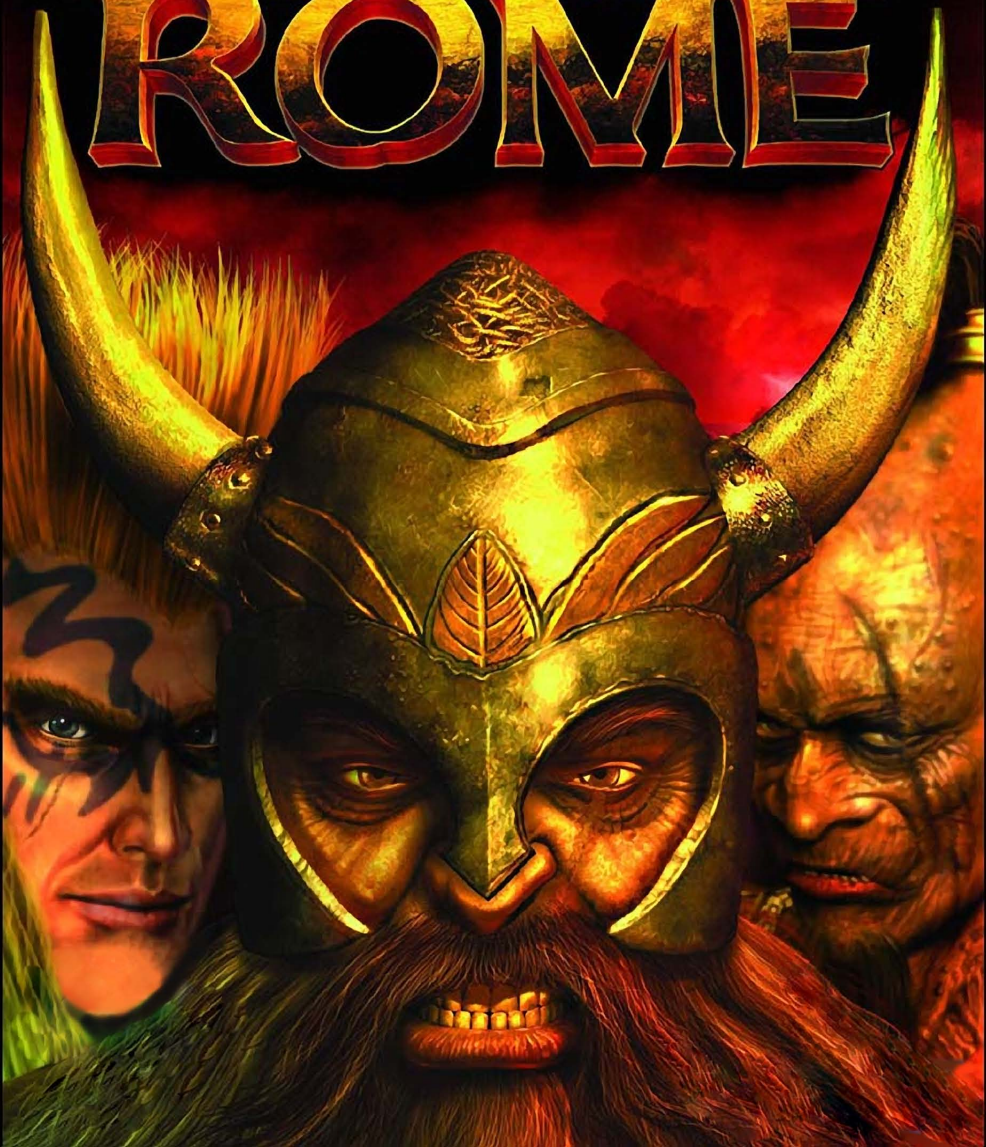


# AGAINST ROME



# INDEX

Introduction .....	5
Computer system requirements .....	5
Installing the game .....	5
<b>1. Kickstart .....</b>	<b>6</b>
Starting the program .....	6
Main menu .....	6
The endless game .....	7
Founding and building a settlement .....	7
Creating a battle unit .....	8
Prospects .....	9
<b>2. Basics .....</b>	<b>10</b>
Game screen .....	10
Game screen details .....	11
The command palette .....	11
The information section .....	12
Resources display .....	12
The mini-map .....	13
The upper operating bar .....	13
Game screen displays .....	15
Fog of War .....	15
Life points .....	16
Progress bar .....	16
Selection circles .....	16
Additional status displays .....	16
Game options .....	19
Scenario description .....	21
Loading and saving .....	21
Statistics .....	21
<b>3. Resources .....</b>	<b>22</b>
Producing resources .....	23
Production buildings .....	23
The production procedure .....	24
Production disruptions .....	24
Storage and consumption .....	25
Storage rooms .....	25
Production buildings .....	25
<b>4. Units .....</b>	<b>28</b>
Selecting units .....	28
Individual characters .....	29
Inhabitants .....	32
Priests .....	35
Military and civil units .....	36
Special characteristics .....	37
Battle units .....	37
Civil units .....	40
<b>5. Structures .....</b>	<b>43</b>
Buildings .....	43
The main house .....	44
Inhabitant capacity .....	46
Production buildings .....	46
Storage house .....	47
Place of sacrifice .....	48
Artillery .....	48
Stone traps .....	49
Crew .....	49
Barricades .....	50
<b>6. The barbarian nations .....</b>	<b>50</b>
The Teutons .....	50

Special characteristics .....	53
The Celts .....	55
Special characteristics .....	57
Magic spells .....	58
The Huns .....	59
Units .....	59
Special characteristics .....	61
Magic spells .....	62
<b>7. Rules .....</b>	<b>63</b>
Fights .....	63
Troop types .....	63
Formations .....	64
Long-distance fight .....	65
Close combat .....	66
Artillery .....	68
<b>The most important game values .....</b>	<b>68</b>
Life points .....	68
Morale .....	69
Glory .....	70
Magic points .....	71
<b>Development options .....</b>	<b>71</b>
Artillery .....	72
<b>Special characteristics .....</b>	<b>73</b>
<b>Heathen magic .....</b>	<b>73</b>
Priests .....	74
Magic spells .....	74
<b>Settlements .....</b>	<b>74</b>
Founding a settlement .....	74
Erecting and upgrading buildings .....	76
Taking over a settlement .....	77
Disbanding a settlement .....	77
<b>8. Scenario types .....</b>	<b>78</b>
<b>Single player scenarios .....</b>	<b>78</b>
Tutorial scenarios .....	78
Campaign .....	78
Historical scenarios .....	78
The endless game .....	79
<b>Multiplayer scenarios .....</b>	<b>79</b>
Connection type .....	79
List of available games .....	80
Scenario selection .....	80
Game preparation .....	81
<b>Credits .....</b>	<b>83</b>



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### **Epilepsy Warning**

Some people are susceptible to loss of consciousness or epileptic seizures when exposed to certain light patterns or flashing lights. Such people may have an epileptic seizure or loss of consciousness when exposed to certain graphics or effects in computer games. These effects could even trigger a hitherto unknown susceptibility to epileptic seizures. If you or anyone in your family is susceptible to epileptic seizures, please consult your doctor prior to playing this game. If you experience any of the following symptoms: dizziness, perceptive dysfunctions, eye or muscle twitches, loss of consciousness, disorientation or any kind of involuntary movement or convulsion, switch off your machine IMMEDIATELY and consult your doctor before you resume playing the game.

### **Support Contacts**

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or visit [www.bigbeninteractive.co.uk](http://www.bigbeninteractive.co.uk)



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## Introduction

Set in Europe at the time of the migration of nations (about 200-450 AD), **Against Rome** takes the player to a part of the continent that has not yet succumbed to the Roman Empire. This vast territory, which the Romans disparagingly called **barbaricum**, is the home of numerous primitive nations.

The player takes control over one of these barbarian tribes, who as a whole were noted for a pronounced lack of cultural achievements combined with a ferocious belligerence. Skirmishes, raids and plunderings were the order of the day for these barbarians and are, therefore, the theme of this game. Based in a small village, the player and his barbarians roam the vast virgin forests of Germania or the barren steppes of Eastern Europe to raid other settlements in their search for food, weapons and gold. These resources will help the barbarian chieftain expand his settlement and, above all, enhance his reputation. While his tribe grows and flourishes, the leader obtains fame and experience and in time will grow to be a master of warfare. Eventually the player's barbarian empire is finally ready to take on the superpower of the time - the mighty Roman Empire and its apparently invincible army.

## Computer system requirements

### Minimum system requirements:

Win98/ME/2000/XP

Pentium 800MHz (or compatible)

256 MB RAM

DirectX 7 or higher

DirectX-compatible sound card

Keyboard

Mouse

(Your computer does not require a 3D video card)

### Recommended system requirements:

Pentium 1400MHz

512 MB RAM

## Installing the game

Insert your **Against Rome** CD #1 in your CD-ROM drive. This will open the Autorun menu with the following options:

- **Install game** – Left-click on this option to initiate the installation of **Against Rome** on your computer.
- **Display Readme** – Click here to call up a text with important game information and comments that could not be included in this manual.
- **Online registration** – Click here to establish an Internet connection with JoWood Productions Software AG, where you can obtain the latest news and info for free.
- **End** – Click here to quit the Autorun menu. Click on **Install game**.

You can cancel the installation procedure at any time by clicking on the **Cancel** button. Click **Yes** to agree to the software licensing agreement, or **Back** to return to the previous screen. You must agree with the software licensing agreement if you want to install **Against Rome**. Now select the folder into which you want to install **Against Rome**. The game will automatically be installed under C:\Programs\JoWooD\AgainstRome unless you specify a different folder. Check the settings displayed. If you agree with them, click **Next** to copy the data.

**Against Rome** will then be added to your Windows start menu. The setup program will automatically detect whether you have DirectX installed on your computer and, if this is the case, which version there is on your computer. If necessary, the installation routine will then suggest any further actions. Follow these suggestions until the installation has been successfully completed.

Once **Against Rome** has been successfully installed, the Autorun menu will display the following new options:

- Start game** – Click here to start **Against Rome**
- Uninstall game** – Click here to delete **Against Rome** from your hard disk

## 1. Kickstart

This chapter will take you on the quickest route through the installation steps and menu guidance in **Against Rome**. This will enable you to command your own barbarian nation as soon as possible, learning the basics of game control as you go.

### Starting the program

Insert the **Against Rome** CD #1 into your CD ROM drive and follow the installation instructions on of this manual. **((Reference to Introduction/Installation))** As soon as the game installation is complete you can start the game. **Against Rome** opens with an impressive animated intro and automatically takes you to the main menu of the game.

### Main menu

In the main menu you can choose from various game types in **Against Rome**. We recommend you use our tutorial scenarios to learn what the game is all about. The tutorial scenarios can be accessed via **Tutorial** in the main menu. They will teach you the most important game elements of **Against Rome** in a step-by-step guide.

However, the best way to take your first steps in **Against Rome** is probably the **endless game**. Use the left mouse button to click on this item in the main menu.

## The endless game

Choose one of the barbarian nations you can play in **Against Rome** by clicking on one of the three armors. Click on **Next** at the bottom right corner of the screen to get to the banner selection menu. Select a banner for your barbarian nation using the two arrow buttons to the right and left of the illustration. Under the banner selection area you can also enter a name for your chieftain: To do this, click in the text window, then enter the desired name using your keyboard and confirm your entry by pressing the **Enter** key. The **Next** button will then bring you to the scenario selection menu. The scenario selection menu offers five different landscape types you can choose from for your endless game. Left-click on one of the scenario names to select it. Now you can start the scenario by clicking on the **Next** button.

## Founding and building a settlement

On starting a scenario, you will see a solitary horseman and a group of foot soldiers with packhorses on the screen. The horseman is your leader, the figures with horses make up a civil unit. Civil units are, among other things, able to found a settlement. This is what you should now order them to do. Left-click on the little banner above the civil unit to choose the characters. The center of the lower operating bar contains the command palette displaying the buttons for the commands available for your unit. If you position your mouse pointer on one of the buttons, a help text box will appear to explain the function of that button.

Now locate the **Found a settlement** button in the command palette of the civil unit and click it. Then draw your mouse pointer on the game screen again. You will notice a building appearing next to the mouse pointer. This will be your tribe's main house. Now determine a building site for your main house by right-clicking on the game screen – right next to the civil unit would be a good place. You will see that your civilians will immediately start to erect the main house at the site you selected. Wait for them to complete the main house. Next your barbarian village needs a few inhabitants.

Click on the **Disband** button in the command palette of your civil unit and then right-click on the main house. Your civilians will now go into the building, hand over their horses and the rest of their possessions, and leave the house as settlement inhabitants. Select one of the settlement inhabitants. You will see that their command palettes include some new buttons. One of your first steps should be to enlarge your village. To do this, click

on the Civil structures button first. This will replace the palette buttons with the building selection menu buttons.

Click the carpenter's workshop button and select a building site for this building, just like you did with the main house. Note, however, that you cannot erect this building in places where it is displayed in red. The best place to erect your carpenter's workshop is as close to the main house as possible. Use this option to select the settlement inhabitants one after the other, and erect a **residential building**, then a **mine** and finally an **armory**. You will see that the villagers you have ordered to erect the carpenter's workshop, the mine and the armory will then disappear into these buildings. This is because these buildings are production sites which produce resources that are needed in the game. If you wait a moment, you can watch the villagers delivering their goods to the main house, where they will be stored until needed. Meanwhile, you can continue to increase the number of inhabitants of your village: Left-click on a building to select your residential building.

The residential building's command palette includes buttons for male and female inhabitants. With each click on one of the buttons you will create another inhabitant. Create as many inhabitants as the maximum number of inhabitants for your settlements permits – the number is displayed in the upper operating bar of your screen. Continue to build up your settlement by erecting a butcher's shop to produce food and further residential buildings, which in turn will increase the maximum number of inhabitants. Moreover, you can accelerate the production of resources by selecting inhabitants and right-clicking on a production building in order to send them there as additional workers.

## Creating a battle unit

In an endless game, you need to be ready to defend yourself against enemies who will suddenly appear on your game screen, intent on attacking your settlement. Organize your own battle units in order to prepare yourself against these enemies. To this end, you first need weapons and armor. These are produced as **equipment** resource in your armory. Wait until there are about 20 equipment resources in your main house. (You can always check the stock on hand in your main house by selecting this building and taking a look at the resource display to the left of the command palette.) Then choose some village inhabitants and click on the **Equip** button in their command palette.

The command palette will display the unit menu buttons. Now you can assign the inhabitants to the desired unit types simply by clicking on the buttons. Each button will display two values indicating how many additional units of that kind can be equipped (the number before the slash) and

how many settlement inhabitants you have already assigned to them (the number behind the slash). Moreover, the small symbol in the left upper corner of the button indicates whether you will need a male or female inhabitant of the settlement to equip this unit. You can undo an assignment at any time by right-clicking the appropriate button.

