

# FALL OF ROME

## *The Commands*

You should already be familiar with the General Rules (a separate document that explains major concepts of the game) before tackling The Commands.

Here we will briefly discuss and tell you how you may issue each of the sixty-some commands in Fall of Rome. The commands will be listed by category: Military, Political, Covert, Economic, and Miscellaneous. Command menus are accessible by right clicking on your asset – character, legion or PC in either the operational view (map icon on the top menu bar) or the tactical view (magnifying class icon on top menu bar). Each character can carry out one “sole order” per turn. Sole orders do not include transfers, but include virtually every other command. Characters must be in Good health to execute commands (exception: the High Priestess may be Weary and still issue commands).

Submitting and Canceling Commands. Your commands are automatically submitted to the proper Enlightened Age Entertainment Server each time you enter a command: you do not “save” or “submit” your commands. You can see the list of commands you have currently ordered by reviewing “The Plan” – it is the left most button on the top menu bar. The plan lists all your commands in the order they will be executed, i.e., in the Sequence of Events. You may cancel any command either by clicking on it in The Plan and then choosing “Cancel”, or by right clicking on the asset icon itself and select “Cancel” for the order you wish to cancel, such as “Cancel Move Order”. Additionally, when you allow the mouse cursor to hover over one of your assets, a tool tips panel will inform you of any commands already issued to that asset.

***Military Commands***. This section details with all commands acting on your legions, brigades, and leaders. It consists of four sections: battles, leader commands, legion movement, and transfers. Earliest in the Sequence of Events are Battles. Recruiting mercenary brigades and training leaders occurs prior to movement of any kind. Transfers between legions or between a legion and a controlled PC are possible both before and after movement. Right click on your legion icon to access the legion command menu.

Legion Details. Clicking on this choice does not issue a command to your legion; rather it provides important information about the legion: a roster of the brigades within it, together with each brigade’s morale, experience, speed, strength, and a summary of these for the legion as a whole. It will also list all leaders within the legion, their rank and health status and any commands the legion has already received. If you have intelligence on enemy legions, you may access their information details here as well. This screen is also available by clicking on the “Your Forces” button on the top menu bar.

**Battles.** None of the battle commands have a gold or supply cost associated with the order. However, all brigades consume gold and supplies each turn after each turn's Production and before other orders (except Trade) are issued (see the Sequence of Events chart).

[Attack Enemy Legion.](#) Clicking on this choice will provide a list of enemy legions in the same area (hex) as your legion. If there are no enemy legions in the hex, you will be notified of this and the command is invalid. Otherwise click on the name of the enemy legion you wish to attack. Next you will be asked to select the tactic you wish to use in your attack – refer to the Tactics document for assistance in the selection. In general, it is risky to attack enemy legions which have a greater strength in terrain than your own legion, although in certain occasions with the right tactics this can catch your enemy unaware and be successful.

[Defend Against Enemy Legion.](#) This is very similar to Attack Enemy Legion although of course here your legion does not initiate battle. Clicking on this choice will provide a list of enemy legions in the same area (hex) as your legion. If there are no enemy legions in the hex, you will be notified of this and the command is invalid. Otherwise click on the name of the enemy legion you wish to defend against. Next you will be asked to select the tactic you wish to use in your attack – refer to the Tactics document for assistance in the selection. If the enemy legion you defend against does not order an attack against your legion, there will be no battle (exception: if either side selects Counter Attack).

[Investigate Unusual Sighting.](#) This menu option will only be available should your legion be located in the same area as an Unusual Sighting, represented by an “unusual” icon on the map in the operational view. After selecting this, the only remaining choice is the Tactical Selection; see the Tactics document for help. When you choose this command **all** your leaders in good health in that legion – not restricted to the three highest ranking – will participate in a battle to slay the guardian of an artifact. They are subject to somewhere between significant and great risk in this undertaking, depending on their own rank and the quality of the Guardian. If successful, your legion will recover an artifact that will be assigned to a high ranking leader who participated in the battle. You may also recover treasure expressed in gold that is added to your treasury. Artifacts aid in combat and provide status points.

[Attack Population Center.](#) This menu option will only be available should your legion be located in the same area as a Population Center your kingdom does not control: one of the village, town, or city icons on the operational map. After selecting this, the only remaining choice is the Tactical Selection. See the Tactics document for help. In general, you will want to be sure in the legion details that your legion has a respectable margin in its Value vs. PC over the PC defensive value. Although it is possible to defeat

PC's with a lower value it is difficult and generally requires a demanding tactic like Trojan Horse or Barbarism and will frequently result in high losses for your legion. Conquering a PC through this command provides its production to your king in the current turn, as battles occur prior to Production. You may only attack a PC if your legion wanting to attack has not retreated during legion vs. legion fighting, and only if you have driven off (forced to retreat) all legions of brigade size or greater of the kingdom controlling the PC.

[Plunder Population Center.](#) This menu option will only be available should your legion be located in the same area as a Population Center your kingdom does not control. Plunder is a special type of attack during which the PC is badly damaged and looted. The defense of the PC is increased 50% for the battle and it is harder for the defense to become "broken" (see Tactics document). If successful, the Plundering kingdom will gain double the PC's production (once through looting immediately after the Plunder, once during Production), will destroy all PC Improvements, and will permanently reduce supply and gold production, as well as census by 20% - 35%. The Plundering kingdom's Regional Reaction in the region of the PC is worsened somewhat for a village, significantly for a town, and substantially for a city that is plundered.

[Threaten Population Center.](#) This menu option will only be available should your legion be located in the same area as a Population Center your kingdom does not control. Capitals may not be successfully Threatened. PC's with a brigade in garrison or a Tribune or higher ranking leader inside may not be successfully Threatened. The Threaten command is available either to a leader character or under the legion menu. If you select the legion and Threaten, you will be asked to choose the leader to execute the Threat. The leader attempts to convince the defenders of the PC to save their lives and surrender the PC without a battle to him and his king. The chance of success is dependent upon quite a few variables. Among these are the relationship between the legion doing the threatening value vs. PC compared to the PC's defense (less than 120% provides no chance for success), the rank of the leader threatening (higher is better), the Regional Reaction of the legion threatening (better RR improves the chance), and the existence of any captain class leaders inside the PC reduces the chance. If the Threat is successful, the PC raises the banner of the threatening kingdom immediately without a battle. Any foreign characters except Agents relocate to their capital. If the Threaten portion is unsuccessful, the legion attacks the PC using Assault and the PC's defense is increased 25% for the battle as a result of the forewarning of the attack.

[Siege Population Center.](#) . This menu option will only be available should your legion be located in the same area as a Population Center your kingdom does not control. Siege is a multiple turn order that the legion must issue each turn until the siege is won. A village must have the same legion lay Siege to it for two consecutive turns, three turns for a town or city, and four turns to gain control of a fortified town or citadel. To lay siege, the legion must have a value vs. PC at minimum 125% of the PC's defense during each turn of the siege. Production in a PC under siege is reduced 50% in the first turn of

the siege, 75% in the second turn, and 100% in the third or fourth siege turns. When the required turns for the siege are complete, the PC raises the banner of the legion's kingdom. The length of the siege means that all characters inside have ample opportunity to arrange to escape to their capital rather than be caught and executed.

