



HEGEMONY

GOLD

WARS OF ANCIENT GREECE

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INTRODUCTION

The ancient Greeks crafted for themselves a world like no other, a world where each city had its own unique – and often fantastic – culture. From the Spartans, a culture built on a foundation of slavery, a culture that – with no need to earn a living – had dedicated themselves to the ideals of physical perfection, and ironically espoused the virtues of freedom; to the Athenians, a nation of unparalleled art and architecture – the likes of which, even today, remain unmatched in originality and richness – a nation whose constitution afforded democratic power to even the lowest class of citizen; the stories of Greek civilization must have sounded like myth and legend to an outsider.

It was in this environment that the concept of *hegemony* was born: the idea that one city-state could assert cultural dominance over the entire Greek world.

Despite the eternal struggle for dominance between Athens and Sparta, neither of these giants would forge a lasting hegemony. It was a goal that would remain unfulfilled until Philip of Macedon, king of the relatively unknown nation of Macedonia, revolutionized Greek warfare and conquered the entire Hellenic world, permitting his heir, Alexander the Great, to take the unified army of the Greeks and build an empire so vast that even Julius Caesar was said to be visibly intimidated by the stories of this incredible achievement.

This is the world of ancient Greece. A world of feuding city-states, of heroism and deceit, and of legendary leaders. A world whose monumental legacy would leave our own world forever changed. This is the world of *Hegemony*.

Hegemony Gold: Wars of Ancient Greece is a historical strategy wargame that follows the campaigns of Philip of Macedon and the Peloponnesian War. Through it you will experience seamless campaigns unfettered by load screens between battles, where tactics and strategy are all part of the same fluid operation and more than just a series of isolated skirmishes. To succeed, you will need to manage the logistics of your growing kingdom while simultaneously engaging in diplomacy, reconnaissance, raids, field battles, sieges, and mountain blockades. Strike out on your own as one of 26 factions or follow 200+ historical objectives to recreate the wars of ancient Greece.

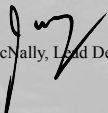
With a team of only five developers, and after years of writing our own game engine from scratch, it is our hope that Hegemony provides an innovative and unique gameplay experience about this fascinating period of history while providing a level of immersion comparable to those crafted by teams ten-times our size. We hope you enjoy it.



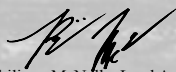
Rob McConnell, Lead Programmer



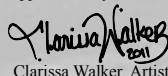
Rick Yorgason, Programmer



Jim McNally, Lead Designer



Philippe McNally, Lead Artist



Clarissa Walker, Artist

How To

CAMERA CONTROLS

To navigate the map, pan the camera by holding the middle mouse button and moving your mouse. You can also pan with the *W*, *A*, *S*, and *D* keys.

To rotate and zoom, hold the *alt* key and move your mouse. You can also use the *Q* and *E* keys to rotate, and the *R* and *F* keys to zoom. The quickest way to zoom is with your mouse wheel.

You can centre your view over the current selection at any time by pressing the bottom-left button in the *command panel*, or pressing the *I* key on the numpad.

SELECTING UNITS AND OBJECTS

Left-click to select an object. Any object that can be selected will display a help box in the bottom right corner of the screen when you mouse over it.

Multiple units can be selected by holding the shift key while selecting additional units or by dragging a box around units with the left mouse button. Only one building or city may be selected at any given time.



Groups can be selected by double-clicking on them. When any member of a group is selected, the contents of the group will be shown in the *information panel* at the bottom of

the screen, allowing you to easily select other objects in the group.

Similarly, if a building, city, or trireme is selected, the units inside can be selected by clicking their portraits in the information panel. If a command is issued outside of the container, the unit will automatically exit.

ISSUING COMMANDS

To issue a command, select an object and right-click on a target. For example, selecting a friendly unit and right-clicking on an enemy will attack it. When there are multiple commands available, a default command is selected. To use a different command on the target, hold the right mouse button down over a target to open the *context menu*. The context menu can be used to issue any order that targets another object.



Commands that change the state of the selected object can be accessed through the *command panel* located in the lower right corner of the screen whenever a unit or object is selected. Any command which directly affects the selected object can be found in the command panel.

Note: Each of the nine buttons in the command panel is mapped to a key on the numpad.

MOVING UNITS

To move a unit, select the unit and right-click where you would like it to move. While a unit is selected, the cursor will change to indicate whether the terrain under the cursor is blocked or not. Impassable terrain is indicated with a red X. Like other strategy games, you can indicate the direction a unit should face by holding down the right mouse button and moving your mouse in the direction the unit should face.

Alternately, you can simply drag a unit with your left mouse button to order it to move.

For greater control over the path your units will take to reach their destination you can hold the *shift* key when issuing a move order to set a *waypoint*.

Units may also be ordered to run. To learn more about running, consult the section on *running* in the *Strategy and Tactics* chapter.