As soon as you have assigned your villagers this way, confirm your selection by clicking on the **OK** button. The selected settlement inhabitants will then proceed to your main house, where they will be changed into the desired units. You can leave the unit selection menu at any time by left-clicking on the game screen or the **Back** button. Assignments made before you leave will not take effect.

As soon as the inhabitants of your settlement have left the main house, they are ready to be employed. In order to be prepared for strong enemies, you should put together a few additional battle units until you finally feel safe enough to reconnoiter the rest of the game area yourself and maybe even venture to undertake an assault or two on neighboring settlements.

## Prospects

You can save your endless scenario at any time by clicking on the **Options** button and then on **Save game** in the opening window.

We recommend you pause the game occasionally in order to learn more about the game with the help of the tutorial scenarios or by studying this manual. You can continue your endless game by clicking on the **Load** button in the nation selection menu to open your saved game. We wish you a lot of fun on your way to becoming a true barbarian!



## 2. Basics

### Game screen

**Lower operating bar** – the displays and buttons shown in this bar depend on the game object selected.

**Information area** – this section of the lower operating bar shows the most important data for the selected game object.

**Resources display** – any resources of a building or civil unit are listed in this section of the lower operating bar.

**Command palette** – this section contains the buttons available for the selected game object.

**Mini-map - To the leader - To the main house - Visible game field section**

**Upper operating bar** – the displays and buttons of the upper operating bar are available all the time, regardless of the game object selected.

**Village inhabitants** – these displays indicate the number of inhabitants in your settlement at the moment, divided into male and female inhabitants.

**To the weapons! - Select unassigned inhabitants - Diplomacy - Chat - Information window - Options - Time display - Object display**

## Game screen details

### The command palette



Each object you can select in the game has its own command palette. Left-click on the buttons in the command palette to operate them.

### Help texts

Move your mouse pointer on a command palette button. A help text will appear, reminding you of that button's function. The help text function can be switched on or off in the **Game options** menu. **((Reference to Chapter 2. Basics/Game menus/Game options/Gameplay options))**

### Disenabled buttons

A button in a command palette displayed in gray indicates that it has been deactivated because certain conditions related to its functions are not met at that time. Though disenabled buttons cannot be operated, their help text will be displayed.

### Selection menus

Certain actions, such as erecting a building, will open a selection menu with new buttons in the command palette. You can leave a selection menu at any time by clicking on the **Back** button.

## The information section



This section in the lower operating bar indicates the most important information about the selected game object.

### Name

The object designation. In the case of battle units, this displays the designation of the warrior type this unit is made up from.

### Illustration

The left-hand side of the information section beneath the name displays a small illustration of the selected game object.

### Game value display

You will either see one or two game value displays, depending on the type of game object selected. They consist of a graphic bar and a number each. The upper one of the two green bars always shows the current number of life points of the selected game object.

Characters have an additional game value bar showing their morale, their glory, or their magic points, depending on the type of character. In addition to the graphical display, each value is also displayed as a percentage number behind each game value bar.

### Characteristics symbols

To the right of the illustration special characteristics of the game object are shown in the form of small symbols. These special characteristics will be described in greater detail in the context of the description of the various game objects.

### Resources display



Civil units and certain buildings can have resources, shown in the resource display in the lower operating bar. You will find more detailed information about the resources in the game in the chapter about **Resources**. ((Reference to chapter 3. Resources))

### Storage room

The vertical game value bar shows how many resources there are in the game object storage room and how much room for additional resources there is left in there.

## Amount of resources

To the right of the storage room bars there is a list of the various resources and the amount in store. From top to bottom, these are: Food, wood, stone, gold, equipment and horses.

## The mini-map



The mini-map offers an overview of the whole game field and the units and buildings currently visible. The lighter square on the mini-map shows the position of the visible game section. Buildings and units are shown as dots in the colors of the various teams. Because of their special

significance in the game, leaders are displayed as larger dots. As in the visible game area section, all parts of the game area on the mini-map that are momentarily out of sight of your characters are dimmed. **((Reference to chapter 2. Basics/Game screen details/Game screen displays/Fog of War))**

## Navigating through the game area

You can also use the mini-map for navigating through the game area. Left-click on the mini-map to move the visible game section to the selected area. Right click on the mini-map to make all currently selected characters move to that location.



### To the leader

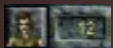
Click on the button to the left of the mini-map to center the visible game section on your leader.



### To the main house

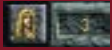
Click on the button to the right of the mini-map to center the visible game area section on the main house of your village. This option is only available when you have a village.

## The upper operating bar



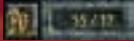
### Male inhabitants

This display indicates how many male inhabitants are currently living in your village.



### Female inhabitants

This display shows how many female inhabitants are currently living in your village.



### Total inhabitants

This display shows how many inhabitants of both sexes are currently living in your village. The number behind the slash shows the maximum number of inhabitants your settlement can have. This value is based on the number of residential buildings you have erected in your settlement. **((Reference to chapter 5. Structures/Buildings/Residential building))**



### To the weapons!

Click on this button to make all male inhabitants of your settlement take up weapons and form battle units. Seen from the point of view of resource consumption, this will turn the inhabitants of your village into the most inexpensive warriors available to your nation.



### Select unassigned persons

By clicking on this button you can select all inhabitants of your settlement who are currently not doing a particular job.



### Diplomacy

In multiplayer sessions, clicking this button will open the diplomacy window. This enables you to see at a glance whether the other teams of the multiplayer session are well-disposed or ill-disposed towards you. Moreover, the diplomacy window allows you to share the view with allied teams. That way, they can see anything in the game area that your own units can see.



### Chat

In multiplayer sessions, click on this button to open the chat entry field that enables you to communicate with the other players. (The chat window can also be opened using the keyboard shortcut C.) In the entry field you can now write a message. First, enter the addressee(s). To do this, type in the hash mark # and then the team code (**1-8**) of the team you want to reach. Repeat this procedure for all the teams you want to send this message to. (Example: #1#4#5 for teams 1, 4, and 5). Now enter the message text. If you type in the message text only, without using team codes, you will send the message to all teams in the game.

Press the **ENTER** key to send off the message.



### Info screen

Clicking on this button will open the information window, which, among other things, lists the victory conditions for the scenario you are playing at the moment. You can use the vertical arrow buttons at the right side of the window to scroll up and down a longer text. The display in the center of the top bar states how many messages you have received in the information window. You can view the various messages using the horizontal arrow buttons at the right and left of this display.



### Options

This button will take you to the options window, where you will be able to load or save a game etc.

### Time display



Using the illustration of the sun's position, you can estimate the time of day in the current scenario.



### Object display

There is a limitation on the amount of structures and units you can control in any one scenario. The number in front of the slash in the display at the extreme right of the upper operating bar indicates how many game objects you currently possess, while the value behind the slash states the maximum number of objects you may control in this scenario. Anzahl von Objekten angibt, die Sie in diesem Szenario kontrollieren können.

## Game screen displays

Besides the landscape and the game objects, the visible game area section contains additional displays informing you on the status of your structures and characters. In this chapter we would like to introduce you to the game screen displays that will most frequently appear. Other game screen displays are linked to certain structures and units and will be introduced in the context of these objects.

### Fog of War

The so-called "Fog of War" shows you which parts of the game area your characters can or cannot see. Game area sections which are out of sight of your characters or have never been in their sight before, appear in black. Game area sections which have been in sight of your characters before, but are out of their sight at the moment, are only dimmed – i.e., not totally

black. You will notice that you are still able to recognize trees, structures and other objects in the dimmed sections of the game area. However, this does not go for enemy units – in the dimmed sections these will remain hidden from you.

## Life points

As soon as you have selected your own unit or your own structure, a green bar will appear above this object on the game screen, displaying the current life point value (similar to the information section of the lower operating bar). Moreover, you can have the current life point value of characters and structures displayed by placing your mouse pointer on an object on the game screen. The life points of enemy objects are displayed in red, while the life points of allied objects are shown in yellow.

## Progress bar

If you erect, extend or repair a structure, the life point bar will be replaced by a progress bar for the duration of this procedure, informing you how much time is needed for the completion of the structure.

## Selection circles

Upon selecting a unit or a structure, a green selection circle appears underneath these objects to help you find your way on the game screen. The selection circles of the figures can have a different color in battle units, depending on the unit formation. **((Reference to chapter 7. Rules/ Fights/Formations))**

## Additional status displays

To obtain a quick overview of the status of your units and structures, you can activate a number of status displays on the game screen. Press **F5** to enable the status displays explained below. Press the key a second time to disable the status display.

### Life points

Upon activating the status display, life point bars are displayed for all structures and characters.

### Morale



The color of the little banner illustrations shows the state of the morale of the character or unit: A vivid red indicates a high morale value of the unit, while a gray banner indicates that the morale is low.

### Berserk rage



This status display refers solely to Hun battle units. It indicates that the unit is currently fighting under the conditions of the special characteristic “berserk rage”. **((Reference to chapter 6. Barbarian nations/The Huns/Special characteristics))**

### Occupation



This status display is shown over every inhabitant of your settlement. The symbol of the pickaxe indicates that the inhabitant is currently busy doing a job. The symbol “Zzz” shows that the character is currently unassigned.

### Resources



Using the established symbols, this status indication lists the resources which can currently be found in the relevant building or on the packhorses of a civil unit.

### Workplaces



Structures that provide workplaces for the inhabitants of your village have this status indication, which in addition to the total number of workplaces also shows how many of them are currently occupied.

### Upgradability



This status display indicates a building of your settlement that can be upgraded.

### **Status display for object groups**

You can activate the status display either for all your game objects or for certain groups of objects only. The status display for military units (battle units and artillery) can be activated and deactivated using the **F6** key. **F7** can be used to enable the status display for civil units (inhabitants of the settlement and civil units), while pressing **F8** activates status displays for your buildings only.

## **Game menus**

In the following sections we would like to introduce you to the most important game menus in **Against Rome**.

### **Main menu**

The main menu will take you, amongst other things, to the various types of scenarios the game offers. You will find detailed information about the various scenario types in chapter 8. ((**Reference to chapter 8: Scenario types**))

### **Tutorial scenarios**

Click on this entry to access the tutorial scenario selection menu. In the course of the four tutorial scenarios, you will be introduced to the most important game principles in **Against Rome** step by step.

### **Campaign**

This entry will take you to the campaign in **Against Rome**, which includes a total of 25 dramatic and action-packed scenarios.

### **Historical scenarios**

**Against Rome** includes a number of historical battles from the time of the migration of nations. You can access them via this entry in the main menu.

### **Multiplayer**

Click on this entry to access the menus for the multiplayer sessions in **Against Rome**.

### **Game options**

This entry will take you to the menus in which you can customize various game settings as to your personal taste and the requirements of your computer system. The game options will be explained in more detail in the following section.

## Cinematics

This entry will take you to a menu with previously shown cinematics of **Against Rome**, which you can launch and watch at leisure again. At first, this menu will only hold the game intro. Further cinematics from the campaign will be added as the game progresses.

## Credits

Click on this entry to display a list of the people involved in this project. You can return to the main menu at any time with a simple left-click.

## Quit game

With this option you can end **Against Rome** and get back to your desktop.

## Game options

You can reach this menu via the corresponding entry in the main menu of **Against Rome** or via the option window of the in-game screen during a scenario. **((Reference to chapter 2. Basics/Game screen details/The upper operating bar/Options))** The **Game options** selection menu takes you to the four sections with customizable game settings, which are briefly described below. In each section you can either choose to accept the changes made by you as new game settings, or to return to the default settings.

### Gameplay options

This is where you can switch off the help texts if you find them irritating, and customize the scrolling speed of the visible game field section.

### Graphics options

**The customization options in this section are ideal for allowing a smooth running of the game even on slow computer systems – or obtaining maximum graphical effects on fast systems.**

You have the following setting options: **Degree of detail:** The degree of detail refers to various parts of the game graphics – from the number of landscape objects to the graphic rendition of the water surfaces. The general guideline here is: the higher the degree of detail, the better the rendition of the game graphics (and the higher the demands on the performance of the computer system). In addition to this, the selected degree of detail will also affect the settings for special effects, object shadows and weather shadow (see below). **Brightness:** These sliders adjust the screen brightness for **Against Rome** without having to refer to your computer's setting options. **Screen resolution:** You can choose freely from three screen resolutions in **Against Rome**.

We recommend you use the default setting of 1024 x 768 pixels, which is designed to display the game graphics in their full magnificence.

**Special effects:** The various settings for the special effects are linked with the degree of detail. Therefore we would recommend you choose a suitable degree of detail before activating or deactivating any of the special effects.

- Cross fade effects in building constructions: When erecting a structure, the various upgrade levels are cross-faded into each other.
- Edge of playing field: The game field has been equipped with an ingeniously contrived border to blend in with its 3D geometry.
- Flow effects: Wafts of mist, for instance, will start swirling as soon as figures pass through them.
- Shadows according to sun's position: This effect causes hills etc. to cast varying shadows depending on the time of day.

**Object shadows:** This refers to rendering shadows that are cast by game screen objects such as trees, shrubs and houses.

**Weather shadow:** Similar to object shadows, this option enables you to adjust the rendering of shadows cast by hailstones and snowflakes.

**Animations:** This option has been included for players who own computers with a small main memory and use the hard disk for their virtual memory when playing **Against Rome**. It allows you to reduce the extensive character animations in order to minimize the main memory requirements. This might lead to a minor reduction in quality, but will probably enable a smoother performance of the game. In addition to that, if using a computer with a small main memory, a smaller screen resolution should be used.

## Sound options

Here you can use sliders to adjust the desired volume of music, sound effects and spoken language. In addition to this, you can choose your desired output quality for special effects.

## Keyboard configuration

This section offers an overview of the keyboard shortcuts of the game functions listed there. The keyboard layout displayed on the left side cannot be altered. However, you can assign new keys of your choice to the entries on the right side. To do this, simply click on one of the entries (the printing will change to white) and press the key with the desired shortcut on your keyboard. (Shortcuts that are already being used for another function will be ignored.)

## Scenario description

Each selection menu where you can select a scenario has a **Scenario description** button. Clicking on this button will bring you to a new screen with more detailed information about the scenario you have selected. Click on the **Scenario map/Scenario description** button to toggle between the text and a graphical representation. Click on the **Next** button to get straight into the game, or **Back** to get back to the scenario selection menu.

## Loading and saving

In the single player mode of **Against Rome** you can save ten progress stages for each scenario type. The tenth progress stage of any scenario type is always used for the **Quick load/Quick save** function. Operating the **Load/Save** screen is very easy: Use the two sword symbols on the right side of the game progress entries to navigate through the list. Then simply click on one of the numbered entries to select that game, and then on the **Next** button in the lower right corner of the screen.