**Leader Commands** . Right click on the leader character in the tactical view to have the Leader Menu appear. The leader menu has three choices: Recruit Mercenary Brigade, Train Leader and Transfer. The King is a leader character as well as King.

Recruit Mercenary Brigade. If the Leader Character selected is:

1. Located in the same hex as a town, fortified town, city, or citadel with >12,000 Census, and;
2. The PC has the Tavern improvement complete;
3. The Leader's kingdom has a Regional Reaction of Tolerant or better;
4. The PC is under the control of the leader's kingdom;
5. A leader whose base is a legion may recruit with the above conditions met. However, if his base is the PC rather instead, the PC must have a Barracks improvement completed as well.

If the PC is not under the control of the Leader when the command is issued, the player may choose to issue the order anyway in anticipation of conquering the PC in battle earlier in the turn. Similarly, if you *lose* control of the PC during battle, your Recruitments will fail.

The brigade types that may be recruited are:

1. Burgundian (fast with more cavalry)
2. Heruli (less expensive to maintain and better attacking PC's, but slow)

Click on the brigade type you wish to hire.

Recruiting reduces the PC's population 1000, which will have result in some reduction in production as well.

It is possible to recruit a second or third brigade in the same turn from the same PC. This would require one leader for each recruitment, but there are some consequences to "heavy" recruiting.

1. In any given PC, the first mercenary brigade recruited in a given turn is of experience "Regular". There is no effect on Regional Reaction (RR).
2. If a second Recruit Mercenary Brigade command is given in the same PC by a second leader of the same kingdom, this results in a brigade of Green experience being recruited, and will reduce Regional Reaction in the region of the PC by 0.3.
3. If a third Recruitment command is given in the same PC by a third leader of the same kingdom will result in a brigade of Green experience being recruited, will cause the PC to rebel, and will reduce your Regional Reaction in this region by 0.7.

The change in RR from each recruiting command is immediate: it may impact your third recruiting effort if it moves the RR to above 4.0 (worse RR than “Tolerant”).

**Resource Cost:** The cost of recruiting a brigade depends on the rank of the leader:

1. If the leader is of Tribune rank or higher, the cost is 5000 supplies and 6000 gold.
2. If the Leader rank is below Tribune (i.e., Centurion, Captain or Captain Major), the cost increases to 7000 supplies and 8000 gold.

**Train Leader.** A leader may train another leader in the same base (legion or PC) in order to increase his rank by one. For example, a Captain Major trained by a Warlord would become a Tribune. The Leader doing the training must be at least six command bonus levels greater than the leader to be trained. The command bonuses are not the same as ranks and are as follows: Centurion 5, Captain 6, Captain Major 7, Tribune 10, General 11, Commander 12, Marshal 15, Marshal Victor 16, Imperator 17 and Warlord 25. The highest leader rank that may be trained is Commander. Both the trainer and the trainee must not have undertaken any other order in the current turn: this is a sole order for both leaders, and so both must be in Good health for the training to occur.

Right click on the leader you wish to perform the training in the tactical view. You will then be given a menu of qualifying leaders to train

**Resource Cost:** The cost of the order is 2000 gold for training a Centurion or Captain, 4000 gold for training a Captain Major, Tribune, or General, and 6000 gold for training a Commander.

***Legion Movement Commands*** . Each legion may be given no more than one movement command in a single turn, subject as with all commands to the overall King Rulership limitation. There are six different movement orders in Fall of Rome. These are:

- March
- Scout
- Search for PC
- Intercept legion
- Pursue legion
- Rest

All legion movement commands are resolved prior to post-move transfers. There is no gold or supply cost associated with the movement orders, and movement orders are orders for the legions themselves, rather than the leaders. Right click on the legion icon in either the tactical or operational view in order to access the legion menu and click on the movement command you desire.

**March.** Each legion is allotted a certain amount of movement points (mp) that are available to it in a turn. The amount of mp available depends on three legion factors: size, speed, and commander. Additionally, no legion can have fewer than 13 mp, or more than 30 after all adjustments. Each area a legion marches through removes the fog of war – the uncertainty of whether a PC or Unusual Sighting may exist in an area (hex).

A. Base movement points are determined by legion size, as follows:

<u>Legion Size</u>	<u>Movement Points</u>
Patrol	27
Brigade	22
Division	20
Army	18
Army Group	16

B. Base mp are then increased or decreased due to the legion's speed rating:

<u>Legion Speed</u>	<u>Change in mp</u>
Very Slow or Slow	-2
Average	0
Quick	+2
Fast or Very Fast	+4
Blazing	+6

C. The highest ranked legion leader in Good health can increase or decrease mp:

<u>Highest Leader</u>	<u>Change in MP</u>
None	-4
Captain class	-2
General class	0
Marshal class	+2
Warlord	+4

Captain class means Centurion, Captain and Captain Major.

General class includes Tribune, General and Commander.

Marshal class includes Marshal, Marshal Victor, and Imperator

After calculating legion mp based on the above, any legion mp below 13 is raised to 13 mp. Any legion mp above 30 mp is reduced to 30 mp.

MP Cost per Hex by Terrain Type. MP's are consumed each time a legion enters a hex. The amount consumed depends on the terrain type, as follows:

<u>Terrain Type</u>	<u>MP cost</u>
Plains	4
Forest	6
Mountains	8
Desert	6
Swamp	6
PC in hex	-1

When you click on the March, Scout, or Search for PC movement orders, the screen changes to the operational view if it was in the tactical view. You will see your available mp for the legion in the information panel at the bottom of the screen. Experiment a bit with moving the cursor, and you will see a green arrow tracing the hexes you may move into. When the legion goes beyond its movement range, the arrow turns yellow or red. Yellow means the hex can be reached if the legion is capable of force marching (see below), red means the hex is beyond even force marching. You may set way points by left clicking on a hex to adjust the path as you prefer. Left click twice in the final destination hex. Each hex your legion moves through will show the mp's consumed in the info panel.

Example: an Alamanni division of regular experience led by a general has 20mp (20 for the division, Alamanni regular experience brigades have a speed rating of Average, so no modification, and no modification for the General as highest ranking healthy leader). When in the operational view executing the move, the player will see "20mp available". Then as he enters a plains hex he will see "16mp remaining". His next move into a forest hex changes it to "10mp remaining". Now he enters a plains hex with a PC in it, it becomes "7mp remaining", etc.

**Force Marching.** Under certain circumstances, a legion may exceed its allotted mp's by Force Marching. This is an action that modifies a March, Scout, or Search for PC movement order by providing additional mp's in certain cases and at a cost of morale to each brigade in the legion. In order to Force March, the legion must have morale of 105 or higher before the force march and be led by a leader of Tribune rank or higher. Force marching increases the available mp by 5, but will reduce the legion's morale by 5. Patrols may not Force March. The areas your legion may reach by force marching are shown in yellow in the operational view.