CHANGING FORMATION

Selected units are displayed with eight handles around their formation. The handles on each corner can be dragged to rotate the unit, while the handles on the sides can be used to change

the unit's width. In this way, a unit can be ordered to assume a line or column formation.



Additionally, a number of special formations are available in the *formations* menu of the *command panel*.

GROUPING UNITS

The quickest way to group units is to select a number of them and then issue a move order. The selected units will converge on the target location and combine as a group in a pre-set arrangement. For more precise control of how units are oriented in a group, use your left mouse button to drag a unit against the edge of any other unit. In this way, units can be grouped in any arrangement you desire.









Group units for movement over long distances, as it is the best way to keep units travelling to the same location together. Grouped units will travel at the speed of the slowest unit in the group, to ensure that no unit is left behind.

Note: Grouping does not add any combat or leadership bonuses.

FINDING UNITS AND OBJECTS

There are many ways to find and locate units and objects on the map:

- Click the  icon next to object or location names in the Game Manual or Objective Log to jump the camera to the target.
- Zoom out to the strategy map to see more units and objects at once. Labels on the map change as you zoom out with city names appearing closer and region names appearing further out.
- Use the  and  buttons over the minimap to quickly select your faction's leader or capital city.

- Save frequent selections to the *quick select* buttons in the top left and then re-select them at any time by pressing the corresponding number or clicking the button.
- Open the *asset list* by pressing the *I* key or clicking the  button in the top right for a complete list of your units and buildings with links to select them.
- With a unit selected, click the  or  buttons in the bottom right to move the camera to the selection or track its movement.

ATTACKING UNITS AND OBJECTS

With a unit or units selected, right click on an enemy unit or object to attack it. Melee units will advance to attack enemy units at close quarters, while ranged units will advance to within firing range before attacking.

If you want ranged units to engage enemy units in melee combat, hold the right mouse button down over the target and choose attack from the *context menu*.

CAPTURING UNITS AND OBJECTS

Attack an undefended enemy target to capture it. Siege defended targets such as forts and walled cities to capture them.

An enemy unit will surrender if it routs and is unable to run away, or is attacked while routed. Surrendered units can be killed or captured. Captured units become slaves.

CONSTRUCTION AND DESTRUCTION

With one or more units selected, hold the right mouse button over a controlled city or building site to open the *context menu*, where you can issue the *build* order. When the *context menu* is used on an established building, the *dismantle* command will be available instead.

You can increase the speed of construction and destruction by assigning more units to the same task or by utilizing units with a high *engineering* skill.

BUILDING UNITS

To build a new unit, left-click to select a friendly city. In the lower right corner of the screen you'll find the *command panel*. From there you can recruit native units in your faction's native cities, hire mercenaries or allied units in captured cities, build triremes in cities with docks, or build catapults if they are available in the scenario.

You must have enough available income to build the unit. If you are running a deficit (your expenses exceed your income), you will not be able to build any units until you repair your economy.

Units also require that a city has recruits available to join the new unit. A new unit can leave as soon as it has recruited at least one member. The unit will continue to gather recruits from its home city as long as it is within the supply radius of a friendly city or building that is connected by supply lines back to its home. Also, units will can receive recruits from their home city when within the influence of a friendly healing shrine.

SETTLING MIGRANTS

Migrants are rural Macedonians found in the *Philip of Macedon* scenario. They can be settled into cities to increase the Macedonian population. Left-click to select a unit of migrants and then right-click on a Macedonian city. The migrants will move in and settle if there is enough space.

When settled, each unit of migrants increases the city's population by 1 and its maximum recruits by 10.



WIN THE GAME

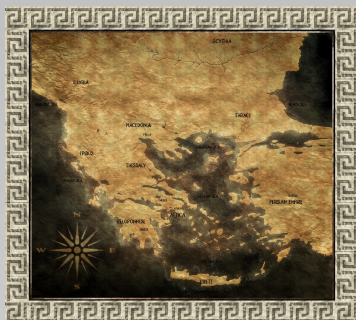
Complete all the *hegemony objectives* to win the game. Additional objectives can be completed to earn rewards to support your kingdom.

General Tips:

- **Connect Everything:** Utilize all available market and dock nodes to connect cities, forts and farms to maximize revenue and distribute food throughout your empire.
- **Build Mines:** Mines are a critical source of income and necessary to pay for expensive mercenaries outside of your native territory. Mines are more common in the north and in the Mt Pangeus region. Make sure to fill your mines to their maximum capacity with 40 slaves or workers.
- **Merge Generals:** Generals can double the morale and siege strength of the units they're attached to.
- **Pause, Pause, Pause:** Pausing frequently is essential when your empire grows and the enemy starts attacking on multiple fronts.
- **Zoom Out:** Utilize the strategy map to monitor your entire empire.