## Statistics

As soon as you have completed a scenario, you will automatically be taken to the statistics screen with a display of your achievements. The first screen shows an overview of the points obtained. Simply click on the various entries above the table for more details. On the statistics screen you will also be offered the opportunity to restart the scenario you have just completed by clicking on the **Restart** button. The other buttons in the lower screen section will either take you back to the main menu or to the scenario selection menu where you had started the scenario that you have just completed.

### 3. Resources

There are six different resources in **Against Rome** which will be described in greater detail in this chapter.



#### Food

The most important purpose of food is to increase your characters' life points. This is vital for newly created village inhabitants, who start with very few life points and for all characters who have been damaged. In order to fill up a character's life points they must either be in their settlement or in the effective range of a civil unit that transports food. You will also need food in stables if you want to create horses.



#### Wood

You need wood for buildings and structures, pieces of artillery and other devices. In addition to this, you need it in the armory as a raw material for the production of equipment.



#### Stone

Stone, in addition to wood, is required not only for erecting structures. Armories and goldsmiths' workshops also depend on it as a raw material for producing weapons and gold. Moreover, this resource is used in catapults and Celtic stone traps.



#### Gold

You need gold to create certain types of warriors as well as your nation's priests. Moreover, you can use gold to give as a gift to the inhabitants of your village and your battle units whenever you want to boost their morale. derzeit mit Gold beschenken, was zu einer Steigerung ihrer Moral führt.



#### Equipment

You need equipment to turn your village inhabitants into warriors.



#### Horses

Every warrior on horseback you equip needs a horse. In addition to this, each civil unit has packhorses in order to be able to transport resources.

# Producing resources

## Production buildings

There are seven kinds of production buildings in **Against Rome**, which we will briefly introduce below.

### Butcher's shop and farm

These two production buildings are used to produce food. Their efficiency in producing food varies in the game, depending on whether you play the Celts or the Teutons. The Huns did not engage in farming and are therefore not able to build farms.

### Carpenter's workshop

A carpenter's workshop produces wood.

### Mine

A mine is used to extract stone.

### Armory

An armory uses wood and stone to produce the equipment you need to turn your villagers into warriors.

### Goldsmith's workshop

The goldsmith's workshop extracts gold from stone.

### Stable

A stable uses food to create horses.

### The workers



To create resources in a production building, you will have to assign village inhabitants to it as workers. To do this, select a few inhabitants and right-click on the production building where you want them to produce these resources. In order to help you keep track of your various production sites, the mouse pointer will change into a golden **work** symbol over each suitable building.

## **Workplaces**

Each production building has four workplaces to be occupied by your village inhabitants. The speed with which resources can be produced in any one production site depends on its number of occupied workplaces.

## **The production procedure**

Butchers' shops, farms, carpenters' workshops and mines can take up their production as soon as they are equipped with workers. Armories, goldsmiths' workshops and stables, however, need certain raw materials first, which will then be processed to create new resources. So, in order to obtain the required raw materials, workers will first have to set out to procure them, either from the main house or straight from the production buildings where they are produced.

Once all prerequisites are satisfied, your workers will then set to work (as you will be able to see from the building animations etc.). The production of resources in any production building continues until its storage room is full. After that, the workers will leave the building for a short while to bring the produced resources into the main house or, if the main house storage room is full, into a storage house, if you have built one in your village.

Then the workers go and get new raw materials and set to work again. Please note that once you've assigned workers to a production building the whole production process is completely self-contained.

## **Speeding up production**

You can even speed up the process a little by sending villagers into a production building without vacancies. In this case, the seemingly superfluous workers will check whether there are any resources in the storeroom - and if there are, they will take the resources and deliver them to the main house straight away.

## **Production disruptions**

Certain events can interfere with a production process or even bring it to a complete standstill.

## **Shut-down**

You can shut down a production building at any time. **((Reference to Chapter 5. Buildings/Production buildings/Shut down))**

## **New instructions for workers**

As soon as workers are outside of their production buildings you can select them as usual. If you then give them new instructions, such as to erect a new building or to get the equipment for a warrior, they will follow their new instructions and cease to work in their old production building.

### **Attack on the production building**

As soon as a production building is attacked by enemies, the workers flee from their workplaces. Once the danger is over, you will have to assign new workers to the building.

If a production building has incurred visible damage (which you will see from the building graphics), it must be repaired first before you can start up production again.

### **Insufficient storage facilities**

If the storage room of your main house is full and no more resources can be delivered there, the production buildings will stop work. You can however solve this problem by building a storage house in your settlement – see the next chapter.

## **Storage and consumption**

### **Storage rooms**

Many game objects have storage facilities for resources:

### **Production buildings**

Every production building has a little storage room for newly produced resources. Armories, stables and goldsmiths' workshops also use this storage room for storing the raw materials they need for producing their resources.

### **Main house**

The main house has enormous storage capacities because this is where your workers will deliver all resources produced in your village. As soon as the storage facility of your main house is full, the production buildings will automatically stop working – except if your settlement has a storage house – (see below).

### **Storage houses**

Once the storage room of your main house is full, the produced resources will automatically be delivered to a storage house instead if you have built one in your village. Similar to your production houses, storage houses have workplaces that you can assign to village inhabitants. The job of these workers is to carry resources from the storage house to the main house as soon as there is sufficient space in its storage room again. They will do this job automatically. Once you have assigned your workers to a storage house you won't need to give them any special instructions. Once you have created a civil unit, you can load it with resources using the **Plunder** function. ((**Reference to Chapter 4. Units/Civil units/Plunder**))

## Civil units

Civil units also have a „storage room“ - the saddle-bags of the packhorses belonging to each civil unit. You will notice that civil units can transport food, wood, stone, gold and equipment. The storage capacity of a civil unit depends on the number of packhorses it has.

## Selecting resource types



You can select certain resource types for your main house storage room and for civil units. To this end, select the main house or a civil unit. The appropriate resource icon will appear in the lower operating bar. Simply left-click on the box behind the amount stated to select a resource type. (A green check will appear to confirm your selection.) To deselect a selected resource type, simply left-click on the check box

once more (the green check will disappear). This way, you can select or deselect any number of resource types.

### Selected resources in the main house

Only resource types you have selected in the main house will be delivered to it. This applies to deliveries from production buildings and storage buildings of your settlement as well as the resources that your civil units deliver to your main house.

### Selected resources in civil units

The members of a civil unit will plunder only resource types you have selected for them.

### Consumption of resources

Whenever resources are consumed as a result of one of your actions (e.g., for the erection of buildings), these are taken directly from the storage room of the relevant game object. This means that the resources do not have to be transported (for instance, to a building site). All resources that are used as a result of the actions of your village inhabitants are therefore taken from the main house storage room.

However, if one of your civil units performs an action requiring the consumption of resources, these resources are always taken from the load of that civil unit.

### **Loss of resources**

Certain preconditions in the game can cause the loss of resources without substitution.

### **New instructions for workers**

If you give new instructions to a worker who is in the process of transporting resources, they will then lose these resources.

### **Damage to a building**

If a building with a storage room is damaged, the storage capacity of this storage room will be reduced in proportion to the damage to the building. This can lead to the destruction of resources within the storage room, although the reduction of storage capacity will affect the unused part of any storage room first.

### **Exceeding the storage capacity**

If a unit disbands within your main house and wants to hand in its resources, you might occasionally find that the storage room of your main house is full and cannot take the additional resources. In this case, the superfluous resources of the unit are lost without substitution.

### **Death of a packhorse**

Whenever one of your civil units loses a packhorse, the load of this unit will automatically be reduced by the share of that horse (i.e., a civil unit with four packhorses will lose a quarter of their load, a civil unit with three packhorses will lose a third, etc.)

### **Deleting resources**

If a storage room contains too much of a certain resource type, or if you want to create large storage capacities quickly, you can delete any desired amount of your resources. To do this, left-click on the amount of the superfluous resource type in the resource display of the lower operating bar (the numerical value will then change its color). Now you can reduce the selected amount of resources using the **Minus** key on your keyboard by any value you like. (You can use the **Plus** key for corrections, although you will of course not be able to set a value above the original amount.) Now confirm the new setting by pressing the **Enter** key or with another left-click.

## 4. Units

The members of a barbarian tribe are referred to as units, regardless of whether they are individual characters or groups of characters.

### Selecting units

Against Rome offers two methods of selecting your units: Either by simply clicking on them with your left mouse button, or by using the selection frame. To deselect units (i.e., undo the selection), simply left-click on a free space of the game screen.

#### Selection with a mouse click

In order to select an individual character, simply left-click on the desired character on the game screen. In order to select a whole unit, left-click on the unit banner. You cannot select individual unit members.

#### Selection with the selection frame

To select units with a selection frame, left-click on the game screen. Now hold the mouse button down and drag the mouse pointer in the desired direction over the game screen. This opens a green frame (the selection frame). Let go of the mouse button to select all units of your tribe which are now inside the frame.

If you have selected several units simultaneously this way, the information area in the lower operating bar shows a list of all units you have currently selected. At the same time, the command palette of the lower operating bar shows only those buttons which all selected units have in common.

If you have selected several units, you can single out one of them by left-clicking on the image of this unit in the information area of the lower operating bar. This will deselect all other units.

#### Grouping units

You have the additional option of combining your units into groups, which you can then select with the single click of a button. In order to create a group, first select all units you want to assign to a group. Now press the **CTRL** key and at the same time any numerical key between **1** and **9**. This way, you have created a group which you can select again in the course of the game by simply pressing the corresponding numerical key. You will find further group selection options in the list with shortcut keys on. **((Reference to Chapter 9/Appendices/Keyboard configuration))**

## Moving units

You can move the selected units by simply right-clicking on the desired destination on the game screen. You can make your units run to the desired destination as quickly as possible by performing a double right-click on the destination. In this case you will, however, have to put up with a reduction of their life points. In this context, please note that battle units might be prevented from walking or running by the formation type they are assuming at that moment. **((Reference to Chapter 7. Rules/Fights/Formation))**

## Moving about with the mini-map

You can also move your units using a right-click on the mini-map.



## Halting the movement

You can halt any unit's movement at any time by clicking on the **Stop** button in its command palette. You can also use this function to halt any other action of any unit unless it is engaged in close combat at the time.

## Individual characters

All units in **Against Rome** which do not belong to a group are referred to as individual characters.

## The leader

The leader of your barbarian tribe is essential for everything that happens in the game. The leader has numerous options to increase your warriors' and civilians' performance.

## Glory points

In addition to his life points, every leader has a so-called glory value, which is displayed as a yellow bar graphic under his life points. **((Reference to Chapter 7. Rules/The most important game values/Glory))**

## Command radius

Once you have selected your leader, you will notice that on the game screen he is surrounded not only by his selection frame but also by a second, larger circle. This is your leader's command radius. A leader is able to raise the morale of all units of his tribe within his yellow command radius with the **Motivate troops** function (see below) for a limited period of time.

## Personal characteristics

Unlike the other characters, your leader is able to improve his characteristics by several levels. The characteristics are shown by the following symbols in the information area of the lower operating bar. The level reached is additionally displayed as a numerical value:



**Attack value**



**Defense value**



**Command radius**



**Motivation power**

For a full explanation of the personal characteristics, see the chapter about **Rules**. ((Reference to Chapter 7. Rules/Development options))

## Development options

You can use your leader's glory points to purchase so-called development options for himself and his people. The development options are divided into three sections which can be accessed separately via the buttons described below. Once you have selected the desired option section, you are taken to the appropriate selection menu where you can buy the various options with your leader's glory points. After you have made your choice, you can leave the selection menu using the **Back** button.



**Personal options**

Clicking on this button takes you to the selection menu for the leader's personal options, which were listed in section "Personal characteristics" above.



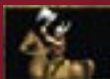
**Military options**

Clicking on this button takes you to the selection menu for the military options, where you can obtain new formations, warrior types, military equipment and special characteristics for your nation. ((Reference to Chapter 7. Rules/Development options/Military options))



### **Building options**

Clicking on this button takes you to the building options selection menu, where you can obtain the skills to erect new types of structures and to upgrade existing structures for your nation. **((Reference to Chapter 7. Rules/Development options/Building options))**



### **Motivate troops**

Clicking on this button will temporarily increase the morale of all units of your party currently within your leader's command radius by a certain value. The duration and extent of the increase in morale are dependent on the level the leader has obtained for his special characteristic **Motivation power**. Each motivation of troops will cost the leader some of his glory points.



### **Launch close combat**

Once you have clicked on this button, the mouse pointer on the game screen will turn into an attack symbol. Right-click on an individual enemy character or the banner of an enemy unit to engage this unit in close combat. Alternatively, instead of clicking this button, you can order your leader to start a close combat attack simply by dragging your mouse pointer over an enemy unit (the pointer will then turn into an attack symbol) and right-clicking on it.



### **Retreat**

If your leader is engaged in close combat you can order him to retreat by clicking on this button (the mouse pointer will then turn into a retreat symbol) and determine with a right click the place where you want your leader to withdraw to. Each retreat will cost the leader some of his glory points.



### **Take over settlement**

If your leader is in an enemy village, he can take possession of this settlement for his tribe as long as certain conditions are fulfilled. **((Reference to Chapter 7. Rules/Settlements/Taking over a settlement))** As soon as the conditions are fulfilled, the button will be activated (displayed in color), and you can take over the settlement with a click on the button.



### Delete objects

This function enables you to delete game objects of your tribe from the game screen. After clicking on this button, simply right-click on the object you wish to delete.

## Inhabitants

The male and female inhabitants of your settlement can be used for different purposes, e.g., as workers, warriors and even human sacrifices. Use the relevant functions of residential houses to create new inhabitants.

**((Reference to Chapter 5. Structures/Buildings/Residential building))**

### Morale points

In addition to their life points, every villager has a morale value. The morale values of all settlement inhabitants are combined in the so-called settlement morale, displayed in the information area of the main house underneath the life points. For more details on the morale value, see the Chapter about **Rules**. **((Reference to Chapter 7. Rules/The most important game values/Morale))**

### Workers



Your village inhabitants can perform various tasks. If you want to assign an inhabitant a job without having to click a button, simply drag the mouse pointer over the various objects in your settlement: Wherever the pointer turns into a golden worker symbol, all you have to do is right-click on that object to assign the appropriate task to your settlement inhabitant



### Civil structures

Clicking on this button will take you to the selection menu for settlement buildings. You can build these with the resources stored in your main house. The building costs along with the costs for a later upgrade are displayed in the help text of the relevant button. You can erect a new structure by first clicking on the relevant selection menu button. The mouse pointer on the game screen will now turn into the building symbol. At the same time, a transparent illustration of the structure selected by you will be projected to the mouse pointer. Move the mouse pointer within the settlement area (the borders are indicated by a dotted line) to determine a suitable

building site for your structure: All places where the transparent building projection turns green are suitable for erecting your new structure. Right-click on the game screen to determine the final location of your building site. Now the settlement inhabitants you selected will immediately start erecting the structure. If the completed building has workplaces, the settlement inhabitants will automatically take these up as soon as the building is completed. You can assign a maximum of four inhabitants to the erection of a building at any one time. You can leave the civilian structures selection menu at any time with a left-click on the game screen or the **Back** button.