**Scout.** The Scout movement order reduces the available mp by 7, to a minimum of 10 (instead of 13). The scout order will remove the fog of war from the surrounding hexes entered as well as the hexes themselves entered. The GUI will highlight in red all hexes that will have the fog of war removed as well as displaying the red movement line and arrow. Patrols may Scout, but they only remove the fog of war from the hexes surrounding the destination hex, instead of hexes surrounding all hexes entered.

**Search for PC.** This movement order is similar to March, however the legion will end its movement in the hex containing the first PC in its movement path. If no PC exists in its path, it continues to the destination hex ordered by the player.

**Intercept Legion.** This movement order allows a player to select potential target legions to intercept, i.e., to end its own movement in the hex of the target legion. Patrols may not be intercepted. In the GUI, when you select Intercept, you are provided with a menu of potential targets. These include the exact legions greater than Patrol size the player is

currently aware of, as well as an option to select any legion of a specific kingdom. You may make up to three target selections, however if more than one target is selected the legion suffers a 3 point morale drop, regardless of whether the intercept is successful or not.

Intercept Range (radius) is determined by speed and has three factors which may modify it.

<u>Legion Speed Rating</u>	<u>Intercept Range</u>
Very Slow or Slow	2
Average or Quick	3
Fast or Very Fast	4
Blazing	5

If the intercepting legion is Army Group size, the intercept range is reduced by 1.

If the intercepting legion is led by a Warlord, the intercept range is increased by 1.

Additionally, you may optionally command that the legion either *not* enter a certain terrain type, or *only* end movement in a certain terrain type. Choosing one of these options reduces the intercept radius by 1, and of course increases the likelihood the legion does not move because there is less chance of a target selected being in an area of that terrain type.

When Intercept is selected the view will switch to the operational view (if in the tactical view) and show a yellow circle of the appropriate intercept radius.

In program execution, the first target that is within the intercept range (and terrain specifications, if any) and that is greater than Patrol size causes the legion to move to that hex.

If more than one valid target exists at the same priority level (as with choosing “Any (kingdom name) legion”, the legion Intercepts the target that has the greatest number of brigades. If two or more potential targets have the same number of brigades, the legion will Intercept the one closest to the beginning location of the intercepting group. If the range is the same, one will be selected at random.

If no target is within the intercept range, the legion does not change its location.

**Pursue Legion.** A legion of less than Army Group size that begins the turn in the same hex as another legion may Pursue that legion, i.e., end its movement in the same hex as the target legion if certain conditions are met:

1. Pursuing legion must have a speed rating equal or greater than the target legion.  
NOTE: pre-movement transfers can affect the speed rating of both the pursuing and the pursued legions.
2. The Pursue order will fail if the target legion force marches unless the pursuing speed rating is two or more ratings faster than the target legion.
3. Army Group size legions may not use the Pursue order.

4. Target may not be a Patrol.

If the validly selected target legion (i.e., begins turn in the same hex as Pursuing legion and is not a Patrol) engages in a pre-move transfer such that after the transfer it contains less than 50% of the number of brigades before the transfer, the target legion is changed to the legion receiving those brigades

On the Game Map, a red arrow entering the adjacent hex in all six directions (six short red arrows) is the graphical representation of the Pursue order.

**Rest.** The rest order is not actually a movement order, rather it may be used by a legion based in the same hex as a friendly (kingdom controlled) PC in lieu of a movement order. Each brigade in the legion will recover a certain amount of morale based on its existing morale as follows:

Current Morale	Rest increase to morale
<85	7
85 – 94	6
95 – 104	5
105 – 114	4
115 – 124	3
125+	2

No brigade may have morale greater than 160 at any time.

A legion that has been given the Rest command on the map is represented by a red circle in its hex.

**Transfers** . There are two opportunities each turn to transfer brigades, leaders, artifacts and agents from one base to another in the same hex: pre-move transfers and post-move transfers. Transfers are “free” orders. That is, not only is there no gold or supply cost with the transfer, but there is also no order cost to the command – transfers do not count against the command limit imposed by the King’s Rulership.

**Pre-move Transfers.** Access the transfer screen from the tactical view in the area (hex) where you wish to execute a transfer – an area where you have at least one legion or control a PC. Just right click on any part of the terrain (not on an icon) in the lower half of the screen. This will bring up a transfer window where you may specify to transfer units or transfer artifacts. Most frequently, you will wish to transfer units (brigades, leaders, or agents). When you make this choice, you are asked whether you wish to make the transfer before or after legion movement occurs. You will see a new transfer screen that includes a box for each of the bases in the hex under your control, as well as a box for any inactive legions you control. You may activate a legion by transferring at least one leader or brigade into it. Just click on the asset you wish to transfer and drag it into the box of the base you wish to transfer it to. You may transfer as many assets as you

wish to as many different bases as are available to you while in this screen, again the transfers do not count as issuing a command. When you are done, click OK. Your transfers are recorded.

**Post-move Transfers.** Post move transfers are essentially the same as pre-move transfers, except that you will execute the transfer in the hex the assets you wish to transfer will be in *after* legions move. You will therefore need to issue the legion movement orders you intend to make before issuing the post-move transfer. Other than that, the interface is the same as the pre-move transfer.

***Political Commands*** . Political commands are of two major categories: commands for the King, and commands for your noble court.

**King Commands.** Commands the King himself gives are ones that typically affect an entire region, so are both powerful and expensive. Recall that the King is also an important military leader. Players will have to choose whether to keep their king in the capital where he will aid the defense and where issuing King Commands is less expensive, or move him into the field with a legion. There he can still issue King Commands, but they are more expensive. Your King's icon is always visible on the operational map. You may right click on the King in either the tactical or the operational view in order to allow him to issue King Commands.

**Relocate the Capital.** There are occasionally circumstances where it is advisable to relocate the capital. This may be because the kingdom now controls a powerful citadel or because the current capital is threatened with eminent attack from invaders. Remember that no capital can be swayed by the political orders of Incite Rebellion or Usurp Control. This is *the* most expensive order in Fall of Rome.

After raising the King Command menu select Relocate the Capital. Then click on the PC under your kingdom's control that is to become the new capital. You may not choose a PC that has an enemy legion of at least brigade size outside it (in the same area). You may only choose a village if there are no towns or cities under your control that are not "blocked" by a foreign legion of at least brigade size.

The High Priestess and all nobles (not agents) who have not already undertaken an order in the current turn relocate their base to the new capital with the issuance of this order. In this case alone nobles may exceed their 7 hex range to relocate. All characters who relocate may not undertake another mission in the turn: the relocation counts as their mission.

**Resource Cost:**

Gold cost: 25,000 and Supply cost 30,000 if the King is located in the capital;

Gold Cost: 30,000, Supply cost 35,000 if the King is not located in the capital.