GAME MAP

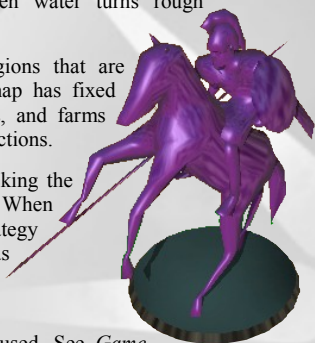


The game map covers the ancient Greek world of the Aegean basin, extending from Crete in the south to the Danube River valley in the north and from the Adriatic in the west into Asia Minor in the east.

Troops can move freely through plains, rolling hills, deciduous forests, valleys, and narrow passes. Mountainous areas and coniferous forests are impassable. River crossings are marked by torches. Seas are navigable by triremes and merchant ships, but rough water is dangerous and will damage and sink ships. All open water turns rough during winter.

The map is divided into 132 geographical map regions that are obscured by fog until entered and discovered. The map has fixed locations for cities, forts, watchtowers, shrines, mines, and farms which can be captured and controlled by any of the 26 factions.

Navigate the map using the camera controls or by clicking the minimap in the bottom-left corner of the screen. When zooming out, the game world will cross fade to the strategy map, where units, cities, and buildings are represented as fully interactive coloured miniatures and objectives are displayed as Greek columns.



All game controls are available while the game is paused. See *Game Clock and Seasons* for time and seasonal variations

MINIMAP

The minimap is a top-down strategic view located at the bottom left corner of the screen which shows all of the discovered map and the orientation of the camera in the game world.

Click anywhere on the minimap to move the camera to the corresponding location in the game world. Double-click to jump immediately.

BUILDINGS

Buildings are structures located outside of cities that can be captured. Some, such as shrines, are fixed and can't be destroyed. Other buildings can be built, destroyed, or maintained at various preset sites on the map.

Building sites or buildings are either independent or controlled by one of the factions. Building details are obscured by the fog of war.

Note: The locations of buildings are preset to reflect the history and geography of the 4th and 5th centuries BCE.

FARMS

Farms are the primary producer of food. Food production varies over the course of the year with minimal production during the winter, moderate levels during the summer when crops are milkripe, and the majority during the fall harvest.

Combat units will consume food automatically when standing near the farm. Excess food will transfer along the farm's supply line to any connected city or fort. If the farm is not connected, or the supply line is blocked, then food will accumulate at the farm. If food is left at the farm for too long it will begin to spoil and be lost.



Food production ceases while a farm is burning but will slowly return to normal once the fire is extinguished.

Note: Farms are vulnerable and need to be protected as they are the main source of food.

MINES



Mines can be built and maintained on mine sites. Income is earned whenever miners (workers or slaves) are present and as long as the mine is connected by an unblocked supply line to the market node of a city or fort.

A mine supports up to 40 active miners who will each produce 2 gold for a maximum of 80 gold per mine. Additional workers or slaves can be moved into a mine but they will have no effect.

Note: If an enemy combat unit moves near a supply line, the supply line is immediately blocked and the income is lost from the connected mine. **Protect your supply lines.**

Historical Note: Mines were either open pits or shallow shafts that utilized simple counter balanced cranes for lifting ore. Smelting was done partly with open burning and partly in a kiln-like structure called a bloomery.

FORTS

A fort is a defensive structure that will have a catapult on its tower and a wide view range when it is garrisoned. Land forts have two market nodes. Coastal forts have one market node and a dock. There is no cost to maintain a fort.

A fort can stockpile food and, when possible, should have a garrison to enable it to watch the surrounding terrain.

Note: A fort without a garrison will have minimal defence, a limited view and no catapult. An unneeded fort can be dismantled to prevent it from falling into enemy hands.



WATCHTOWERS

A watchtower is a building that acts as a fixed reconnaissance site, lifting the fog of war from the area it occupies. Watchtowers cost 3 gold.

SHRINES



Shrines are unfortified targets that can be captured by any combat unit. Controlled shrines are paid a tribute in gold in exchange for an area effect that benefits nearby units and cities belonging to the controlling faction. A shrine can be abandoned to save gold.

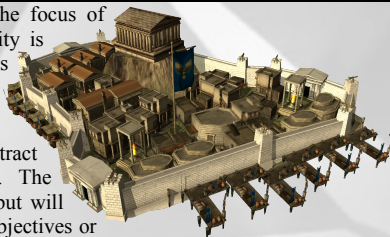
There are three types of shrines each represented by a distinctive building. Each shrine type provides a unique area effect bonus. The range of the effect is outlined by a blue circle.

- Healing Shrines: Recruitment and replacement does not require supply line linkage.
- Heroic Shrines: Increase maximum morale.
- Logistics Shrines: Reduce food consumption.

Note: Most shrines are located at or near sites of historical significance.