### **Military structures**

Clicking on this button will take you to the military structures selection menu. You can erect these with the resources stored in your main house. The building costs are listed in the help text of each button. You can build gates, pieces of artillery and other equipment by clicking on the respective selection menu button. Your mouse pointer on the game screen will then turn into the building symbol. At the same time, a projection of the structure you selected will be displayed at the mouse pointer. Move the mouse pointer around in the settlement (whose borders are shown by a dotted line) until you have found a suitable location for your structure: All locations where the transparent structure projection turns green are suitable for the structure. Right-click on the game screen to determine the final location of the building site. Thereupon the inhabitants you have selected will immediately commence the erection of the structure. It is even easier to build palisades and walls: Right-click on the game screen to determine the position of the first building segment. Then you can determine the length and position of the wall or palisade by dragging the mouse pointer across the game screen and placing the final building segment with another right-click. This way, you have determined all building sites for the separate wall or palisade segments, which will then one by one be erected by the inhabitants of your settlement. You can assign a maximum of four settlement inhabitants at any one time to erect a structure. Upon the completion of a piece of artillery or other military equipment requiring operators, the inhabitants engaged in building it will stay on to man it. You can leave the military structures selection menu at any time by left-clicking on the game screen or via the **Back** button.



### Repair structure

Click on this button if you want your village inhabitants to repair a damaged structure. The mouse pointer on the game screen will turn into the building symbol. Now right-click on the desired structure to instruct your settlement inhabitants to repair it. You can assign a maximum of four settlement inhabitants at any one time to repair a building. You do not need to spend resources to repair a building.



### Upgrade structure

Click on this button to have your villagers expand a building. Your mouse pointer on the game screen will now turn into the building symbol. Right-click on the desired structure to instruct your settlement inhabitants to upgrade it. You will need resources from your main house to upgrade a building. The costs for upgrading a building are stated in the help texts of the buttons in the selection menu for civil structures (see above). You can assign a maximum of four settlement inhabitants at any one time to upgrade a building.



### Equip

Clicking on this button will take you to the selection menu for units that you can equip with the resources stored in your main house. The costs for transforming a village inhabitant into one of the units listed there are stated in the help text of the respective button. At the same time, the operating bar displays the resources on store in your main house, so that you can keep an eye on the amount of resources consumed. Now you can assign the currently selected inhabitants to the desired unit types simply by clicking on the buttons. Each button will inform you in the form of two numerical values how many more units of the respective type you can equip (the number before the slash) and how many inhabitants you have already assigned to them (the number after the slash). Moreover, the small symbol in the left upper corner of the button indicates whether you will need a male or a female inhabitant to equip this unit. You can undo an assignment at any time by right-clicking to the respective button.

Once you have assigned your village inhabitants this way, confirm your selection by clicking on the **OK** button. Now the selected settlement inhabitants will go into your main house, where they will be changed into the desired units. You can leave the units selection menu at any time by left-clicking on the game screen or on the **Back** button – in this case, the changes made so far will not come into effect.



### **Sacrifice**

Click on this button to instruct the selected settlement inhabitants to go to the nearest place of sacrifice in their settlement, where they will be sacrificed to their gods to charge the place of sacrifice with valuable magic points. **((Reference to Chapter 7. Rules/Heathen magic))**

### **Priests**

The priests of your nation are masters of heathen magic, which makes them valuable assets to your tribe. Each village inhabitant of the appropriate sex can be turned into a priest if you have the necessary resources at your command. For priests to use their spells, you will moreover require at least one place of sacrifice in your settlement. **((Reference to Chapter 7. Rules/Heathen magic))**

### **Magic points**

In addition to their life points, all priests have so-called magic points as their most important characteristic, displayed as a blue bar graphic under his life points.

### **Spells**

Each priest has a maximum of four different spells at their command, which are described in the Chapter about **The barbarian nations**. You can access the spells via buttons in the priests' command palette.

The spells for Teutonic priestesses of Odin are listed on. **((Reference to Chapter 6. The barbarian nations/The Teutons/Spells))**

The spells for Celtic druids are listed on. **((Reference to Chapter 6. The barbarian nations/The Celts/Spells))**

The spells for Hun shamans are listed on. **((Reference to Chapter 6. The barbarian nations/The Huns/Spells))**



### **Launch close combat**

As soon as you have clicked on this button, the mouse pointer on the game screen turns into an attack symbol. Right-click on an individual enemy character or the banner of an enemy unit to instruct your priest to launch a close-combat attack against this unit. Instead of using this button, you can also order your priest to launch a close-combat attack by dragging your mouse pointer over an enemy unit (in this case, the mouse pointer will turn into an attack symbol) and right-clicking on it.



### **Retreat**

If your priest is engaged in close combat, you can instruct him or her to retreat by clicking on this button (the mouse pointer will then turn into a retreat symbol) and right-clicking on the game screen to determine the location you want the priest to return to. Each retreat will cost the priest a part of his/her magic points.

## **Military and civil units**

There are two different kinds of units in **Against Rome**: Battle units and civil units. Units can be created by transforming settlement inhabitants into civilians (for civil units) or warriors (for battle units). **((Reference to Chapter 4. Units/Individual characters/Settlement inhabitants/Equip))**

### **Unit banner**

Each unit is equipped with a so-called unit banner. The unit banner is placed more or less in the center of the unit and displays a smaller version of the tribe symbol in the team color.

During a game, a unit can then be selected by a simple left-click on its banner. The position of the banner, not of separate members of the unit, is decisive in the game under all circumstances (e.g. for determining whether a unit is within or outside of the borders of a settlement).

### **Unit life points**

Each member of a unit has life points, which are displayed above each character of a selected unit on the game screen. In addition to that, the so-called unit life points are displayed in the form of a green bar graphic in the information area of the lower operating bar of a unit. This is the average value of all unit members, which is useful to obtain a quick overview of the general state of the unit. For more information about the life points, see chapter **Rules**. **((Reference to Chapter 7. Rules/The most important game values/Life points))**

### **Unit morale**

In addition to their life points, each member of a unit is given a morale value. As soon as settlement inhabitants are turned into unit members, they transfer their morale value to their unit. The morale values of all unit members are combined into the so-called unit morale, displayed in the information area underneath the life points as a so-called yellow bar graphic. For more information about the morale value see the Chapter about **Rules**. **((Reference to Chapter 7. Rules/The most important game values/Morale))**

## Special characteristics

A unit can have special characteristics that are purchased with the leader's value points. The special characteristics of a unit are displayed in the information area to the right of the illustration in the shape of small symbols.

The special characteristics of the nations are described in the chapter on

### **The barbarian nations:**

You will find the special characteristics of the Teutons on. **((Reference to Chapter 6. The barbarian nations/The Teutons/Special characteristics))**

You will find the special characteristics of the Celts on. **((Reference to Chapter 6. The barbarian nations/The Celts/Special characteristics))**

You will find the special characteristics of the Huns on. **((Reference to Chapter 6. The barbarian nations/The Huns/Special characteristics))**

## Battle units

One battle unit can have a maximum of 20 members. All members of a battle unit must be of the same warrior type. These rules are automatically taken into consideration when your village inhabitants are changed into warriors.



### **Formations**

Click on this button to access the formations selection menu. In this menu you will find a button for each formation your battle unit can assume, with the currently assumed formation highlighted in color. Simply left-click on the desired button to assign a new formation to your unit. You can leave the selection menu at any time by clicking on the **Back** button. You cannot access this selection menu while your battle unit is engaged in close combat. For more details on the issue of formations, refer to the Chapter on **Rules. ((Reference to Chapter 7. Rules/Fights/Formations))**



### **Unite**

You can use this function to unite two units, bearing in mind, however, the rule described above that a unit can have a maximum of 20 members of one type only. As soon as you have selected a unit, prepare the merger with a left-click on this button. The mouse pointer on the game screen will now turn into the merger symbol. Now right-click on a suitable second unit. The two units will now automatically unite and become one unit.



### **Split**

Left-click on this button to have one unit split into two units.



### **Disband**

Click on this button to instruct a unit currently in your settlement to disband in the main house. During this process, the members of this unit will leave a large part of the resources that had originally been used to transform them into warriors (equipment and horses, but no gold) in the main house storage room. They will leave the main house as common settlement inhabitants. If there is not enough space in the storage room of the main house to take these resources, they will be lost in the process.



### **Launch close combat**

As soon as you have clicked on this button, the mouse pointer on the game screen will change into an attack symbol. Right-click on a separate enemy character or the banner of an enemy unit in order to instruct your battle unit to attack this unit in close combat. Alternatively, instead of clicking on this button, you can also instruct a close combat unit to attack by dragging your mouse pointer over an enemy unit (the pointer will then turn into an attack symbol) and right-click on it. You can use this alternative method to instruct an artillery unit to launch a long-distance fight.



### **Burn down**

Left-click on this button to initialize burning down enemy structures. Your mouse pointer on the game screen will turn into an attack symbol. Right-click on a suitable building to instruct your battle unit to burn down this structure by throwing torches. Burning down buildings will raise the unit morale.



### **Mead bomb**

This button is exclusively available to Teutonic battle units once this special characteristic has been obtained for them. **((Reference to Chapter 6: The barbarian nations/The Teutons/Special characteristics/**

**Mead bomb))** The mead bomb can be used not only against enemy units but also against structures.



### **Fight in a berserk rage**

This button is exclusively available to Hun battle units once the special characteristic “berserk rage” has been obtained for them. **((Reference to Chapter 6. The barbarian nations/The Huns/Special characteristics/Berserk rage))** Click on this button to induce the members of the unit to fight according to the rules of this special characteristic



### **Normal fight**

This function is also exclusively available to Hun battle units with the special characteristic “berserk rage”. Click on this button to make the members of the unit fight with their normal battle values again after they have been fighting in a berserk rage.



### **Launch long-distance battle**

Left-click on this button to instruct an artillery unit to launch a long-distance attack. The mouse pointer on the game screen will turn into an attack symbol. Right-click on an enemy unit to determine the target of the long-distance attacks. For more details about long-distance battles refer to the chapter about **Rules** on. **((Reference to Chapter 7. Rules/Fights/Long-distance fight))**



### **Use flaming projectiles**

This button is exclusively available to Celtic artillery units once the special characteristic “flaming projectiles” has been obtained for them. **((Reference to Chapter 6. Barbarian nations/The Celts/Special characteristics/Flaming projectiles))** The function is the same as that of the **Launch long-distance battle** button, but your warriors will use flaming projectiles instead of their normal ammunition. These projectiles have a lower range, but a higher damage value and can also be used against structures.



### Use poisonous projectiles

This button is exclusively available to Hunnish artillery units once the special characteristic “poisonous projectiles” has been obtained for them.

**((Reference to Chapter 6. The barbarian nations/The Huns/Special characteristics/Poisonous projectiles))** The function is the same as that of the **Launch long-distance battle** button, but your warriors will use poisonous projectiles, with a lower range but a higher damage value, instead of their normal ammunition.



### End long-distance fight

Left-click on this button to instruct artillery units to cease their long-distance attacks.



### Retreat

If your battle unit is engaged in close combat, you can order its retreat by clicking on this button (the mouse pointer will then turn into a retreat symbol) and right-click on the position in the game area where you want your unit to withdraw. Each retreat will cost the unit a part of its morale points.



### Bunch formation

Left-click on this button at any time to instruct a battle unit to assume the bunch formation. This function will prove useful especially if your unit is currently engaged in close combat. For more information about this subject, please refer to the chapter on **Rules** on. **((Reference to Chapter 7/Fights/Close combat/Close-combat formations))**

## Civil units

A civil unit is made up from a maximum of 4 members. In addition, each member of a civil unit can have a packhorse for transporting resources. If you convert your villagers into warriors, these rules are automatically taken into consideration.

### Effective radius

Each civil unit has an effective radius which is displayed as a blue circle line on the game screen. To replenish its life points with the help of the food carried by the civil unit or use the function **Give gifts to units**, a unit must be within the effectivity radius of that civil unit. **((Reference to Chapter 7. Rules/The most important game values/Life points))**

## Resources display

Each civil unit with packhorses can transport resources. The resources are displayed in its lower operating bar. For more information about the resources of a civil unit, please refer to the chapter about **Resources** on. **((Reference to Chapter 3. Resources/Storage and Consumption))**



### Plunder

You can use this function to instruct the members of your civil unit to get resources from your own or from enemy buildings and to load them on their packhorses. Once you have clicked on this button, the mouse pointer on the game screen will turn into the plunder symbol. Now right-click on a suitable building to determine the target for plundering.



### Unify

You can use this function to unify two units, taking into consideration the rule explained above that each civil unit consists of a maximum of 4 civilians. Once you have selected a unit, you initiate the merger by left-clicking on this button. The mouse pointer on the game screen will now turn into a merger symbol. Right-click on a suitable second civil unit. The two units will now automatically unify and become one and the same unit.



### Split

Left-click on this button to make one unit split into two units.



### Disband

Click on this button to instruct a civil unit currently in your settlement to disband in your main house. The members of the units will hand in their horses and all resources they had been carrying to the storage room of your main house and then leave the main house as common settlement inhabitants. If there is no space left in the main house for taking these resources, they will be lost in the process.



### **Deliver resources**

Left-click on this button to instruct a civil unit currently in your settlement to deliver the resources it carries to the main house, if there is enough space in the main house storage room to take the resources.



### **Man equipment**

With this function, you can man pieces of artillery (and, as a Celt: stone traps) which currently have no operating personnel. Once you have clicked on the button, right-click on the piece of equipment on the game screen that you want your civilian unit to man.



### **Build equipment**

Click on this button to access the selection menu for military equipment. You can build it with resources transported by your civil unit. The building costs are stated in the help texts of the respective buttons. You can build the equipment by clicking first on the appropriate selection menu button. The mouse pointer on the game screen will then turn into the building symbol, and at the same time, a transparent representation of the equipment you selected is projected to the mouse pointer. Move your mouse pointer on the game screen until you have found a suitable building place for the equipment: Any place where the equipment projection takes on a green color is a suitable building place. Right-click on the game screen to determine the final building site; now the civilians will immediately start building your equipment.

If the structure to be built is a piece of artillery or a Celtic stone trap, which needs operating personnel, the required number of civilians will stay on once the piece of equipment is completed to man it. You can leave the military equipment selection menu at any time by left-clicking on the game screen or on the **Back** button.



### **Give gifts to units**

You can use this function to boost the morale of units which are in the effectivity radius of your civil unit. To do this, your civil unit must carry gold, some of which is used up with every donation. If you left-click on the button, your mouse pointer on the game screen will turn into the donation symbol. Right-click on the desired unit to boost its morale with a small gift of gold.