[Enamor Region](#). This is a command wherein the king lavishes gifts and has orators give fine speeches to the population of a given region, in order to make them more receptive to the kingdom's nobles. That is, to improve the Regional Reaction (RR).

After raising the King Command menu, the player selects Enamor Region. Then pick which of the 12 regions in Fall of Rome shall be the target of the enamoring from the drop down list which appears.

The Enamor order improves current RR in the target region by 25%. Enamor orders cannot improve RR beyond "Friendly" – results to improve to Warm or Loyal require either subsequently gaining control of the Region or subsequently building PC Improvements

**Resource Cost:**

If King in Capital or anywhere in Target Region Gold cost 12,000 Supply Cost 15,000  
If King **not** in Capital *and* **not** in Target Region Gold cost 15,000 Supply Cost 18,000

[Denigrate a Kingdom in a Region](#). The counterpart to Enamor Region, Denigrate Region seeks to damage the RR of the people of a region toward one or two other kingdoms.

After raising the King Commands menu, select Denigrate Region. Then you will have three pull-down menus to complete the command. The first is to specify which region the Denigration occurs in, the second is to identify which kingdom to Denigrate. The third is optional: at an additional cost you may Denigrate a second kingdom in the same kingdom.

Denigration has a base value of 15% worsening of the existing RR of the target kingdom, multiplied by both the relationship of Kings' Influence and RR of the issuing and target kingdoms.

Example: Denigrating kingdom has 140 Influence and target king has 120 Influence; denigrating king's RR is 3 and target RR is 4. Denigration worsens RR of target king in the region by:  $15\% \times (140/120) \times (4/3) = 23.3\%$ , so target RR goes from 4.0 to  $4.0 \times 1.233 = 4.9$ .

Kingdoms cannot suffer from other kingdom denigration orders to move their RR any worse than to 5.5.

**Resource Cost:**

Denigrate One Kingdom:

King in Capital or Target Region: Gold cost: 6,000 Supply Cost: 6,000  
King NOT in Capital or Target Region Gold cost 9,000 Supply Cost 9,000

Denigrate Two Kingdoms:

King in Capital or Target Region: Gold cost: 12,000 Supply Cost: 12,000  
King NOT in Capital or Target Region Gold cost 15,000 Supply Cost 15,000

**Expand Influence.** Influence is the quality that determines how effective the noble court will be in their actions. It is also a factor in Denigrate and the kings with the highest Influence gain status points.

After raising the King Command menu, the player selects Expand Influence. That's all there is to it. A player cannot raise his Influence beyond 180 by use of this order  
Upon executing the order, the King's Influence is increased by 8 through this order, unless that would raise the Influence higher than 180, in which case the limit is 180.

**Resource Cost:**

King in Capital: Gold cost: 8,000 Supply Cost: 8,000  
King NOT in Capital Gold Cost: 11,000 Supply Cost: 11,000

**Improve Rulership.** Rulership is the quality that determines how many commands a player may issue in a given turn. Experienced players regard order giving capability as more important than gold and supply production and give commands up to their Rulership limit each turn.

After raising the King Command menu, select Improve Rulership. A player cannot raise his Rulership beyond 19 by use of this order. Upon executing the order, the King's Influence is increased by 1 through this order, to a maximum of 19.

**Resource Cost:**

King IN Capital Gold cost: 9000 Supply Cost: 12,000  
King NOT in Capital Gold Cost: 12,000 Supply Cost: 15,000

**Noble Commands.** Nobles are capable of carrying out the political orders. These are among the most useful and important commands in the game. Be sure you are familiar with the related concepts like PC Resistance and Noble Power as detailed in the

**General Rules.** Nobles carry out their commands in the PC they are based in, unless they Relocate. Unlike King Commands, which affect an entire region, the Noble Commands effect only the PC they are in. All of these are sole orders for the noble. Nobles executing commands consume no supplies, and the amount of gold they require is dependent upon the noble's rank. Each noble rank has a unique icon in the game. By rank from most powerful to least powerful and the associated gold cost of using the Noble, these are:

Rank	Power as a % of Influence	Gold Cost
Prince	80	6000

Duke	70	5000
Count	60	4000
Baron	50	3000
Provincial Governor	30	2000
Ambassador	20	1000

However, nobles have good and bad days. Sometimes they are in good form, and sometimes they struggle. This is represented in the game by a random factor of from plus 10% to minus 10% in their Power each time they execute an order.

Access your noble in either the tactical view or in the operational view by right clicking on his icon. This will bring up the Noble Commands menu. Then select (left click) on the command you wish him to execute.

**Maintain Status Quo.** The noble provides his Power divided by his King's RR to Maintain the Status Quo, i.e., keep the current owner in power or keep it neutral if no kingdom controls it. So a Baron in a region where his King's RR is 3.0 and his Influence is 120 would provide  $60/3.0 = 20$  points of Power toward maintaining Status Quo of the PC he is in. More than one noble can contribute his power to maintaining status quo – all such efforts are cumulative.

**Stir Unrest.** This is the opposite of Maintain Status Quo: the noble is attempting to prepare the populace to overthrow the current authority. Actually causing that to happen requires an Incite Rebellion or Usurp Control order by another noble, this order makes those tasks easier. The noble provides his Power to Stir Unrest, i.e., to make the PC more susceptible to Incite Rebellion or Usurp Control. Like Maintain Status Quo, the noble's Power is divided by his King's RR in the region. So a Baron of a King with 120 Influence and RR of 3.0 in the region of the PC would provide  $60 / 3 = 20$  points of Power toward Stir Unrest in the PC he is based in, prior to an additional calculation in Stir Unrest which is to further effect the result through existing Counter-Espionage in the PC as follows: each percentage point of Counter Espionage is multiplied by 100 and offsets that much Stir Unrest. More than one noble can contribute his power to Stir Unrest – all such efforts are cumulative. Example: A Baron and a Provincial Governor of a King with 120 Influence in a Region with RR of 3.0 and with 20% effective Counter-Espionage provides  $(120 \times 0.5 / 3) + (120 \times 0.3 / 3) - (20\% \times 100) = 12$  to Stir Unrest. If the PC's only improvement is Market, the Counter-Espionage can actually be a negative number, which increases the Stir Unrest effectiveness.

**Incite Rebellion.** The noble actively seeks to persuade the populace of the PC to overthrow the government. If it is successful, the PC will become neutral. The command has no effect in Pc's that are already neutral.

Compare the noble's Power to the adjusted PC Resistance. While this sounds simple enough, as explained here and more completely in the General Rules, there are quite a

few variables that may affect both of these, particularly PC Resistance. If the noble's Power exceeds PC Resistance, the order is successful and the PC becomes neutral, otherwise the order fails.

If the order fails by a large margin, the Noble is evicted from the PC and is automatically relocated to the Capital. If the order fails by a very large margin, generally by more than the noble's own power, the Noble is executed by outraged citizens in the PC (and so is removed from the game).