CITIES

The 313 cities (or city-states) in the game are the focus of income and population support for units. Each city is ethnically or culturally part of a single faction (its native faction) but at any time may be under the control of a different faction.



The population of a city is represented as an abstract number ranging approximately from 1 to 20. The population of cities does not grow automatically but will occasionally increase as a reward for completing objectives or by settling migrants in the *Philip of Macedon* scenario. A city's population provides tax income and recruits that can be used to build units. A faction can recruit their own units from native cities and hire mercenaries and allies from the captured cities of other factions.

A city's market nodes and docks can be connected to other nodes or buildings to form supply lines. Supply lines redistribute food and earn additional income unless they have been upgraded to transfer food quickly.

All cities can have walls. In walled cities the presence of a garrison adds to the defensive strength and increases the rate of catapult fire. Walls also increase the size of garrison needed to prevent rebellions in captured cities.

Historical Note: In pre-historical times, the domestication of plants and animals allowed populations to settle in fixed locations instead of migrating to hunt and gather. These fixed settlements grew in size and importance. Circa 8000 BCE walled cities appeared, adding a level of security that allowed more time to be spent on economic activities.

In the ancient Greek world, a *polis* (a word that referred to any city, town, or village) included a settlement and the surrounding land it controlled. These city-states either remained independent, grouped together into leagues or were forced to join empires. The poorer people fought as oarsmen or auxiliaries. The middle class fought as hoplites. The wealthy had horses and fought as cavalry.

MAP REGIONS

The game map is divided into 132 geographical regions. These *map regions* are obscured by dark fog until a unit is sent to scout the region. Discovering a region clears the dark fog, revealing the geography and location of any cities and buildings within that region. This represents the knowledge a general would have learned from the indigenous peoples of the region. When a region is discovered, the lighter *fog of war* will remain over much of the discovered area.

Note: Map regions are not conquered or controlled. Map regions simply represent convenient geographical subdivisions of the game map. Defeating armies and capturing cities is the key to victory. Information gleaned about a specific map region is designed to help with strategy and tactics, the planning and execution of reconnaissance, raids, and invasions.

FOG OF WAR

When a *map region* is discovered, a grey *fog of war* remains and obscures the current state of anything which is not within view of a friendly unit or building. Although the positions of enemy buildings are provided for any discovered map region, the garrison and statistics of each building will remain unavailable.

Fog of war is cleared by capturing buildings and exploring the area with troops. Troops with a higher *initiative* skill have a larger view distance, making them ideal scouts. Slaves must not be left in the fog of war, as they will eventually take up arms and revolt.

Note: Although you learn the general layout and location of primary targets when you enter and discover a region, the variable fog of war is what you'll have to contend with when campaigning.

GAME CLOCK AND SEASONS

Hegemony operates in real-time, meaning that units on the game map will respond immediately to player actions and the enemy will execute their moves simultaneously. The game may also be paused at any time and units can still be given orders which they will carry out when the game resumes.

Approximately **1 hour of real-time equals 1 year in-game**. The year is also broken into 4 seasons, which have significant effects on gameplay:

Winter: During the stormy winter season the water is too rough for sailing and all ships out in open water will take damage and eventually sink. Marine supply routes still generate income but cannot transport food during the winter. Farm production is at a minimum.

Spring: New flocks of sheep will appear at designated points around the map during the spring lambing. Not all lambing sites will have new flocks appearing each year. Farm production picks up.

Summer: Crops begin to ripen in the summer turning colour from green to yellow, representing growth and the milkripe phase. Farm production continues to rise.

Autumn: Crops are automatically harvested in the autumn, providing a significant increase in consumable food displayed in the middle of each field. Farm production is at its maximum.

Note: The ancient Greeks did not use standardized names for the months of the year. For this reason, months have not been identified or named in-game.


THE ECONOMY

SUPPLY LINES

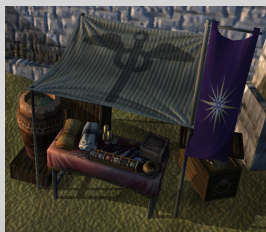
The economy of Hegemony is powered by supply lines — a series of roads and maritime routes that connect cities, farms, forts, and mines. Supply lines facilitate the transport of food, gold, and recruits. Each supply line will also generate a small amount of trade income.

Land supply lines can be upgraded to speed up the transfer of food, but will no longer earn income, as the upgrade has a cost that is greater than the trade income. The cost of upgraded supply lines increases with the length of the supply line.

Oxcarts represent the movement of food on overland supply lines while merchant ships represent the movement of food over water supply lines.

To create a supply line, left-click to select a city or building. The cursor will change to the traditional symbol of commerce, the caduceus . Right-click on the city or building you wish to connect it to. Market nodes may only be connected to other market nodes and docks may only be connected to other docks. *Note:* You can shift-click to set waypoints.