### **Founding a settlement**

Click on this button to instruct your civil unit to build a main house in order to found a new settlement. Note however that this can only be done if your unit carries sufficient resources and your tribe has no other settlement at the time.

Your mouse pointer on the game screen will change into the building symbol. At the same time, a transparent illustration of the main house will be projected to the mouse pointer. Move the mouse pointer around until you have found a suitable building site for your building. A suitable building site is indicated by the fact that the transparent building projection is displayed in green.

Right-click on the game screen to confirm the desired building site. Now the members of your civil unit will immediately start erecting a main house.

For further information about founding a settlement, refer to the chapter on Rules on. **((Reference to Chapter 7. Rules/Settlements))**

## **5. Structures**

In **Against Rome**, “structures” refers to settlement buildings as well as palisades, walls, pieces of artillery and other equipment.

### **Selecting structures**

Structures are selected by left-clicking on the object. You cannot select several structures simultaneously.

### **Life points**

Each structure has life points. Whenever a structure is damaged, it loses life points. Lost life points can be replenished by repairing the structure. **((Reference to Chapter 4. Units/Individual characters/Settlement inhabitants/Repair buildings))**

## **Buildings**

**Structures that can only be built within a settlement (see below) are referred to as buildings, or settlement buildings.**

### **Erecting and upgrading buildings**

Once built, certain buildings can be upgraded. For more detail, please refer to the chapter about Rules on. **((Reference to Chapter 7. Rules/Settlements/Erecting and upgrading buildings))**

## The main house

The main house is the center of any settlement. Unlike other settlement buildings, the main house is not built by the settlement inhabitants but by a civil unit that has the appropriate equipment. **((Reference to Chapter 7. Rules/Settlements/Founding a settlement))**

## The settlement area

The main house is the center of the so-called settlement area, where all other buildings of the settlement must be erected. **((Reference to Chapter 7. Rules/Settlements/The settlement area))**

## Settlement morale

The information area of the main house contains a second important value under the life point display: This is the so-called settlement morale, representing the average morale of all settlement inhabitants. **((Reference to Chapter 7. Rules/The most important game values/Morale))**

## Storage room

Every main house has a large storage room containing the resources of the tribe. The resources you need to erect structures and equip village inhabitants are taken from this storage room. For more information about this subject, please refer to the chapter about **Resources** on. **((Reference to Chapter 3. Resources/Storage and consumption))**

## Rallying point

When you convert your village inhabitants into priests or units, the converted units will automatically gather at the rallying point of the main house. This is marked on the game screen with a big banner displaying your tribe symbol. Once you have selected your main house, you can determine an additional rallying point by right-clicking on any free space of the settlement site. The new rallying point will be indicated on the game screen.

## Inhabitant capacity

Like your residential houses (see below), your main house has a inhabitant capacity, which is however rather low.



### Evacuate settlement

Left-click on this button to instruct your village inhabitants to evacuate your current settlement. As a result, your settlement inhabitants will automatically change into civil units if they can, while all settlement buildings will be destroyed one by one. Leaders, priests and existing units are not

affected by the evacuation of your settlement. For more information on this subject, please refer to the chapter about **Rules** on. **((Reference to chapter 7. Rules/Settlements/Disbanding a settlement))**



### **Give gift to inhabitants**

With this function, you can increase the morale of your settlement inhabitants. To this end, the storage room of your main house must hold a sufficient amount of gold, a small part of which will be used up with every donation. With every left-click on this button, you will increase the morale values of all settlement inhabitants with a small gift of gold.



### **Give gifts to units**

You can use this function to increase the morale of units which are currently within the borders of your village. To this end, the storage room of your main house must hold a sufficient amount of gold, a small part of which will be used up with every donation.

If you left-click on the button, the mouse pointer on the game screen will turn into the donation symbol. Right-click on any unit to increase its morale with a small gift of gold.



### **Delete objects**

This function enables you to delete game objects of your tribe from the game screen. After clicking on this button, simply right-click on the object you wish to delete.

### **Residential building**

Residential buildings can be used to create new settlement inhabitants. In addition to this, the number of residential buildings you erect in your settlement will determine the maximum number of inhabitants you can have.

### **Rallying point**

The settlement inhabitants you create in a residential building will normally gather right in front of that building's entrance. You can however determine a different location as the rallying point by right-clicking on any free space within the settlement borders after you have selected a residential building. The new rallying point will be indicated by a mark on the game screen.

## Inhabitant capacity

Every residential house has a so-called inhabitant capacity. This refers to the number of settlement inhabitants who can theoretically live there. The sum total of the inhabitant capacity of all buildings in your settlement therefore determines how many inhabitants your settlement can have.



### Create man

With each left-click on this button, you will create a male inhabitant for your settlement. The number on the button indicates how many male settlement inhabitants have been ordered this way. Each right-click on this button will reduce the number of inhabitants to be created. As soon as the number of your village inhabitants has reached or exceeded the maximum number of inhabitants you can have, this button will be deactivated.



### Create woman

This is the same function that has been described under the **Create man** section – in this case, however, it refers to female settlement inhabitants.



### Stop

Click on this button to stop the procedure of creating male and female inhabitants.

## Production buildings

The following settlement buildings are used to produce resources and are therefore referred to as production buildings:

- farm
- butcher's shop
- carpenter's workshop
- mine
- stable
- armory
- goldsmith's workshop

## Workplaces

Every production building has four workplaces which can be taken by settlement inhabitants. These workplaces are displayed at the right side of the building illustration in the information area of the lower operating bar.

### **Storage room**

Every production building has a small storage room to store the resources produced there. For more detailed information on this subject please refer to the chapter about **Resources** on. **((Reference to Chapter 3. Resources/Storage and consumption))**



### **Shut down**

Click on this button to shut down the production building. The workers of that building will now leave their workplaces and can be reassigned to other jobs.

### **Storage house**

The main function of a storage house is to increase the storage capacities for resources in your settlement. As soon as the storage room of your main house is full, the resources produced in your settlement will be delivered to a storage house instead.

### **Workplaces**

Every storage house has four workplaces, which can be taken up by the inhabitants of your settlement. These workers' job is to deliver the resources stored there to the main house as soon as there are any free storage capacities again. The workplaces are indicated to the right of the building illustration in the information area of the lower operating bar.

### **Storage room**

Every production building has a small storage room to store resources produced there. For more detailed information on this subject, please refer to the chapter about **Resources** on. **((Reference to Chapter 3. Resources/Storage and Consumption))**

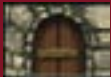
### **Walls and palisades**

Walls and palisades are used to protect your village. You can see some buttons on the gates belonging to them:



### **Open gate**

Click on this button to open the gate.



### **Close gate**

Click on this button to close the gate.

## **Place of sacrifice**

You need places of sacrifice in order to generate magic points for your priests. For more detailed information on this subject, please refer to the chapter **Rules**. ((Reference to Chapter 7. Rules/Heathen magic))

### **Magic points**

The magic points stored in a place of sacrifice are indicated in the form of a blue bar graphic under the life points in the information area of the lower operating bar of the place of sacrifice.

## **Artillery**

Pieces of artillery can be built and manned by settlement inhabitants or civil units.

### **Field of fire**

Every piece of artillery has a field of fire, marking that part of the game area that can be hit by its projectiles. ((Reference to Chapter 7. Rules/Fights/Artillery))

### **Crew**

A piece of artillery must first be manned before it can be used. The characters that have built the piece of artillery are automatically used to man it. Alternatively, you can assign settlement inhabitants to a piece of artillery, using the **work** function. ((Reference to Chapter 4. Units/Individual characters/Inhabitants/Workers))



### **Turn left**

With each click on this button you will turn the piece of artillery – and with it, its field of fire – a little further to the left.



### **Turn right**

With each click on this button you will turn the piece of artillery – and with it, its field of fire – a little further to the right.



### **Launch long-distance fight**

Left-click on this button to instruct the piece of artillery to use standard ammunition. The mouse pointer on the screen will turn into an attack symbol. Right-click into the field of fire to determine the target for the projectile. If you have marked an enemy unit or an enemy building as target, your piece of artillery will continue shooting it until it is either destroyed or has left the field of fire. For more detailed information on the subject of long-distance fights, please refer to the chapter about **Rules on. ((Reference to Chapter 7. Rules/Fights/Long-distance fight))**



### **Use flaming projectiles**

This button can be used exclusively by Celtic pieces of artillery as soon as the special characteristic “flaming projectiles” has been obtained. **((Reference to Chapter 6. The barbarian nations/The Celts/Special characteristics/Flaming projectiles))** The function is the same as that of the **Launch long-distance fight** button. Instead of the standard ammunition, however, the piece of artillery will use flaming projectiles with a lower range but higher damage value.



### **End long-distance fight**

Left-click on this button to instruct the piece of artillery to cease its long-distance attacks.



### **Leave**

Click on this button to instruct the artillery crew to leave their equipment.

## **Stone traps**

Stone traps are one of the Celtic special characteristics. They are artificially erected stone heaps, ideally placed at the top of an incline. Once the stone trap has been triggered, the now released rocks roll down the hill, damaging everything in their path.

## **Crew**

You have to man a stone trap first in order to be able to trigger it. The characters that have built a stone trap are automatically employed to man them.

Alternatively, you can assign settlement inhabitants to the stone trap with the **Work** function. ((Reference to Chapter 4. Units/Individual characters/Settlement inhabitants/Workers))



### Trigger

Left-click on this button to trigger the stone trap. After that, the trap crew is available as standard characters again.



### Leave

Click on this button to instruct the crew of the stone trap to leave their equipment.

## Barricades

Stone traps are one of the special characteristics of the Celts. These are artificially erected barriers that can be used to block the path of enemy units. Barricades can be used by settlement inhabitants or civil units.

## 6. The barbarian nations

### The Teutons

There is nothing the Teutons love more than a good fight, and a feast to follow it. With their unbridled love of freedom and their inherent belligerence, they are never at a loss to find a good reason for a proper bloodshed. In a quarrel, they prefer a fight man-to-man; cavalry and long-range weapons are foreign concepts to them. When it comes to providing for the after-battle feast, their method of choice is raiding and pillaging rather than tiresome work. The same goes for weapons, armors, horses and all the other everyday necessities: Why should an upright Teuton slave away, when what he desires is just one raid away (e.g., in the neighboring village)? What's more, there's a good brawl in store for him to boot!

### Characters



### Teutonic chieftain

The Teutonic chieftain is the respected head of his tribe and, at the same time, a shrewd warlord. He holds his position thanks to the glory he gained in innumerable battles, his resourcefulness and, last but not least, his ability to secure the greatest victories and the richest spoils for his tribe.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Infantry bonus, leader

**Special characteristics:** -



### **Priestess of Odin**

Priestesses who are ordained to the Teutonic god Odin are said to have remarkable magic powers. In any case, they seem to have a special rapport with the wolves in the wild forests of Germania. Before their ordination, many priestesses used to be spear wenches, which is why they are adept at handling their staff with deadly precision not only in ritual acts.

**Troop type:** Close-combat fighter, infantry

**Special features:** Cavalry bonus, spells

**Special characteristics:** -



### **Sword bearer (warrior with a sword)**

As a sign that he has completed his rites of passage (which, amongst other things, entails killing a bear and mounting a woman) the Teutonic warrior receives his first sword. Now, with their professional ambition spent, most Teuton warriors are henceforth happy to keep repeating certain parts of these rituals so as not to get out of practice.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Hitting power, battle high, mead bomb



### **Spear wench (female warrior with a spear)**

As a sign that she has completed her rites of passage (which, amongst other things, entails killing a man and mounting a hill), the female Teuton warrior receives her first spear. The fact, incidentally, that spear wenches know how to use their weapons as accurate and deadly missiles is labeled unfair and “womanish” by their male colleagues. Behind their backs, of course!

**Troop type:** Artillery, infantry

**Special features:** Cavalry bonus

**Special characteristics:** Hitting power, battle high, mead bomb



### **Servant of Thor (warrior with a hammer and shield)**

Teutonic warriors to whom a sword is not much better than a rather out-sized knife, suitable at best for dividing up a roast pig, dedicate their lives to the mighty god Thor. As a sign of their new vocation they may thenceforth bear a huge hammer and a shield. Accordingly, the damage such a hammer can do to an enemy is rather more spectacular than that of a sword.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Hitting power, battle high, shield protection, mead bomb



**Axe brandisher** (warrior with an axe and shield)

Teutons relying on their skill rather than brute force like to use a battle axe in combination with a shield. As they occasionally employ their axe as a lethal missile in a battle, some Teutonic warriors tend to look down upon the axe brandishers with disdain and scorn. This quite often is the last thing they do in their lives!

**Troop type:** Artillery, infantry

**Special features:** Infantry bonus

**Special characteristics:** Hitting power, battle high, shield protection, mead bomb



**Horseman (mounted warrior with a sword and shield)**

When the Teutonic tribes had their first woeful encounters with the Roman cavalry, they were in for a two-fold surprise: firstly, they realized that horses can be used not only for transporting booty, and secondly, they were struck by the stunning effect of the Roman cavalry. Clever chieftains consequently organized their own mounted units, who, for lack of a better term, were simply called horsemen.

**Troop type:** Close-combat fighters, cavalry

**Special features:** Infantry bonus

**Special characteristics:** Battle high, shield protection, mead bomb



**Slaughterer** (warrior with a two-handed axe)

Teutons relying on their muscle power as well as their skill, resort to the mighty battle axe. With this weapon, wielded with both hands, they sow death and doom in the enemy lines. Unlike axe brandishers, slaughterers are deeply respected and admired by the other warriors of their tribe. But then, slaughterers don't throw their axes at adversaries.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Hitting power, battle high, mead bomb



**Executor of Thor** (warrior with a twin hammer)

Those servants of Thor whose sense of their divine vocation is particularly strongly developed put their shields aside and take up a second hammer instead so that they may crush their opponents with a twofold force of destruction. To these dauntless warriors, their own lives are worth very little, and that of their enemies, nothing at all – all they want is to be the

terrifying instrument of the mighty god of the Teutons.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Hitting power, battle high, mead bomb

## Special characteristics

You can purchase the following special characteristics for the members of a Teutonic tribe:



### Battle high

All Teutonic warriors with close-combat weapons get a morale bonus after they have killed an opponent in battle.



### Mead bomb

All Teutonic warriors with this particular ability can use so-called “mead bombs” as missiles against enemy units and structures.



### Shield protection

All Teutonic warriors that can carry a shield suffer less damage after being hit by the enemy.



### Hitting power

All Teutonic warriors with close-combat weapons inflict greater damage on the enemy after a successful hit.

## Magic spells

A priestess of Odin can master the following spells:



### Scout

**Description:** Your priestess uses this magic spell to summon the so-called Odin's wolf which you can use to scout out the areas of the game screen that haven't yet been explored. As the god Odin always only grants this wish for a limited amount of time, the life points of Odin's wolf drop continually. The wolf disappears the moment he has no more life points.