**Usurp Control.** This is the most potent of the Noble Commands. The action seeks to gain outright control of the PC the noble is in. It is effective in either neutral or controlled PC's. If used on a neutral PC, the calculation is identical to that for Incite Rebellion (see above). If the PC is controlled, the PC Resistance value is multiplied by 2, i.e., it is doubly difficult.

Like Incite Rebellion, if the order fails by a large margin, the Noble is evicted from the PC and is automatically relocated to the Capital. If the order fails by a very large margin, generally by more than the noble's own power, the Noble is executed by outraged citizens in the PC (and so is removed from the game). Note that this is twice as likely to happen (due to the double PC resistance) in Usurp Control when the PC is controlled by another kingdom (rather than neutral) than it is if neutral or via Incite Rebellion (where the PC must be neutral).

**Relocate.** The noble (or Agent or HP) uses this command to change their base to a new PC (or in the case of an Agent, potentially a Legion). The range for characters relocating in Fall of Rome is seven hexes.

Select a PC within range for the relocation. You may also select a hex without a PC you are aware of (perhaps because of information from another player that a PC exists there that you have not yet discovered), but if there is no PC there, the command will fail (and consume the nobles gold cost).

Legions of another kingdom in the target hex of at least brigade size (not just a patrol) block the relocation of a character to a PC.

When a noble relocates his base to PC controlled by a different kingdom (not under his own control and not neutral), there is a chance the owner of the PC will learn of the relocation. The base percentage chance is equal to the percentage of the king's influence the noble has – so there is for example, a 20% chance the owner of the PC will learn of an Ambassador relocating there, but an 80% of learning of a Prince locating there. The base percentage chance is modified by counter-espionage, as explained below. The High Priestess has a base 60% chance of being discovered upon relocation to a foreign PC. She may relocate if Weary, but not if Exhausted.

The King is the King and not a Noble, and may not issue the Relocate Base order. The only PC that may ever serve as his base is his capital. The only other base he may have other than the capital is one of his legions. He may only transfer (not Relocate) his base to a legion in the same hex as his current base (the capital or another legion).

**Effect of Counter-Espionage on Discovery of Noble in Relocation.** Each point of counter-espionage in a PC by an agent of the kingdom controlling the PC increases the chance of any noble moving into the PC being discovered by the amount of counter espionage there. For example, a Baron normally has a 50% chance of being discovered by the kingdom controlling a PC when he relocates there. If that PC has a market (-10 counter espionage) and no active counter espionage from agents, the baron has a 40% chance to be discovered when relocating and reported to the owner of the PC. On the other hand, if there was no improvements but a L2 Agent on Counter Espionage (20 points counter-espionage), there would be a 70% chance the Baron is discovered.

If the die roll indicates the owner of the PC has discovered the character relocating, he will be provided with a text result cluing him on this. Similarly, the noble's king will also receive a report in the Chancellor's screen giving the best guess as to whether the noble was identified during the relocation.

[Learn a King's Standing](#). The Noble seeks to find out the standing of a particular king in the region the noble is in as well as some other important strategic information. Specifically, he will learn about the target kingdom the:

1. Regional Reaction in the region the noble is in;
2. Current Influence in the Region (e.g., "Minor" or "Significant");
3. King's Influence, and;
4. Rulership.

After selecting the order, pick a target kingdom from the drop down menu. The results will appear in the Chancellor's Report. The command is not noble rank dependent: all nobles provide the same quality of information.

[Receive Title](#). This is a sole order for the noble receiving the title. There is no restriction on where the noble is based. The effect is to increase the noble's rank by one level (example: a baron becomes a count.) The gold cost is the cost of using the noble at his current (before promotion) rank. There is an additional cost to the order however, and that is a reduction of the issuing player's King's Influence. The Influence reduction is 15x the noble's % influence of his new rank. So in the example given, the order for a Baron to receive a title and become a Count, the gold cost is the 3000 gold for using the Baron and the King's Influence of 120 (for example) is reduced by 60% (the count's % of King's Influence) x 15 = 9 points of Influence.

**Covert Commands** . The covert arena covers intelligence, espionage, counter-espionage, and some unique missions by the High Priestess. She and agents are the

characters capable of carrying out covert missions. Agents are represented on the map by one of four icons corresponding to a range of their levels. The higher the agent level, the more effective and dangerous the agent. In all agent missions except training, the cost of using the agent is 500 gold x the agent's level. So a L4 agent would cost 2000 gold each time he is given a command.

Agents are located either in a population center (PC) or in a Legion. If attached to a Legion, their hex location changes as the legion moves. The key characteristic of agents is their level of experience. Newly hired agents are Level 1, the lowest rank.

Agents may relocate their base of operations with the #350 order. Through training and succeeding in dangerous missions, they may advance their skill Level by 1 level with each such success or training, although advancement through Training is limited to Level 11. They may continue to advance through mission success to a maximum of Level 14.

[Agent Success or Failure and Cornering in Missions.](#) Each mission other than Counter Espionage, Relocate, and Train Agent has a chance of success or failure and a chance of being cornered (Diversion has a chance of Cornering, but not failure), depending on the Agent Level, the mission type, and total counter-espionage at the target (see Agent Odds chart). The Agent may succeed or fail in his mission, and independent of that, he may escape (return to his base) unharmed, or he may be "cornered", where he faces another die roll as to whether he is caught and killed or escapes with wounds. When an Agent is Cornered, there is about a 60% chance he is killed and a 40% chance he escapes with wounds.

[Agent level Advance Opportunity through Mission Success.](#) In any mission other than Recon, Advanced Recon, Relocate, Counter-Espionage or Train undertaken by an agent (below level 14) in which he succeeds in his mission and is not killed, i.e., escapes alive even if wounded, the agent has a chance of advancing in level, the chance proportionate with the danger he faced: the greater the danger the greater the chance of success. Success in even relatively easy missions usually provides at least a 35% chance of level gain.

[Sources of Counter-Espionage.](#) Counter espionage is a direct negative point modifier to the chance of success in a mission and a direct positive point modifier to the chance of being Cornered. Thus, a mission that had a 40% chance of success and 20% chance of being Cornered PRIOR to counter-espionage, and with a target having 15% counter espionage would then have a 25% chance of success and a 35% chance of being cornered. The sources are:

- In PC's, some PC improvements constructed there (see PC Improvements chart) provide a continuous counter espionage effect, either positive, such as Citadel and Fortified Town, or negative such as Market.

- Legions have an intrinsic counter-espionage equal to the top ranked leader's rank point modifier. For example, if a legion with a Tribune (rank 12) and a Captain (rank 5) was the target of an agent's mission, such as Reconnaissance, the legion has an intrinsic positive counter espionage value of 12%.
- Agents on Counter-Espionage provide their value to their base for the turn they undertake the Counter-Espionage order as explained in that order, below.
- The Agent order Diversion has the effect of decreasing the counter-espionage, even making counter espionage a positive modifier to agent success probability, as described in the Diversion order.

**The Agent Missions.** Agent missions that are considered Espionage or Counter Espionage generally occur *before* Noble Commands. The Ride and Guard and Reconnaissance missions are at the end of the Sequence of Events. Train Agent is in the middle, after King Commands.