A supply line takes time to create (dependent on length) and will be blocked when an enemy approaches. When the enemy is driven away, the supply line will quickly regain function. If one of the nodes is destroyed, then the supply line is lost and will have to be set up and connected the same as a new one.



MARKETS

Markets are found attached to cities and forts. The number of markets attached to a city are an indication of the commercial strength of that city. Markets can be linked to other markets or to farms or mines to form supply lines.

When you select a city or fort and right-click on a target, the supply line connection will automatically be established between the closest available markets. Active markets are represented by the movement of oxcarts.

DOCKS

Docks appear at coastal cities and forts and can be linked to other docks to form supply lines. The number of docks is a reflection of the maritime strength of a given city. Active seaports are represented by the movement of merchant ships. Although merchant ships are inactive during the stormy season and will not transfer food, their supply lines still earn income.

Note: Maritime supply lines can transfer much more food than overland supply lines.



INCOME

All income and expenses are measured in gold. The flow of gold is monitored for each faction as it is earned and spent. **Unspent gold does not accumulate.**



Income is earned from a city population tax, supply line trade, villas, mining, and by completing certain objectives.

Gold is used to pay for diplomacy and unit salaries and to maintain shrines, watchtowers, and city walls. If for any reason your expenses exceed your income, all of your troops will be negatively affected. See the section on *salary* for more information.

Historical Note: During his rise to hegemony, Philip spent any wealth that he gained to further expansion.

SALARY

A salary is the gold paid to a unit as an ongoing expense.

Whenever income drops lower than expenses (interruption of supply lines, etc.) the units are no longer being paid their full salary and there is an immediate loss of morale and combat effectiveness for all combat units of the affected faction. In addition, units may not be purchased while in deficit. Morale and combat effectiveness return to normal after the deficit is corrected and income once again equals or exceeds expenses.

When the budget is balanced, salaries are paid in full and morale and combat effectiveness return to normal levels.

Historical Note: The word salary is derived from the Latin word for “salt money”. Troops were paid in salt, a valuable commodity in ancient times.

TAXES

Taxes come from controlled cities. Each city's population (represented as number from 1 to 20) pays a small amount of tax.

The tax is added to the income of the faction that controls the city.

Note: Tax income is automatically collected throughout the year, on a continuous basis.

FOOD

Food is produced by farms and by flocks of sheep that graze in the hills and valleys. The amount of food produced by a farm varies over the year peaking during the fall harvest. New flocks of sheep will appear at pasture sites during the spring lambing. Food also appears as bags dropped by routing units.

Troops need a supply of food and will automatically resupply whenever they exit from a city or fort or are close to a source of food. The resupply range appears as a rotating gold ring when you mouse over a city, fort, or farm. Units will automatically share food with nearby friendly units, however workers, slaves, and triremes do not consume food, making them useful units for carrying additional food on long expeditions.

Combat units consume food according to their *logistics* skill. Units with high logistics skills or under the influence of logistics shrines consume less food. Units also consume less food when camped and inside forts or cities and forage, gathering food, when camped.

If a combat unit runs out of food its morale will drop. When morale drops to zero the unit will rout if engaged in combat. When a city or fort runs out of food the garrison no longer adds to the city's defences and loses its ability to prevent rebellions.

If a farm has an unblocked supply line connection to a city or fort, then food is automatically moved to safer storage. Supply lines are also used to redistribute food between cities and forts based on demand levels set by the player. In this way, food can be stockpiled in a frontier location in preparation for a campaign.

FOOD PILE

A food pile appears whenever a unit carrying food surrenders or is destroyed.

Combat units carry a few weeks of food with them, and will automatically draw food from a food pile up to their carrying capacity. Slaves and workers will also pick up a food pile and, as they don't consume food themselves, will distribute the food to nearby combat units.



SHEEP

Flocks of sheep can be captured and moved into range of units to act as a source of food. They can also be moved directly into a fort or city where they can be converted to food using the *Unload Food* command. Sheep do not regenerate outside of the lambing period but your flocks will not disappear if they're left unconsumed.

Strengths: Replenished automatically in the spring. Can be controlled and moved. Provide fresh food supplies at the opposite time of year to the harvesting of crops.

Weaknesses: Very slow moving.

Deployment: Secondary to farms as a food source. Sheep don't provide as much food as farms but they can move with an army gradually resupplying the army while on the march.

Note: As an alternative to being supplied by workers, a small reconnaissance force can sustain itself and extend its range by feeding on flocks that are encountered in enemy territory.

Historical Note: The transhumance of livestock played an important role in ancient economies, particularly in areas of rugged terrain.

RECRUITS

Recruits are a consumable resource that represent the men available in a city to build new workers and combat units or to replace combat losses taken by units that call this city their home city.

Recruits are automatically generated in cities at a rate proportional to the size of the city, to a maximum of ten recruits for every population point. If a city has its maximum number of recruits it will not generate more until some of the recruits are used.