**Magic point cost:** Low.

**Control:** When you have selected this spell in your priestess's command palette, left-click on the game screen to determine the place where you want Odin's wolf to appear.

Then you can move Odin's wolf across the game screen like any other individual character until he has no more life points.



### Fog

**Description:** The priestess can rob an enemy artillery unit of its vision with this magic spell via a thick blanket of fog so that it cannot use its long-range weapons. The fog disappears after some time.

**Magic point cost:** Medium

**Control:** When you have selected this spell in your priestess's command palette, left-click on the unit banner of an enemy artillery unit you want to be shrouded in fog.



### B

### Thunder and lightning

**Description:** A divine bolt of lightning which causes a correspondingly large amount of damage hits the target of this magic spell.

**Magic point cost:** High

**Control:** When you have selected this spell in your priestess's command palette, left-click on an enemy building or an enemy character to determine the target of the bolt of lightning.



### Pack of wolves

**Description:** Your priestess can summon up a whole pack of Odin's wolves with this magic spell, which she can then use as a battle unit. As is the case for the magic spell "Scout", the life points of Odin's wolves also drop continually here. A wolf disappears the moment he has no more life points.

**Magic point cost:** Maximum

**Control:** When you have selected this magic spell from your priestess's command palette, left-click on the game screen to determine the place where you want Odin's wolves to appear.

Then you can use the pack of wolves like a normal battle unit until it disappears after it has lost all its life points.

## The Celts

At the time of the migration of nations there was only one place in the whole of Europe where the Celts could live in freedom: the British Isles or rather those parts of the British Isles that weren't under the command of the Romans. Celtic nations had already discovered and settled throughout the entire continent at a time when the Roman Empire was still a faraway dream and the Teutonic tribes still freezing in Scandinavia. They still however had to make way for the foreign powers which invaded their lands, sometimes as part of a plan and sometimes not. After the Romans had first conquered the Gallic and then the Spanish Celtic nations, the fate of the one-time rulers of Europe seemed to be finally sealed. It was only on the British Isles that some free Celtic nations could stand up for themselves. Knowing that they would never regain their old power, they waited for an opportunity to drag the Roman Empire that had dealt them the deadly blow, down with them.

## Characters



### Celtic clan ruler

A Celtic leader was chosen from the circle of noblemen of the nation. He was not only responsible as the battle leader for all military affairs, but also as the guardian of the cultural heritage for the civil requirements of his tribe. If, in addition, a Celtic ruler excelled through especially courageous deeds, he was surely reserved a place in a heroic Celtic saga.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Infantry bonus, leader

**Special characteristics:** -



### Druid

The Celtic druids were considered the guardians of the spiritual legacy of their nation. Although the Celts worshipped different Gods according to the region in which the tribe lived, the belief in the power of nature was the common element in their religious cosmos. Druids had a deep understanding of these natural powers and knew how to harness them specifically for the good of their nation.

**Troop type:** Close-combat fighter, infantry

**Special features:** Magic spells

**Special characteristics:** -



### **Female hunter** (female warrior with bows)

Celtic women were permitted to learn battle-craft and were an accepted part of every Celtic army. Contrary to what the Romans originally believed, female hunters are not just responsible for trapping food but also for killing enemy soldiers.

Another thing the Romans missed was the irony that lay in the fact that they used bows and arrows, weapons which had been unknown to the Celts before their first encounter with the Empire.

**Troop type:** Artillery, infantry

**Special features:** Change of weapon

**Special features:** Flaming projectiles, shooting skills



### **Swordsman** (warrior with a sword)

The sword is the traditional weapon of the male Celtic warrior. They have developed a great skill in dealing with sharpened steel. The Celtic swordsman is however still inferior in comparison to his Roman equivalent as he traditionally goes into battle without a shield and armor.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** -



### **Lance bearer** (warrior with a lance and shield)

The Celtic warrior equipped with a spear and shield is also a common sight on Celtic battlefields. Due to the excellently trained Roman cavalrymen, the British Celts lengthened their spears to lances, which then proved very effective against enemy cavalry.

**Troop type:** Close-combat fighter, infantry

**Special features:** Cavalry bonus

**Special characteristics:** -



### **Stone thrower** (warrior with a sling-shot)

The British Celts had already lived under Roman occupation for several hundred years. During this time there were numerous rebellions which however seldom escalated into open field battles. Instead small, easily concealable weapons such as stone sling-shots were employed which the Celts learnt to use excellently.

**Troop type:** Artillery, infantry

**Special features:** Change of weapon

**Special characteristics:** Flaming projectiles, shooting skills



**Avenger of Boudica** (female warrior with double swords)

Boudica was a famous Celtic queen who led a rebellion against the Roman occupiers. She nearly succeeded in running the Empire off the island but she was left in the lurch by other Celtic leaders in the decisive phase of her battle. Some female warriors swear to avenge her in her honor, swinging their swords with deadly precision.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** -



**Iron thrower** (warrior with a large sling-shot)

The strongest Celts are not content to use gravel stones as ammunition for their sling-shots. Instead they rely on large, sharp-edged lumps of iron ore which, when thrown with great strength, can cause terrible wounds. Iron throwers are respected members of their tribe and their names are spoken with awe and admiration.

**Troop type:** Artillery, infantry

**Special features:** Change of weapon

**Special characteristics:** Flaming projectile, shooting skills



**A Nobleman** (horseman with a lance and shield)

Celtic noblemen always rode into battle on horseback. They then sought battle with enemy elite troops, whereby in the case of the Romans, this would of course be their cavalry. Most noblemen equipped themselves accordingly with long horsemen's lances.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Infantry bonus

**Special characteristics:** -

## Special characteristics

You can purchase the following special characteristics for the members of a Celtic clan:



**Stone traps**

Celtic civil units can build up piles of stones at any point to be knocked over causing a landslide onto the enemy. **((Reference to Chapter 5. Structures/Stone traps))**



### Flaming projectiles

All Celtic warriors with long-range weapons and all Celtic artillery weapons can fire flaming projectiles.



### Barricades

Celtic civil units can build wooden barricades at any point to block the way. **(Reference to Chapter 5. Structures/Barricades)**



### Shooting skills

All Celtic warriors with long-range weapons and all Celtic artillery weapons have a longer range.

## Magic spells

A druid can master the following magic spells:



### Sow the seeds of discord

**Description:** With this spell your druid can cause the opponents to clash internally so much that they can suffer a serious loss of morale.

**Magic points cost:** Low

**Control:** When you have selected this spell from your druid's command palette, left-click on the game screen to determine the center of its effective radius. All enemy settlement inhabitants and members of units which are within this radius suffer a loss of morale points.



### Heal

**Description:** Your druid can replace the lost life points of your figures with this magic spell.

**Magic point cost:** Medium

**Control:** When you have selected this spell from your druid's command palette, left-click on the game screen to determine the center of its effective radius. All the characters of your tribe that are within this effective radius will regain some of the life points they had lost.



### Evil eye

**Description:** This magic spell enables your druids to place a curse on your opponents' buildings and figures and to thus cause damage.

**Magic point cost:** High

**Control:** When you have selected this spell from your druid's command palette, left-click on the game screen to determine the center of its effective radius. All enemy buildings and characters within this radius will suffer damage.



### Wake the dead

**Description:** Your druid can use this spell to reanimate dead characters. If it is a member of an opposing tribe, it now automatically belongs to your tribe after it has been reanimated.

**Magic point cost:** Maximum

**Control:** When you have selected this spell from your druid's command palette, left-click on the game screen to determine the center of its effective radius. All dead characters within this radius are reanimated and now belong to your tribe.

## The Huns

The European nations were not in the least prepared for the invasion from the east which was to go down in history as the "Storm of the Huns". Up to this day it is still not known exactly why the nation of nomadic horsemen left their homeland in the Asiatic steppes and advanced deep into European territory. The indigenous barbarian nations there were not able to match the unfamiliar ferocity of the foreign invaders. The fear and terror which the gruesome Hun warriors spread was so great that entire nations were fleeing within a very short time: the peak of the European migration of nations had been reached.

Even the Roman Empire couldn't stop the warring nomads from the east— on the contrary! All of a sudden, they had to deal with the hardly manageable barbarian nations who – on the run themselves – invaded the provinces of the rich, robbing and plundering.

The Huns thus managed to subject the whole of Europe to fear and terror in less than just a few decades. When the mounted nation also produced a mighty leader and warrior named Attila, who knew how to harness the unbounded wildness of the tribes and to steer it in an ordered fashion, the fate of the continent seemed sealed...

## Units



### Hun chieftain

The Hun chieftain is not necessarily the strongest but definitely the most cunning and brutal warrior of his tribe. He deals with all matters concerning his tribe without being bound by any rules or advice. Contradiction or objection to his decisions is punishable by death. Only the shaman is in a position to be able to contradict a chieftain without being punished.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Infantry bonus, leader

**Special characteristics:** -



### Shaman

The culture of the Huns is based on a deeply rooted belief in the powers of nature. Their religious cosmos is populated with ill-tempered gods and demons that are all malicious or at best indifferent with regard to the fate of humans. The shaman has a central position in the life of the Huns because she alone is able to interpret the will of the gods and can thus avert a potential disaster.

**Troop type:** Close-combat fighter, infantry

**Special features:** Cavalry bonus, spells

**Special characteristics:** -



### Skull breaker (warrior with a club)

The skull breaker is the most primitive warrior of the Huns. Tribal members with a lot of muscle and little brain are just given a large piece of wood, pointed in the right direction and then sent off with a kick in the ass. Skull breakers who survive their first battle sometimes get the chance to prove themselves afterwards with more complicated weapons, like e.g. the curved sword.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Berserk rage



### Long-range killer (warrior with a bow and arrow)

Long-range killers are tribal members who would normally be responsible as hunters for supplying the tribe with fresh meat. As they do not differentiate between people and animals in this civil function, they can also be used without any problem on the battlefield.

**Troop type:** Artillery, infantry

**Special features:** Change of weapon

**Special characteristics:** Poisonous projectiles



### Man splitter (rider with a sword and shield)

The man splitter is the archetypal Hun mounted warrior: wild, brutal and experienced in battle. These warriors spend a large part of their lives on horseback from where they look down with considerable scorn on the "pedestrians" of their tribe.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Infantry bonus

**Special characteristics:** Storm of the Huns, berserk rage



**Amazon** (female rider with a bow and arrow)

The mounted archers did not originally belong to the Hun culture in which the woman plays a subordinate role in every walk of life. As the wild nomads however encountered a nation during their travels that had almost exclusively female warriors, the Amazons gained their respect so quickly that they have now become a fixed contingency of any larger Hun battle horde.

**Troop type:** Artillery, cavalry

**Special features:** Change of weapon

**Special characteristics:** Poisonous projectiles



**Belly slasher** (warrior with a sword and shield)

The belly slasher equipped with a curved sword and leather shield is a relatively experienced warrior, who has set himself the goal of being adopted to the ranks of the mounted warriors. As this type of honor can only be granted by the leader of a tribe, a belly slasher is normally extremely loyal to his chieftain.

**Troop type:** Close-combat fighter, infantry

**Special features:** Infantry bonus

**Special characteristics:** Berserk rage



**Roman death** (rider with a lance and shield)

After the Huns had clashed with the Roman cavalry for the first time and discovered that they were a worthy opponent, it didn't take long for the nomadic riders to discover the lance – or at least their version of this staff-like weapon – as a sufficiently suitable means for fighting the imperial mounted troops. Many splitters who adopted this ungainly but very effective weapon were given the honorable title of “Roman death”.

**Troop type:** Close-combat fighter, cavalry

**Special features:** Cavalry bonus

**Special characteristics:** Storm of the Huns, berserk rage

## Special characteristics

You can purchase the following special characteristics for the members of a Hun horde:



**Berserk rage**

Hun warriors with close-combat weapons fight with an increased attack value and cause more damage, however at a cost to their defense value.



### **Storm of the Huns**

Enemy units within sight of Hun units while these are being motivated by their leader will suffer a reduction in morale.



### **Cannibals**

Hun civil units can collect the corpses of killed characters as a food resource and load them onto their packhorses.



### **Poisonous projectiles**

All Hun warriors with long-range battle weapons can fire poisonous projectiles.

## **Magic spells**

A shaman can master the following spells:



### **Fire**

**Description:** Using this magic spell, your shaman can ignite a fire at any point within view that can cause damage to opposing buildings and characters.

**Magic point cost:** Low

**Control:** When you have selected this spell in your shaman's command palette, left-click on the game screen to determine the place where you want the magic fire to be ignited.



### **Earthquake**

**Description:** Using this magic spell, your shaman can cause an earthquake at any point within view which can cause extreme damage to enemy buildings – but not to characters.

**Magic point cost:** Medium

**Control:** When you have selected this spell in your shaman's command palette, left-click on the game screen to determine the place where you want the earthquake to be caused.



### **Poisonous cloud**

**Description:** Your shaman can create a poisonous cloud with this magic spell that can cause extreme damage to enemy characters – but not buildings – using this magic spell.

**Magic point cost:** High

**Control:** When you have selected this spell in your shaman's command palette, left-click on the game screen to determine the place where you want the poisonous cloud to appear.



### **Ghost riders**

**Description:** This magic spell summons a horde of ghost riders who are also known as “Nerghal’s horsemen”. The lifetime of these riders is limited—but they can however be used as a cavalry unit until they disappear.

**Magic point cost:** Maximum

**Control:** When you have selected this spell in your shaman’s command palette, left-click on the game screen to determine the place where you want your ghost riders to appear.

You can then use Nerghal’s horsemen like any other battle unit until they finally disappear after the loss of all their life points.

## **7. Rules**

### **Fights**

Fights and battles are a central part of **Against Rome** that will be explained in detail below.

### **Troop types**

The warriors of your tribe can be divided into several groups whose special features you should know about and take into account.

#### **Close-combat fighters and artillerymen**

As the name indicates, close-combat fighters can only be used in close-range battles, while artillery units are equipped with long-range weapons that they can use to inflict damage upon their adversaries from a distance. It is also possible, however, to employ artillerymen in close combat. If their long-range weapons are unsuited to close combat (e.g., in the case of archers), they will automatically change their weapons to suit the new situation. Please note, however, that the special close-combat weapons of artillerymen are only meant for emergencies and do not inflict any great damage. There are other types of artillery units, however, who are not forced to change their weapon in close combat (e.g., the Teutonic axe brandisher) – these warriors are equally dangerous in close combat or long-range fights. In the description of your tribe units, artillery units that have to change their weapons in close combat are labeled „change of weapon“. (Reference to Chapter 6. The barbarian nations))

#### **Infantry and cavalry**

Infantrymen go into battle on foot, while cavalrymen ride on horseback. Depending on his or her equipment, a warrior may have certain advantages over one of these two troop types. In an encounter with an infantryman, for instance, a cavalryman will almost always benefit from a height advantage over the infantryman. The weapon used can also provide your

unit with an attack bonus – e.g., lances and spears are ideal for fighting cavalry troops. These special features are pointed out in the description of your nation's units as „infantry bonus“ or „cavalry bonus“. The bonus always refers to the chance of landing a hit against an enemy of that troop type but not to the particular damage that the warrior can cause in such an encounter.