[Counter Espionage](#). Click on your agent who is located in a base under your control. Counter Espionage may not be performed in a neutral PC or one controlled by another kingdom. This agent command is restricted to the agent's base of operations, i.e., it has no range, and no target hex to select – its target is always the Agent's own base, i.e., the PC or Legion he is in. His Counter Espionage affects all Agent Orders and Stir Unrest efforts in his base. Change his Status in the Spymaster's Report to "Performed Counter Espionage".

The amount of counter espionage the agent provides to his base is equal to  $10 + 5$  per agent level. So a Level 1 agent provides 15 points counter espionage to his base, and a Level 5 agent provides 35. Counter espionage is a direct point modifier to other agent orders in the same base. It reduces the chance of covert missions succeeding in the base by the total counter espionage, and increases the chance of Agents undertaking missions in the base being cornered by the same points. More than one Agent may undertake Counter-Espionage in the same base, and the effects are cumulative.

Additionally, each point of counter-espionage in a PC by an agent of the kingdom controlling the PC increases the chance of any noble moving into the PC being discovered by the amount of counter espionage there. For example, a Baron normally has a 50% chance of being discovered by the kingdom controlling a PC when he relocates there. If that PC has a market (-10 counter espionage) and no active counter espionage from agents, the baron has a 60% chance to relocate without being noticed (reported to the owner of the PC). On the other hand, if there was no improvements but a L2 Agent on Counter Espionage (20 points counter-espionage), there would be a 70% chance the baron is discovered.

As noted in the Stir Unrest order, Counter-Espionage directly reduces the effects of Stir Unrest. Total Counter Espionage reduces Total Stir Unrest, they are not dealt with

individually. The totals for both are considered when an Incite or Usurp order in that PC is issued.

Counter Espionage affects the chance of a noble being evicted or executed when he fails in an Incite Rebellion or Usurp Control order. When a noble fails in either order, increase his percentage of failure by the amount of effective counter espionage.

**Guard Characters.** An agent may guard up to two characters of any kingdom in his PC base with this order. Subject to those restrictions it is somewhat like Counter Espionage, however Guard has none of the ancillary benefits of Counter Espionage, such as protecting the PC itself or making arriving nobles more likely to be discovered. It only protects the one or two target characters of the mission up to the agent's ability.

Select "Guard" in the Agent Menu with your agent. Then identify the first character in his base he wishes to guard. You are then offered the chance to select a second character in the agent's base.

The agent provides protection against Assassination, Poison, and Steal Artifact as in Counter Espionage, i.e., 10 points plus 5 points per level of the Agent. This is a reduction of chance of performing those missions against the guarded character, and an increase in the chance of that Agent being cornered. Characters may be guarded by multiple agents and the effects are cumulative. Unlike Counter-Espionage, Guard orders are unaffected by Diversion.

**Create Diversion.** Click on your agent, and then on the menu choice "Create Diversion". You will then be prompted to select a target within the Agent's 7 hex range (identified with a green circle that encompasses the hexes within range). Click on the target hex within range.

The Create Diversion mission is always successful – the effect is to reduce effective counter-espionage at the target by five points plus five points per agent level of the agent performing the diversion. . Diversions in a PC with 0 or less counter espionage create negative counter espionage at 50% the agent's level. So a PC with 0 counter espionage and an agent L2 doing diversion produces -5 counter espionage, and so +5% to an agent of that kingdom succeeding in an espionage mission and -5% to that agent's cornering chance. Diversions are only 50% effective in a PC controlled by the agent's kingdom.

Diversion also improves the chance of a noble of the same kingdom relocating to a PC with a Diversion by their agent relocating without being detected. For example, a Baron would normally have a 50% chance of being detected, plus the counter espionage at the PC, - the effects of Diversion. So if there was no counter espionage and a L2 Agent does a Diversion, the baron is only 40% ( $50\% - (5\% + 5\% \times 2 \times 0.5)$  for no counter espionage) likely to be discovered.

The Agent undertaking Create Diversion faces the full Counter Espionage effect (i.e., BEFORE it is reduced due to his own Diversion).

Only one diversion is effective per target (pc or legion) per kingdom. If more than one diversion is ordered, the highest level agent performing a Diversion is the one with effect. Diversions are kingdom specific: they only work for the kingdom doing the diversion, otherwise counter espionage is normal.

Diversions have a base 20% chance of cornering for L1 agents performing the Diversion, prior to considering any counter espionage.

[Sabotage Population Center](#). Sabotage is not a particularly difficult mission for a skilled agent. It can cripple defenses prior to an attack, or cost important production until repaired. Click on your agent, and then click on the menu choice “Sabotage Population Center”. Next select what it is you wish to sabotage:

- Gold Production
- Supply Production
- Defenses

The select a target PC within the agent’s 7 hex range (identified with a thin green circle that encompasses the hexes within range). Click on the target hex within range.

If the mission is successful the targeted area (gold production, supply production, or defenses) base amount is reduced by from 15-35%, determined by a die roll, further subject to a minimum reduction of 1000 and a maximum reduction of 3500. Finally, except for a city’s supply production, no value can be reduced below 1. So if the target was a town’s defenses that had a base value (i.e., before considering PC Improvements) of 7000, the base defense will be reduced by an amount within the range of 1050 – 2450, so the resultant base defense will be something between 5950 and 4550.

[Steal Gold or Supplies](#). This mission can take from those you seek to hinder and augment your own resources, albeit for a single turn.

As usual, click on your agent, then choose the menu choice “Steal Gold or Supplies”. Choose whether you wish to steal Gold or Supplies. Then select a target PC within his 7 hex range which is identified with a green circle that encompasses the hexes within range. Click on the target hex within range.

If the mission was successful (i.e., steal roll indicates success), the amount stolen is the lesser of 50% of the production of the stolen commodity (gold or supplies) in the target PC, or 50% of the remaining balance of the commodity in the Kingdom Treasury.

The amount stolen is added to the amount of gold or supplies to the agent’s kingdom treasury under the “Trade” line, and is subtracted from the owning kingdom (if any) of the PC’s balance by a similar amount on their Trade line.

**Assassinate.** This is perhaps the most powerful and feared of the agent missions. No character, not even Kings, are immune from the lethal skills of an assassin.

Click on your agent, then on the menu choice “Assassinate”. Next, select a target character within the agent’s 7 hex range (identified by a green circle that encompasses the hexes within range). Click on the target character hex within range. Unlike sabotage or steal the player may only target characters he is personally aware of, i.e., whose icons appear on his map. You may not select your own characters. See the Agent Odds chart for chance of success and corner for every character type. For these purposes, , Centurions, Captains, and Captain Majors are all considered Captains; Tribunes, Generals, and Commanders are all considered Generals; and Marshal, Marshal Victor, and Emperor are all considered Marshals. In addition to other modifiers, assassination is made easier if the target character has a health status other than Good. The chance is increased by the following percentages (not points):

- Light Wounds or Weary +25%
- Serious Wounds or Exhausted +50%
- Critical Wounds +75%

Example: a character with a 40% chance of assassinating a character would have a 50% chance of success if the character has light wounds, and a 70% chance if the character has critical wounds. The health status of the target does not change the Cornering chance for the agent (other people are chasing him).