When a unit is disbanded in a city of its native faction its men will rejoin that city's recruitment pool, but those in excess of the city's maximum will be lost. When a unit routs, some of its surviving men might make it home to be added to the home city's recruits.

When building a new unit it will begin to draw recruits from what is available and must have at least one man in order to leave the city. When a unit leaves its home city it can continue to recruit as long as it is in the resupply radius of a friendly city or building that can trace an unbroken chain of supply lines back to its home city. If multiple units are trying to pull recruits from the same city, the recruits will be automatically distributed between the units.

If too many units are drawing recruits from a given city, you can change the home city of any unit to any other city belonging to the same native faction. To change the home city, select the unit and then hold the right mouse button down over the new city and select *Change Home City* from the context wheel.

When you capture a city it receives a one time infusion of fresh recruits.

Note: Recruits regenerate very slowly. Don't throw units into fights they can't win or you may quickly run out of recruits for your army.



FACTIONS

Every city, building, and unit in *Hegemony* belong to, and is controlled by, one of the a single faction. Factions represent historical cities, city-states, or tribal kingdoms, and include Greek leagues, tribal groupings, and empires.

Each faction collects its own taxes and tracks its own income and expenses. Diplomacy is handled between factions rather than individual cities.

Just like you, every faction has its own ambitions, including preferred targets for raids or conquest and recapturing any lost cities.

Faction attitude and response is modified by the presence of units in the area as well as recent battle results. When you strengthen an area, nearby enemies will reconsider or delay plans to attack. Conversely, when you reduce your presence in a region, enemies will take note and begin to conduct raids. If left unchecked, raids can escalate and be followed by full scale invasions.



Note: Not all factions are present in every scenario.

Historical Note: The ancient Greek world was far more subdivided than is represented in the game. The 26 faction groupings are reflective of history but not perfectly accurate for the 4th century BCE. Neutral cities and buildings are listed as independent, these include the core Macedonian cities before Philip reunites them.

DIPLOMACY

Diplomacy is managed through the *diplomacy window* which can be opened using the button at the top of the screen to the right of the compass.

The relationship between any two factions is described by three factors: *hostility*, *intimidation*, and *diplomatic status*. The default state of relations between most factions in the Ancient Greek World is hostile. Minor border raiding is a continuous fact of life.

When a faction cannot defend a border, either because it does not have the troops or they are needed elsewhere, it may request a *truce* with a neighbouring faction. During a truce, neither faction will attack or invade their neighbour.

The next step up from a truce is an *alliance*. In an alliance the dominate faction gains control of their ally's resources, but must defend their ally from other factions. Alliances are not available between factions with high hostilities. *Note:* It was through alliances such as these that Athens built her empire.

The cost of a truce or alliance depends on the intimidation and hostility between the two factions. Greater hostility increases the cost of diplomacy as does negative intimidation (they're *not* scared of you). Positive intimidation (they *are* scared of you) will decrease the cost of diplomacy and, if intimidation exceeds hostility, you can demand money from them in return for the truce or alliance. The final cost of diplomacy is also determined by the total income of the paying faction, so as your empire grows you will be required to pay more to maintain your relationship with hostile factions.

Diplomatic relations are cancelled either by a declaration of war via the diplomacy window, by moving units into enemy territory and violating a truce, or by refusing to meet a diplomatic demand for more money. In the first two cases this will increase hostility, making any future attempts at diplomacy more difficult. This affects not only the two factions directly involved but other factions will also hear of the treachery and be less likely to enter into diplomatic relations with the offending faction.

Historical Note: In addition to his other skills, Philip displayed a genius for diplomacy by cultivating friendships with touring theatre groups and philosophers (e.g. hiring his boyhood friend Aristotle to tutor Alexander); and through his strategic control of the gold mines of the Mt Pangeus region, lavishing money on friend and artisan alike. In exchange for this patronage, Philip was provided with current information - both political and military - concerning other states of the Greek world, and was often able to use this espionage to soften up targeted cities, even shifting some to his will without the need for direct military action.

The apparent ease with which the charismatic Philip dealt with friend and foe alike led to his being frequently reviled as evil by the Athenian orator Demosthenes.

TRUCE

A truce is a diplomatic state where two factions have agreed not to attack each other's units or buildings or to move combat units into each other's territory.

A faction's territory is the area around any of its cities or buildings. If a unit does breach this border a warning message will appear on the left side of the screen along with a countdown indicating how long the unit has to leave enemy territory before the truce is cancelled.



Cancelling truces permanently increases hostilities between the factions, making future diplomatic agreements more costly.

The cost of a truce is based on the feelings of hostility and intimidation that exist between the factions. If intimidation is less than hostility than you will have to pay the other faction for a truce. However, if intimidation exceeds hostility than the other faction will offer you money for a truce. The amount of money is proportional to the income of the paying faction.