## Formations

Battle units can assume various formations, each with different advantages and disadvantages. With the exception of the bunch formation, which every unit masters automatically, your tribe leader must use his glory points to purchase the formations as military options before the battle units of your tribe can use them (**Reference to Chapter 7. Rules/Development options/Military options**) Certain formations offer advantages in battle by providing the warriors of that unit either with a particularly large attack bonus – indicated by a yellow selection circle under the warriors – or a particularly large defense bonus – indicated by a red selection circle on the game screen. On the other hand, certain formation types may result in limitations in the unit's freedom of movement. The movement options for each formation will briefly be described below.



### Bunch formation

All units can assume the bunch formation right from the start. While battle units are able to assume other formations too, civil units are always limited to the bunch formation.

**Battle advantages:** The warriors in a bunch formation have no particular advantages in a fight. **Movement options:** No limitations – the members of a bunch formation can walk as well as run.



### Battle formation

This is the classic formation for warriors in a battle.

**Battle advantages:** The battle formation offers an attack bonus to the warriors in the front line, while the fighters in the back benefit from a defense bonus. **Movement options:** The warriors in a battle formation can walk but not run.



### Defense formation

In this formation, the warriors align to a closed defense formation in order to offer as much resistance to attackers as possible.

**Battle advantages:** All warriors in a defense formation obtain a defense bonus.

**Movement options:** The warriors in a defense formation will stay rooted to the spot for as long as they assume this formation.



### Marching formation

A unit assuming this formation can move freely across the game screen.

**Battle advantages:** The warriors in a marching formation have slight advantages when attacking or defending themselves. However, these advantages are not significant enough to be indicated by a yellow or red selection circle. All the same, the members of a unit in this formation fight better than they would in a simple bunch formation.

**Movement options:** In marching formation, your warriors can walk as well as run.



### Attack formation

The warriors of an attack formation will attack with no consideration given to their defense.

**Battle advantages:** Each warrior in an attack formation has an attack bonus.

**Movement options:** Warriors in an attack formation can walk as well as run.

## Long-distance fight

Long-range attacks can only be performed by bowmen and artillery crews.  
**((Reference to Chapter 7. Rules/Fights/Artillery))**



### Launch long-distance fight

To launch a long-distance fight, right-click on an individual enemy character or the banner of an enemy unit. As an alternative, click on the **Launch long-distance fight** button in the command palette of your artillery unit or piece of artillery. While your artillery units can only aim at individual enemy characters and whole enemy units, a piece of artillery can also be aimed at enemy structures or any free space lying within its field of fire. Just make sure that the piece of artillery is manned and the target lies within its field of fire. To end long-range attacks, left-click on the **End long-distance fight** button or give your artillery unit a new command. Your artillery units will automatically switch from long-distance fights to close combat as soon as an enemy has reached close-combat distance.



### Special ammunition

Two of the barbarian nations can use special kinds of projectiles, which their leaders must however purchase as military options first:

- Celtic archers and artillerymen can use flaming projectiles, which have a shorter range but can inflict greater damage than standard projectiles.

- Hun archers can use poisonous projectiles which, like flaming projectiles, have a shorter range but can inflict greater damage. Like standard projectiles, special ammunition can be used in long-distance fights using the appropriate button in the unit's command palette.

### **Damage inflicted by long-range projectiles**

Characters and structures of your own tribe will not suffer any damage through long-distance attacks by your own artillery.

## **Close combat**

All battle units, leaders and priests can engage in close combat.

### **Close-combat attacks**

To make your units launch a close-combat attack, simply right-click on an individual enemy character or an enemy unit's banner. Alternatively, click on the **Launch close combat** button in the command palette of that unit. Please note that this button is the only way to make artillery units engage in close combat, as a simple right-click on an enemy will instruct these units to assault that enemy with their long-range weapons. Fighters of two enemy parties encountering each other will automatically engage in close combat even without direct instructions from you. Please note that fighters in this context refers not only to members of a battle unit, but also to leaders and priests, who are armed and therefore able to engage in close combat. Civil units and settlement inhabitants, on the other hand, do not carry weapons and will therefore always flee from enemies who come within close-combat distance. Once a unit is engaged in close combat, it cannot be moved in the normal way. The only way to detach such a unit from the fray is the order to retreat (see below). A retreat is ordered automatically and without any action on the part of the player as soon as the morale value of a unit has gone down to „0“. If the participants of a close combat are not instructed to retreat, they will fight until one of the units has been destroyed.



### **Close-combat formations**

Battle units also maintain their formation in close combat. Note, however, that there is a significant difference between the bunch formation and any other formation: In close combat, each warrior of a bunch formation will seek out their own opponents. This is to make sure that all warriors of the unit participate in the fight. In all other formations, however, warriors will maintain their formation in all events – even if this means that only few members of that unit can actually fight against enemy characters.

You as the player can always instruct any of your units currently involved in a close combat to assume the bunch formation in order to make sure that all your warriors participate in the fight. During a fight, a battle unit cannot change into any other formation than the bunch formation.

### **Artillery units in close combat**

While engaged in close combat with its opponent, an artillery unit is unable to use its long-range weapons.

### **Retreat from close combat**

You can instruct your own unit to retreat from a close combat at any time in order to escape from danger and regain full freedom of action. Such a flight will of course leave its mark on your units. In the case of a retreat, the game unit values of the units involved will therefore be reduced as follows:

- Battle units will suffer a loss of their morale
- Priests will suffer a loss of magic points
- Leaders will suffer a loss of their glory

### **Close-combat rules**

Basically, a close combat takes place between individual characters even if they belong to a unit. Close combat between individual characters is a sequence of mutual attacks, where every character can only fight one opponent at a time. In each attack, the modified attack value of the fighter is compared with the modified defense value of the opponent. If this attack value is smaller than the defense value, the fighter is unable to land a hit. If the final attack value of the fighter, however, is higher than the final defense value of the opponent, then they have landed a hit, and the opponent's life points are reduced by the fighter's weapon damage.

The fighter's basic attack value will be increased or reduced as a result of the following modifying factors:

- Height advantage: If the attacker stands on higher ground than the defender, they receive a bonus on their attack value.
- Troop type bonus: As described in the section on „Troop types“, a fighter can have an attack bonus with regard to certain troop types.
- Formation bonus: As described in section „Formations“ above, the formation of a fighter's unit can lead to an attack bonus.
- Special characteristics: A nation's special characteristics can affect the attack value.
- Random value: The attack value will be reduced by a random value.

The basic defense value of an opponent is increased or reduced by the following modifying factors:

- Formation bonus: As described in the section on „Formations“ above, the formation of a fighter's unit can lead to a defense bonus.
- Special characteristics: A nation's special characteristics can affect the defense value.

## Artillery

Pieces of artillery are regarded as long-distance battle units and used according to the following rules.

### Construction and crew

Pieces of artillery can be built by village inhabitants using the resources from the main house or by civil units using the resources they carry on their packhorses. A piece of artillery must be manned in order to be able to be used as a long-distance battle unit. If it is located in a settlement, it can be manned either by settlement inhabitants or by a civil unit. Outside of settlements, pieces of artillery can only be manned by members of a civil unit. A piece of artillery can have a maximum crew of two civilians. Manning it with only one civilian does not affect its performance. Like a civil unit, the crew of a piece of artillery will not get involved in close combat but will leave the weapon instead as soon as an enemy comes within close-combat distance.

### Alignment and long-distance battle



Each piece of artillery has a field of fire, indicated by green lines on the game screen surface for the selected piece of artillery. The field of fire indicates the area which can currently be hit by the projectiles of the piece of artillery. Adjust the alignment of the field of fire using the **Turn left** and **Turn right** buttons. Simply right-click in the indicated field of fire to instruct the piece of artillery to take one

single shot at that spot. If you click on an enemy object (individual character, unit or structure) as target, the piece of artillery will continue to fire at it until the target has either been destroyed or has left the field of fire. If you do not determine an enemy object, but simply click on a free spot within the field of fire, the piece of artillery will fire a single shot only.

## The most important game values

### Life points

All structures and characters have life points. Please see below for the conditions which bring about an increase or reduction of life points for the various object groups. Life points of objects cannot be replenished beyond the fixed maximum.

### Characters' life points

A character will lose life points either by suffering damage or by using the movement type „run“.

The latter does not apply to characters of the „cavalry“ troop type. As soon as a character's life points have reached „0“, they will die. There are several ways to replenish life points:

**Natural regeneration:** The life points of unassigned characters will automatically be replenished as long as they are not performing a specific task. This is however a fairly slow way to replenish life points.

**Food intake:** As soon as a character is in a settlement or within the effectivity radius of a civilian unit of their tribe, they will automatically acquire life points if they can consume food in the tribe's main house or on the civil unit's packhorses. This is a relatively quick method for a character to replenish their life points, especially if they are located in their settlement as well as in the effectivity radius of a civil unit.

**Heathen magic:** Celtic druids are able to replenish a character's life points by using the „Heal“ spell.

### Life points of structures

Structures will lose life points only if they suffer damage. If the life points of a settlement building go down to „0“, the building will remain where it is in the shape of a ruin and can be repaired by the village inhabitants. However, if a settlement is dissolved, a settlement building will disappear from the game screen. **((Reference to Chapter 7. Rules/Settlements/**

**Disbanding a settlement))** As soon as the life points of a piece of artillery or a Celtic barricade (which also rate as structures) go down to „0“, they are regarded as completely destroyed and cannot be repaired again. In order to replenish lost life points, village inhabitants are sent to the damaged building to repair it. **((Reference to Chapter 4. Units/Inhabitants/Repair structure))** There are no resources needed for repairing a building.

## Morale

Settlement inhabitants and unit members are the only characters with a so-called morale value.

### Settlement morale

All settlement inhabitants have an individual morale value. The settlement morale is determined by establishing the average value of the inhabitants' individual morale values. The settlement morale is displayed in the information area under the life points bar, and can be accessed by selecting the settlement's main house. The following factors can affect the morale of your settlement inhabitants: **Natural regeneration:** An unassigned character will automatically increase their morale value for as long as they are doing no particular job. This is however a relatively slow way of increasing the morale value.

**Gift of gold:** Every gift of gold will boost the morale of all settlement inhabitants. **((Reference to Chapter 5. Structures/Buildings/The main house/Give gift to inhabitants))** **Overpopulation:** If the current number of settlement inhabitants exceeds the maximum number allowed, the settlement inhabitants will suffer a slow but continuous decrease of morale points for as long as this state of affairs continues. **Disbanding a unit:** Whenever a unit disbands in the main house of the settlement, the morale value of its members will be reflected in the settlement morale as a whole as soon as they leave the main house as common settlement inhabitants.

## Unit morale

Each member of a civil or battle unit has their individual morale value. The morale value of all unit members is used to determine the average value or so-called unit morale. The unit morale is displayed in the information area under the life points bar and can be accessed by selecting the unit. The following factors can affect the morale of your unit members:

**Natural regeneration:** An unassigned warrior will automatically increase their morale value for as long as they are doing no particular job. This is however a relatively slow way of increasing the morale value.

**Victory:** The morale value of all unit members rises whenever the unit wins a battle (i.e., defeats an enemy or forces them to retreat).

**Retreat:** The morale value of all unit members sinks when they are ordered to retreat. **Losses:** The morale of all unit members sinks whenever a member of their unit dies. **Leader:** Every leader is able to temporarily boost the morale of units within his command radius. **((Reference to Chapter 4. Units/The leader/Motivate troops))**

**Burn down:** The morale of a unit member rises whenever he or she burns down a structure. **((Reference to Chapter 4. Units/Battle units/Burn down))** **Gift of gold:** Every gift of gold will immediately boost the morale of all unit members. **((Reference to Chapter 5. Structures/Buildings/The main house/Give gifts to units))**

**Unify:** Whenever two units unify, the unit morale is recalculated, therefore this value can change.

## Glory

Leaders are the only characters with a glory value. A leader can use his so-called glory points to motivate battle units within his command radius, or to purchase development options for himself and his tribe. **((Reference to Chapter 7. Rules/Development options))** In addition to these two important purposes, the glory value of the leader is affected by the following events: **Fight:** Every attack initiated by himself or another unit of his tribe will increase the leader's glory value.

**Victory:** Every victory in battle achieved by himself or a unit of his tribe (either by destroying an enemy unit or forcing it to retreat) will further increase the leader's glory value.

**Defeat:** Every defeat in battle, suffered by himself or a unit of his tribe (either by being destroyed or being forced to retreat) will reduce the leader's glory value.

## Magic points

Heathen priests are the only characters with magic points. These are consumed whenever they use a spell. There are two ways to replenish lost magic points: **Natural regeneration:** An unassigned priest will automatically gain magic points as long as they are doing no particular job. This is however a relatively slow way of increasing magic points.

**Place of sacrifice:** Whenever a priest is located in a settlement and this settlement has a place of sacrifice where magic points are stored, these magic points are automatically transferred to the priest so that his or her magic points are quickly replenished. For more detailed information about this issue, please refer to the chapter on **Heathen Magic** below. **((Reference to Chapter 7. Rules/Heathen magic))**

## Development options

A leader can use the glory points he has gained to purchase a number of additional capabilities for himself and his tribe. These capabilities are referred to as development options and can be divided into three categories – personal options, military options and building options – as will be explained below. As soon as a development option has been purchased and paid for with the leader's glory points, it is available to the tribe whenever necessary.

### Personal options



The personal options refer only to the leader's characteristics and abilities. There are four levels to each personal option type. Every level will further improve the game value acquired.

#### Formationsarten

Jede erworbenen Einzeloption

erlaubt den Kampfverbänden des Stammes den Einsatz einer neuen Formationsart.

**((Verweis auf Kapitel 7. Spielregeln/Kämpfe/Formationen))**

### Command radius

Every purchased level of this option will further increase the command radius of the leader as indicated on the game screen.

### **Motivation power**

The duration and extent of the morale bonus that units can receive when in the command radius of their leader will increase with every level purchased.

### **Attack value**

Every purchased level of this option will further increase the leader's attack value.

### **Defense value**

Every purchased level of this option will further increase the leader's defense value.

### **Military options**



All military development options will increase the fighting power of the tribe in a certain way. Most military option types contain several separate options, which need to be purchased one by one.

### **Formation types**

Every separate option purchased allows the battle units of the tribe to use a new formation type. **((Reference to Chapter 7. Rules/Fights/Formations))**

### **Warrior types**

Every separate option purchased adds a new warrior type to the range of warriors that a tribe can equip and employ.

### **Artillery**

Every separate option purchased provides the tribe with the ability to build and use a new type of artillery. The nation of the Huns has no artillery options.