**Poison.** Poison is similar to Assassination. However, a successful Poison mission results in the target character suffering light, serious, or critical wounds, rather than death. Since Assassination and Poison occur prior to noble actions in the sequence of events a successful Poison mission, even one resulting in only light wounds, stops a noble or leader from carrying out their ordered mission for the turn. Health status does not affect the chance of success for Poisoning. Characters may never be killed by Poisoning – the worst health status they can incur is Critical Wounds. A character with Serious Wounds who was Poisoned and received any result (Light, Serious, or Critical Wounds) through poisoning would become Critically wounded.

The chance for mission success in a Poison mission is 10 points higher than in an Assassination mission, and the chance of the agent being cornered is 10 points lower than in Assassination for all target ranks. An agent that had a 40% chance of being successful in an Assassinated mission and had a 35% chance of being Cornered for a given target would have a 50% chance of success and a 25% chance of being Cornered in a Poison mission against the same target character.

**Relocate.** The range for agents relocating in Fall of Rome is seven hexes. The order works as “Relocate” as described in the Noble Commands, except an agent relocating to a foreign controlled PC has a 25% chance of being discovered, -5% for each level of the agent. So a L4 agent would have a 5% base chance of being discovered relocating his base, prior to the modification for counter espionage.

[Train Agent](#). High level agents can be of critical importance, and training them is the safest way to see their levels increase. This order is only available to agents of Level 10 or lower. In issuing the order, the player clicks on his agent, then clicks on the menu choice “Train Agent”. The training occurs in the agent’s base: there is no target to select.

The cost for this order is different than the other agent orders: it is 3000 gold plus 500 gold x the level to be trained to. Example: training an agent to level 7 from level 6 would cost  $3000 + 500 \times 7 = 6500$ . The agent then increases his level by one.

[Ride and Guard Characters](#). An agent may guard up to two characters of any kingdom in any base up to 7 hexes from his own base with this order. “Guard” and “Ride and Guard” provide the same level of protection: 10 points plus 5 points per level of the agent.

Select Ride and Guard with your agent menu. This is an odd order in that *it must be issued the turn preceding the turn the Ride and Guard will become effective*. It is a unique order that will provide protection to up to two characters in a single base in the FOLLOWING turn, not the current turn. It therefore requires advance planning. If the Ride and Guard fits your needs, you are provided with the 7 hex radius green circle and asked to identify the target base for the Ride and Guard order. After the base is chosen, the view changes to the tactical view. You are then asked to select the first character in that base he wishes to guard. Then you may choose the second character in the same target base to Ride and Guard or select “Done” (provide this choice), and confirm the choice.

The agent provides protection against Assassination, Poison, and Steal Artifact as in Guard. This protection reduces the chance of enemy agents successfully performing those missions against the Guarded character, and increases the chance of that enemy agent being cornered. Characters may be Guarded or Ride and Guarded by multiple agents and the effects are cumulative. Ride and Guard orders are unaffected by Diversion.

Characters protected by the Ride and Guard mission bear an icon which alerts other players that the character has a guard (unlike the Guard mission where the agent shares the same base as his charge). This symbol is visible only in the tactical view.

[Reconnaissance](#). This is a cornerstone command for all experienced Fall of Rome players. Little can be accomplished without reasonable intelligence in the form of reconnaissance. Click on your agent, then clicks on the menu choice “Reconnaissance”. Next select a target area for Reconnaissance within the agent’s 7 hex range, identified by

a green circle that encompasses the hexes within range. Click on the target hex within range.

Agents on reconnaissance discover ALL information for all assets in the hex with complete accuracy. That is, the information will be displayed in the Kingdom Reconnaissance just as if the assets were owned by the player, i.e., PC's will show all values and all improvements made, Legions will show all brigades, attrition, morale and characters attached to the legion.

There is no opportunity to advance level in the Reconnaissance mission.

Advanced Reconnaissance. As good as Reconnaissance is, Advanced Reconnaissance can be multiple times better. This order is only available to agents of Level 4 or higher. Click on the menu choice "Advanced Reconnaissance" with your L4 or higher agent. Next you are prompted to select a target area for the center of the Advanced Reconnaissance within the agent's 7 hex range, identified by the green circle that encompasses the hexes within range. Click on the target hex within range. The hex and the six surrounding hexes will be shaded in light blue. Successful Advanced Reconnaissance gives the player reconnaissance on the center hex and all six surrounding hexes.

The program determines which of the seven hexes to be recon'd contain the highest counter-espionage value. This is the value the agent must overcome for both mission success/failure and cornered or not calculations.

Trail Legion. Sometimes it is important to know *exactly* where an enemy legion is going and how its composition might have changed. This is the time for the Trail Legion command. This order is only available to agents of Level 4 or higher. Click on your Level 4 or higher agent, and then click on the menu choice "Trail Legion". Select the legion to trail within the agents 7 hex range by clicking on it. A successful Trail Legion mission gives the player reconnaissance for the hex in which the target legion ends the turn and so all current information on the legion being trailed.

**High Priestess Commands.** Each kingdom begins the game with one High Priestess. If she works for you, she's a High Priestess. If she is on the enemy's side, you would likely call her a witch or sorceress. The myths of the time are ripe with these: Atilla consulted with a witch named Galen that guided him and helped him find the Sword of Mars. The Lady of the Lake recovered Excalibur for Arthur, and the witch Morgan opposed him. The Greeks had the Oracle of Delphi, etc, etc. The High Priestess is a special and powerful character that can through insight and ritual divine objects from afar and across great areas and may Bless or Heal characters at range. The High Priestess has two special health statuses beyond those shared by other characters. When a High Priestess (HP) undertakes a divination (any mission other than Relocate), she will have the health Status of Weary, unless she was already Weary. The HP may undertake a

divination when Weary, but then there is a 50% chance she will become Exhausted, and then must rest until she returns at least to Weary health. Right click on the HP icon to access her command menu. The HP relocates in the same manner as nobles. Here are her unique commands:

**Bless.** Bless protects all living characters of the HP's kingdom in any one base (legion or PC) within 7 hexes of the HP from Assassination or Poison as if Guarded by a Level 4 agent.

Click on the menu choice Bless, choose the target hex, and if there is more than one base of yours in the hex, pick the base from the drop down list. You will see a white circle over the hex in your operational view. Bless occurs before espionage orders in the sequence of events.

**Heal.** This command heals all characters of the HP's kingdom in one base (legion or PC) within 7 hexes of the HP to Good health. The command also heals up to 24% of attrition in brigades in garrison or a legion (if a legion is the target) of the Heal order. The 24% is divided proportionately by the attrition in each brigade. A legion that had four brigades each at 90% strength would have each brigade recover to 96% with the Heal command. The HP may not heal herself. Click on the hex within the command's seven hex range and then choose the target base for the Heal order. Like Bless, you will see a white circle over the hex. Heal occurs after all events that can injure characters in the Sequence of Events.