In *Hegemony*, diplomacy is controlled through the *diplomacy window*, which allows you to monitor the relations between factions as well as initiate or break diplomatic agreements.

ALLIANCE

An alliance is a diplomatic state where the primary faction (the one initiating the alliance) takes control of the cities, buildings, and units of the secondary faction, and in return must defend the secondary faction against other factions.



The primary faction may have to pay a cost in gold, but receives tax and mining income from the acquired resources. The secondary faction will demand better terms to maintain the alliance if hostilities between the factions increase or the secondary faction becomes less intimidated by the primary's military strength.

Unlike captured enemy cities, allied cities will not rebel and so do not require a garrison. However, you are also not allowed to tear down their walls and if another faction captures an allied city, it will permanently increase the hostility level between you and your ally.

Allied units do not earn experience, but cost less and have better morale than mercenary units.

To conduct diplomacy, monitor relations between factions and initiate or break diplomatic agreements in the *diplomacy window*.

Note: Alliances can only be made between factions whose hostility is less than or equal to 50 and are not permitted at all in some scenarios.

If an alliance is broken, allied cities will remain under your control as captured cities, but they will require garrisons and your allied units will become mercenaries.

Note: Breaking an alliance significantly increases hostilities, which can make it much harder to prevent rebellions.

HOSTILITY

Hostility is a measure of the inherent distrust and hatred that exists between any two factions in the game. It is used both to determine the availability and cost of various diplomatic agreements as well as the size of garrison required to keep a captured city from rebelling.

The hostility between factions is largely static, based on historical relations such as the traditional fighting between Athens and Sparta. Hostility can occasionally be modified by specific objectives. For instance, marrying a faction's princess can reduce hostilities, while fulfilling an objective to kill their king can permanently increase it. Hostility will also increase when you break diplomatic relations or if an allied city or building is captured when you were supposed to defend it.

Hostility is represented as a value from 0 to 100 with 100 being the most hostile. To view a faction's hostility open the *diplomacy window* using the button to the right of the compass at the top of the screen.

INTIMIDATION

Intimidation is a measure of how much one faction is influenced by the other's size and military strength. Intimidation is used to reduce the cost of various diplomatic agreements and is represented as a number from -100 to +100.

Values less than zero indicate the other faction believes themselves to be stronger and so they are not intimidated by you. Intimidation values less than zero will increase the cost of truces and alliances. On the other hand, values greater than zero indicate the other faction thinks you are stronger and this reduces the cost of diplomatic agreements. If a faction's intimidation exceeds their hostility, you can demand money from that faction in return for a truce or alliance.

The intimidation value is calculated using the relative sizes of each faction's military as well as any imminent threats to each faction's cities. This means that moving a large force into position around an enemy's city can greatly increase their intimidation and therefore reduce the cost of proposing a diplomatic agreement. The affect a military manoeuvre has on intimidation is based on the size and importance of the city as well as how close it is to being captured. For instance, if it has plenty of food to withstand a siege it will be significantly less intimidated.

Note: Intimidation values can increase quickly based on military manoeuvres but will decrease very slowly allowing you to move a significant force against the enemy to negotiate a favourable agreement and then remove that force so it can be used elsewhere.

Note: The threat of capturing an enemy city is more influential than a continued occupation. This means that you'll get the best terms for a diplomatic agreement if you weaken a city to the point you could take it easily but before you actually capture it.

To view a faction's intimidation open the *diplomacy window* using the button to the right of the compass at the top of the screen.

NATIVE FACTION

The native faction is the faction to which a city most closely belongs to ethnically and culturally and to which it will revert to if it rebels.

When units are built in a city, they are limited to the unit types supported by that city's native faction and are recruited from that city's native population.

Note: Units can only change their home city to another city of the same native faction.

When a city is captured and under the control of a different faction, its units will either be mercenaries or allies depending on the diplomatic status between the native and controlling factions.

ALLIED UNITS

Allied units are those recruited in cities that are native to another faction, but that you have taken control of through an alliance.

Allied units have better morale than mercenaries and cost the same as your native units. However, like mercenaries they do not gain experience and their skills are fixed.

Note: If an alliance is broken allied units will become mercenaries.



UNITS

STATS

Each unit has a number of stats which affect the way that unit performs in the field. Some of these stats can be improved as the unit gains experience, while others are intrinsic to the unit's type and faction.

MORALE

All troops except for generals have morale. Morale determines how long a unit will fight before they drop their weapons and rout. This also means units with zero morale cannot be ordered to engage in melee combat. A number of conditions affect a unit's moral:

- Units that consume food lose morale when they run out of food.
- Units lose morale whenever a man in their brigade is killed and gain morale whenever an enemy they are fighting is killed.
- If a unit's faction is unable to pay their full salary then all units will have their max morale reduced in proportion to their unpaid salary.