## Special characteristics

Every separate option purchased provides the tribe with a new special national characteristic. The special characteristics of the barbarian nations are described in chapter 6. **((Reference to Chapter 6. The barbarian nations))**

### Building options



Purchasing building options enables a tribe to erect new structure types and upgrade existing buildings.

### Initial options

A structure type that has so far not been able to be erected by the tribe can be purchased as an initial option here and will then be available in the appropriate selection menu of your settlement inhabitants. **((Reference to Chapter 4. Units/Inhabitants/Civil structures))**

### Upgrade options

Once they have been erected in your settlement, many structure types can be upgraded. You can purchase the ability to upgrade an existing structure by purchasing the relevant structure type once more. The help texts of the buttons indicate which upgrading options are available for that structure. In case of structure types with more than one upgrade option, the various upgrade options must be purchased one by one.

## Heathen magic

Heathen magic is the one area in **Against Rome** where the barbarian nations are clearly superior to their Roman oppressors, who have nothing of the kind. You need places of sacrifice and priests in order to use magic spells.

### Places of sacrifice

The ability to build places of sacrifice must first be purchased by the leader of your tribe as a building option (see above). That done, you can erect as many places of sacrifice as you like in your settlement. The number of places of sacrifice determines how many spells your priests will be able to master. Every priest can master a maximum of four different spells, so it does not make a lot of sense to erect more than four places of sacrifice in your settlement. The places of sacrifice are designed to supply your priests with so-called magic points which they need to perform their heathen magic.

In order to charge a place of sacrifice with new magic points, you need to offer human sacrifices. The inhabitants of your settlement are ready to sacrifice their lives to the gods at a left-click on the appropriate button. **((Reference to Chapter 4. Units/Individual characters/Inhabitants/Sacrifice))** Other character types are not suitable for sacrifices. Whenever a human sacrifice is offered, the life points of that settlement inhabitant are converted into magic points and stored in the place of sacrifice. A priest who wants to replenish his or her personal magic points simply has to be within your village's settlement area to tap the magic points supply of a place of sacrifice.

## **Priests**

You can train any settlement inhabitant to be a priest at any time. Note, however, that every priest will cost you a considerable amount of resources. Serving heathen deities is a life's work, therefore priests, unlike the members of a unit, cannot be converted into normal settlement inhabitants again. Priests are excellent close-combat fighters, but their strongest point is their ability to use magic spells. Every priest can master up to four different spells – the exact amount depends on the number of places of sacrifice you have erected in your settlement (see above). Every time your priest uses a magic spell, he or she consumes magic points. Each spell can be used as often as you like as long as your priest possesses sufficient magic points. As described above, a priest can replenish their magic points in your settlement provided its places of sacrifice contain a supply of magic points. In addition to the use of spells, priests will lose a portion of their magic points whenever they flee from a close combat using the **Retreat** function. **((Reference to Chapter 4. Units/Individual characters/Priests/Buttons/Retreat))**

## **Magic spells**

The four spells that a priest can use are graded according to effectivity, and cost different amounts of magic points. For a detailed description of all magic spells, please refer to the chapter on **The barbarian nations**. **((Reference to Chapter 6. The barbarian nations))**

## **Settlements**

In **Against Rome**, every tribe can have its own settlement.

### **Founding a settlement**

Settlements can be founded by civil units only. **((Reference to Chapter 4. Units/Civil units/Founding a settlement))** When you found a settlement, the first structure to be built is the main house. The position of the main house determines the site of the settlement area (see below). The civil unit can then disband in the newly erected main house. Its former

members will become the first inhabitants of the settlement and can erect the next structures using the resources they had brought along (which are now stored in the main house storage room). If you intend to put together a new civil unit that is able to found a new settlement, make sure they take along sufficient resources for erecting the main house as well as the most important production sites (carpenter's workshop, mine) and a residential building. A tribe cannot have more than one settlement at any one time.

### **Selecting a suitable location**

When you are looking for a suitable location for a new settlement, make sure to place your main house in the center of a large even area because you need a flat surface for erecting your settlement buildings.

### **The settlement area**

The main house always indicates the center of the rectangular settlement area. You can check the dimensions of your settlement area at any time by clicking on your main house. The borders of the settlement area are indicated by a dotted line on the game screen. All buildings you want to erect in your settlement must be built within this settlement area.

### **Settlement inhabitants**

The settlement area indicates that area of the game screen where your settlement inhabitants may move around freely. Settlement inhabitants will not leave the settlement area of their village on their own account. Even if you give them a direct order to move and force them to leave their settlement, they will soon return to the settlement. Leaders, priests and units are the only ones who can leave the settlement area at any time.

### **Food intake**

In order to replenish lost life points using the food stored in the main house, characters must be in the settlement area of their village. **((Reference to Chapter 7. Rules/The most important game values/Life points))**

### **Magic points**

In order to replenish lost magic points using the magic points stored in the places of sacrifice, priests must be in the settlement area of their village. **((Reference to Chapter 7. Rules/Heathen magic/Places of sacrifice))**

### **Gifts of gold**

In order to increase the morale of a unit using the main house function **Give gifts to units**, that unit must be in the settlement area of the village. **((Reference to Chapter 5. Structures/Buildings/The main house/ Give gifts to units))**

### **Disbanding units**

In order to disband a unit in your main house, that unit must be in the settlement area of your village. **((Reference to Chapter 4. Units/Battle and civil units))**

### **Taking over a settlement**

One of the prerequisites for taking over a settlement is that no enemy battle unit may be in the settlement area of the village you want to take over.

### **Erecting and upgrading buildings**

As soon as you have instructed your village inhabitants to erect a building, the resources needed to that end will immediately be taken from the storage room of the main house. **((Reference to Chapter 4. Units/ Individual characters/Inhabitants/Civil structures))** This means that you can interrupt the building process at any time and take it up again at a later stage without having to use new resources.

### **Repairing buildings**

Instructing your settlement inhabitants to repair a damaged building will not consume resources. **((Reference to Chapter 4. Units/Individual characters/Inhabitants/Repair structure))**

### **Upgrading buildings**

Buildings whose name includes a statement of size (e.g., „small armory“) can be expanded as soon as you have bought the relevant option with your leader’s glory points. A building can have a maximum of two upgrade levels; a building that is upgraded to its limit will always include the indication „large“ in its name (e.g., „large armory“). Upgrading a building requires resources, which will immediately be taken from the main house storage room as soon as you instruct your village inhabitants to upgrade. Depending on the type of structure, you will derive the following benefits from upgrading it in addition to an increase of its life points: **Main house and storage capacity:** Every upgrade level will increase the storage capacity for resources. **Production buildings:** Every upgrade level will increase that building’s productivity. This means that you will either require fewer raw materials for producing a resource, or less time for producing a resource.

**Residential building:** Every upgrade level will increase that building's inhabitant capacity. **((Reference to Chapter 5. Structures/Buildings/Residential building/Inhabitant capacity))**

## **Taking over a settlement**

You can take over the settlement of an enemy tribe and make it your own provided you meet the following three conditions:

1. Your tribe has no settlement at the moment.
2. Your leader is located in the settlement area of the village you want to take over.
3. There is no enemy battle unit, leader or priest in the settlement area of the village you want to take over.

If all three conditions are met, you can take over an enemy settlement using the appropriate leader function. **((Reference to Chapter 4. Units/Leader/Take over settlement))** From the moment you have taken possession of them, all enemy structures and villagers will belong to your tribe.

## **Taking over the settlement of a foreign nation**

You can also take over the settlement of a foreign barbarian nation or even the Romans in the way described above. Please note, however, that while your villagers can repair the buildings acquired in that manner, they are unable to upgrade them. Any new buildings you erect in a settlement taken over from a foreign nation will always be structures of your own nation. You are unable to erect structures belonging to a foreign nation.

## **Disbanding a settlement**

You can disband your settlement at any time using the appropriate main house function. **((Reference to Chapter 5. Structures/Buildings/Main house/Evacuate settlement))** Once you've instructed your villagers accordingly, a maximum number of 40 of them will automatically proceed to the main house to be turned into civil units. Provided the main house storage room contains sufficient resources, the first civil unit thus created will carry enough resources to found a new settlement. Villagers who are unable to be equipped as civil units (e.g., because of a lack of horses) will be deleted from the game screen together with the buildings of the relinquished settlement.

## 8. Scenario types

### Single player scenarios

#### Tutorial scenarios

Click on **Tutorial** in the main menu to open the tutorial selection menu. We recommend you play the tutorial scenarios in the order in which they are listed so as to familiarize yourself with **Against Rome** step by step.

For further information, click on the **Scenario description** button. To start a tutorial scenario, click on the **Load** button in the bottom right corner of your screen.

#### Campaign

Click on **Campaign** in the main menu to open the campaign selection menu.

Before starting to play the extensive **Against Rome** campaign, enter a user name in the combo box at the upper edge of the screen. This will ensure you retain the stage you've reached in your campaign even if a third person plays the **Against Rome** campaign on your computer.

Start the campaign by clicking on the first scenario symbol (the helmeted skull at the extreme left of the screen). Now a screen shot of the game screen and the name of the campaign scenario will be displayed under the scenario selection menu. For more information click on the **Scenario description** button. To start a campaign scenario, click on the **Load** button at the bottom right of the screen.

The campaign is about the dramatic fate of select barbarian tribes at the time of the migration of nations. Within the framework of the main plot you are at certain points faced with a choice of which nation you want to play next. That way, you can turn the spectacular events around the fall of Rome into your very own story. You can return to a completed scenario at any time in order to replay it. Likewise, you can later decide to play the other one of the two nations you could choose from before and follow its story instead.

#### Historical scenarios

Click on **Historical scenarios** in the main menu to open the scenario selection menu for historical scenarios.

We have selected a total of five well-known historical battles from the time of the migration of nations for you. You can choose which of the two parties involved in the battle you would like to play. That way, you can even choose to take the side of the powerful Roman Empire. Once you have selected a scenario of your choice by left-clicking on an entry in the list, you can then decide whether you would like to play this game with the

game map exposed or with the „Fog of War“ activated ((**Reference to Chapter 2. Basics/Game screen displays/Fog of War**))

For further information, click on the **Scenario description** button. To start a historical scenario, click on the **Load** button at the bottom right of the screen.

### **The endless game**

Click on **Endless game** in the main menu to open the nation selection menu for endless games.

### **The nation selection menu**

Simply left-click on one of the three armors to select the nation you would like to play. The **Next** button will now take you to the banner selection menu.

### **The banner selection menu**

In the banner selection menu, left-click on the two arrows to the right and left of the banner illustration to choose an emblem for your barbarian tribe. You can also give your tribe's chieftain an individual name. To do this, simply click into the entry box, type in a name of your choice and confirm your entry with the **Enter** key. Click on the **Next** button to open the scenario selection menu for endless games.

### **The scenario selection menu**

Once you have selected a scenario location by left-clicking on its entry in the list you can decide whether you would like to play this game with the game map exposed or with the „Fog of War“ activated. ((**Reference to Chapter 2. Basics/Game screen displays/Fog of War**)) For further information, click on the **Scenario description** button. To start the endless game, click on the **Load** button at the bottom right of the game screen.

## **Multiplayer scenarios**

Click on **Multiplayer** in the main menu to access the multiplayer scenarios in **Against Rome**.

### **Connection type**

First of all, select a suitable connection type. You can choose from three options:

#### **Internet**

In order to be able to play a multiplayer session over the Internet, you obviously need an Internet connection. You must connect to the Internet

before you can start playing a multiplayer session. Click on the **Use Internet** button in order to access a list of available games or to create a game yourself.

### **Network/LAN**

In order to play over a LAN connection you will need a LAN adapter and must be connected to a LAN. Click on the **Use network/LAN** button to access a list of available games or to create a game yourself.

### **GameSpy**

In order to participate in a multiplayer game over the GameSpy server, you need an Internet connection. You should also have a web browser installed on your computer. After you have selected this option by clicking on the **Use GameSpy** button, you will automatically be connected to a server where you will be asked to create a player profile. If you already have a GameSpy player profile, you can register here with your name and your password. A list of available **Against Rome** games hosted by other players will now be displayed in the GameSpy lounge. To participate in one of these multiplayer games, click on a game in the list and then on **Join**. If you want to host a game yourself, click on **Create**.

### **List of available games**

On this screen, you should first of all enter your **Player name** in the entry box at the top right.

You will see your **own IP address** in the top right corner of the screen. If you have more than one address (e.g., if you have several network cards), you can select the desired address using the combo box.

Click on **Search for games to join** for a display or update of the list of available games. You can now sort the list according to various categories using the buttons over it.

You can join an existing „open“ game by left-clicking on the desired entry and confirming your choice using the **Join a game** button. You may be asked to enter a password and will then be taken to the game preparation (see below).

If, however, you want to host your own multiplayer game, simply click on the **Create a new game** button. You will be asked to enter a name and, if you wish, a password for your game before you are taken to the scenario selection screen.

### **Scenario selection**

On this screen you as the host select the multiplayer scenario you wish to offer. To that end, you can first choose one of three game types at the bottom right of the screen:

### **Game type 1: Build-up**

This game type is very similar to the single-player endless game mode: To begin with, every player founds their own settlement and tries to increase their tribe as quickly as possible while holding their own against the other players.

### **Game type 2: Death match**

In this game type, every player starts out with a fully built settlement and several battle units. The game target is to defeat all the other players.

### **Game type 3: Historical**

Here you can enter the same battles you can fight in the historical scenarios in the single-player mode – you can play these scenarios with 2 or with 8 players.

Each game type includes several scenarios, which are listed one under the other. For more information about a specific scenario, left-click on it in the list and then click on the **Scenario description** button.

Once you have decided to play a certain scenario, you as the host can determine a time limit for the game and decide whether or not to play the scenario with the map exposed (i.e., without „Fog of War“) using the combo box. **((Reference to Chapter 2. Basics/Game screen displays/Fog of War))**

Once you have adjusted all settings to your satisfaction, click the **Start game** button to take you to the game preparation.

## **Game preparation**

You as the player (client) can use this screen to determine various conditions for your team for the build-up and death-match scenarios:

Click on an open entry under **Select team** to determine your team number. Use the combo box for **Select nation** to determine which nation you would like to play. Select an emblem for your team by repeatedly clicking on the **Banner** illustration. Now you can determine a **Party** in coordination with the other players. When you are happy with the selections you have made, indicate to your host that you are ready to play the game by left-clicking in the check-box at the very end of the line. If you host the game, this screen provides you with the additional option to either block any number of teams (in order to limit the number of players) or have them played by the CPU. Moreover, you can choose to determine a new game time limit or to play with the map exposed. As soon as all teams have sent a Ready message, let your scenario begin by clicking on the **Start game** button.

## **Historical multiplayer scenarios**

In historical multiplayer scenarios, the team name, nation, banner and team have already been determined and cannot be changed.

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