**Divine Population Centers.** Click on the command name. You will see a black tinted circle of three hexes in radius (a total of 43 hexes) in the operational view. Place the circle where you wish the HP to divine the existence of population centers, no further than twelve hexes from the base of the HP. Any villages or towns in that area will be discovered and appear on your map when the turn is processed and from then forward will remain on your map as they would if found by an agent or legion. The fog of war is removed from those hexes where a PC was discovered only. This is because there could be an unusual sighting in the area of the divination that will not be uncovered by this command.

**Divine Legions.** Like Divine PC's, this order allows the HP to discern the existence of all legions within the divination perimeter, which in this case is shown by a red tinged circle of four hexes in radius (a total of 91 hexes). Move the circle to the area you wish for your HP to Divine Legions, no more than 12 hexes from the base of the HP. All legions in this 91 hex area will be shown on your map, although the level of information is basic, not like an agent on reconnaissance that reveals all information on legions.

**Divine Unusual Sightings.** Similar to Divine Legions, this order allows the HP to discern the existence of all Unusual Sightings within the divination perimeter, which in this case is a circle of four hexes in radius (91 total hexes) with a blue tinge. Choose the

area you wish to divine for the existence of Unusual Sightings no more than 12 hexes from the HP's base. Any Unusual Sightings in the area will show on your map once the turn is processed.

***Economic Commands*** . Fall of Rome doesn't burden players with many supply and resource orders that you must issue. Much of the economic side of things is handled directly by the game program: your population centers automatically produce gold and supplies (early in the Sequence of Events, right after battles), and your brigades are automatically supplied each turn (right after Open Market Trades). Much of your strategy will be focused around gaining these centers of resource production. There are also a number of improvements you may wish to make to your population centers on a selective basis in order to improve their production or defenses. See the chart Population Center Improvements.

Open Market Trade. You may trade either supplies for gold, or gold for supplies in multiples of 100 through the Open Market Trade. Sometimes you may find your legions require more supplies than you have on hand, or perhaps you wish to construct a major PC improvement that requires many supplies, more than you produce or have on hand. Or you may be intending a major political campaign and need more gold than you have available to finance your nobles' cost of operation. The Open Market Trade provides some flexibility in this regard. Of course, it won't help you if you are short of both resources, you cannot maintain negative balances. When the game program processes each order, if a kingdom is short a required resource, the command cannot be executed. The program will not allow negative balances in either supply or gold. The Open Market Trade command is accessible either through the button on the kingdom screen, or by right clicking on your King. A pop-up window appears that allows you to choose which resource you wish to trade and a counter to indicate the quantity you wish to trade. The Open Market Trade occurs directly after production in the Sequence of Events.

Construct PC Improvement. There are a handful of improvements you may construct at any of your PC's, and some improvements that are restricted to certain types of PC's. For example, only a city may be made into a citadel. A PC improvement is constructed at a specific PC and its effects apply to that PC only. Depending on the PC Improvement, its construction can increase any value of the PC, including gold or supply production, defense, or census. Additionally, people of the region that the PC is in like the fact you are investing in their prosperity, and each Improvement built has from a minor (such as with Storehouses) to significant (Citadel) positive impact on Regional Reaction. Many Improvements have additional effects on the PC, such as increasing status quo or counter espionage. The Watchtower provides ongoing advanced reconnaissance based around the PC it is constructed in. Some PC improvements have a symbiotic effect when a specific other Improvement is also in the PC: that is, additional benefits accrue from having both of these Improvements in place beyond the effect they have individually. For example, Storehouses normally improve supply production by 40%, and have no impact on gold production. However, if a Mill is also constructed in

the PC, the Storehouse provides and additional 10% to supply production and now imparts a 10% increase in gold production. You will want to print the PC Improvements chart for your reference.

Go to the tactical view of a PC under your control. Right click anywhere within the PC itself, but not on a character icon. This will bring up the PC command menu, which includes the menu choice “Construct Population Center Improvement”. Click on that, and then choose which of the available (remember, not all improvements can be constructed in all types of PC’s) PC Improvements you wish to construct. Picking one brings up a panel that shows all the effects the PC Improvement will have on the PC. It also shows how much supply and gold the Improvements cost as well as how many turns the construction will take. Those that show complete in 1 turn will be in place before the check for Regional Control of the turn they are ordered (therefore those improvements that increase census are counted when the Regional Control calculation takes place). Those that require two turns will be complete before the Regional Control check the following turn, etc.

### ***Miscellaneous Commands***

Just a few commands remain that don’t fall neatly into any other category. Still, every player will want to use each of these in most games.

**Hire Character.** At some point in a campaign you will likely wish to hire one of the available character types: Ambassador, Provincial Governor, Level 1 Agent, Centurion, or High Priestess. Go to the tactical view of a PC under your control. Right click anywhere within the PC itself, but not on a character icon. This will bring up the PC command menu, which includes the menu choice “Hire Character”. Click on that, and then choose which of the available types you wish to hire from the menu. This will also let you know the cost in gold for hiring the character, and the additional cost of the Hire Character order to the King’s Influence, which ranges in a reduction of from two to five points. You may hire characters at any PC under your control. You may also access the menu to Hire Character by clicking the button with that name in the Kingdom screen. In this case after choosing the type of character to hire, you will be asked to identify the PC under your control in which to hire the character by clicking on the PC in the tactical view. Finally, if you anticipate conquering a PC through either battle or Usurp Control, you may attempt to hire a character in that PC. If when the time in the Sequence Events comes to resolve the command you do not control the PC (including the opposite possibility that you yourself lose a PC through battle or Usurp Control at which you intended to hire the character), the character will be hired at your capital instead. Hired Characters may not receive any orders in the turn they are hired.

**Send Message to Player.** Diplomacy and information exchange are important skills for most successful players. You may send a message to any other player in the game or multiple players at once by clicking on the Messages button on the Top Menu Bar. Messages are free (no order cost) and you can send as many as you like. They will be

available to the king(s) you send them to within two minutes, like sending email. Not only will your Fall of Rome chance of success be improved through these exchanges, your enjoyment will be enhanced as well. Many players find new friends through their diplomacy and these friendships carry on outside the world of Fall of Rome.

[Change Secret Victory Condition](#). As you know from the General Rules, players may win by the Rex condition (controlling three regions) or by their choice of Secret Victory Conditions. Choose your secret victory condition no later than Turn 3. Go to the Kingdom screen. You may review the various conditions with the “Victory Check List” button, and change your victory selection with Change Secret Victory Condition. You can change your Secret Victory Condition as many times as you like, prior to the end of Turn 3. Consider your choice carefully: it should have a major influence in your campaign strategy.

You are now well prepared for the campaigns, my Liege. Good luck in Fall of Rome!