A unit's maximum morale is determined by their *heroics* skill, the heroics skills of any attached generals, and their proximity to any nearby heroics shrines. Mercenaries have lower maximum morale than native units.

A unit's morale will recover automatically if they are moved into a city or fort, or when the cause of the morale loss is fixed.

STAMINA

Stamina is a measure of energy reserve and is used up when running. The amount of stamina available to a unit is determined by *initiative*.

Stamina regenerates quickly when stopped, slowly when walking and very slowly when fighting.

Note: Let the stamina of your troops regenerate before charging into battle. Troops with high stamina will be more effective at pursuit after combat.


EXPERIENCE

Native combat units earn experience when they defeat enemies in combat. When multiple units are involved in combat, experience is distributed based on who did the most damage. As experience is gained, the unit earns skill points that can be used to improve its skills.

Mercenaries, generals, catapults, and triremes do not gain experience or earn skill points.

SKILLS

All troops have skill levels that provide them with bonuses to *heroics*, *initiative*, *logistics*, and *engineering*. Generals add their skills to the skills of a single combat unit, but only while they are merged with it.

Experienced native units will earn skill points that can be redeemed to improve their skills. To redeem skill points, select a unit with enough skill points to level up and open the *unit skills* dialog by clicking the  icon at the top of the screen.

HEROICS

The *heroics* skill increases a unit's morale, allowing units to fight for longer periods before they rout. In addition to increasing the heroics skill with generals or skill points, a unit's heroics skill can also be increased by stationing it next to a heroics shrine.

Tip: Try to increase the heroics of your battleline troops since they will usually be in combat the longest. Capture any nearby heroic shrines before combat because the added bonus can tip the balance in an evenly matched battle. This will also deny the enemy of the heroics boost it would otherwise have earned from the shrine, making it much easier to siege an adjacent city.

INITIATIVE

The *initiative* skill provides a bonus that increases stamina and view distance. This makes initiative an important skill for reconnaissance troops and for any combat troops that need to pursue defeated units.

LOGISTICS

The *logistics* skill reduces food consumption, making it useful for large brigades and units on extended campaigns. In addition to increasing the logistics skill with generals or skill points, a unit's logistics skill can also be increased by stationing it next to a logistics shrine. The effect can also be achieved by camping or garrisoning the unit in a city.

ENGINEERING

The *engineering* skill increases damage inflicted on a city or fort during sieges and improves the unit's work speed which decreases the construction time when building, or destruction time when destroying or dismantling.

Tip: In addition to increasing their engineering skills, try to increase the logistics of troops involved in sieges, so that they consume less food.

COMBAT UNITS

Combat units include all troops and vehicles that can attack. They are organized and function as brigades, companies, and squadrons. Combat troops require recruits generated from cities.

Native troops have separate skill levels for *heroics*, *initiative*, *logistics*, and *engineering*. As experience is gained, skill points are earned and can be used to increase unit skill levels. Mercenary units have predetermined skills based on the original faction of the city where they are hired.

Both food and gold are required to maintain all troops except for generals. The amount of gold required varies with the unit type and the faction of origin.

Note: When you build troops you are creating a cadre and the training infrastructure for that unit in one of the cities that you control. In the scale of the game, each individual troop model on the tactical map represents approximately 50 soldiers.

PHALANGITES

Phalangites are highly disciplined Macedonian infantry that fight in a very dense phalanx formation. Phalangites are equipped with a helmet, greaves, a 2-foot diameter shield, and a 15-foot sarissa.



Deployment: These battleline troops are unstoppable in a frontal melee attack. Protect their flanks and avoid missile fire by moving to engage the enemy quickly. Having a weaker missile defence makes phalangites less effective at siege assault than hoplites.

Historical Note: When Philip took power the Macedonian infantry was a poorly organized mass of spearmen that fought in irregular formations. Philip reequipped his spearmen with a 2-foot diameter shield, greaves, helmet, and sarissa, and trained them to fight in an extra dense phalanx formation. Each brigade of the phalanx was based in and supported by a Macedonian city. Phalangites underwent daily training time when not levied for campaigns. This lightly armed but highly disciplined “Macedonian phalanx” combined the cohesive melee strength of dense hoplite heavy infantry formations with the speed advantages of light infantry.

HOPLITES

Hoplites are heavy infantry that advance to melee in a dense phalanx formation. Hoplites are equipped with helmet, breastplate, greaves, 3-foot diameter shield, 10-foot thrusting spear, and short sword.



Deployment: While not as strong in melee battle as the phalangites, hoplites remain a strong choice for battleline troops, especially with light infantry support. Their high missile defence makes them the prime candidate for sieges. Having a limited view and slower speed makes hoplites a poor choice for reconnaissance.

Historical Note: After the decline of central control and collapse of the Mycenaean Empire in the 12th century BCE, the Greek world entered a chaotic period of nomadic migrations, invasions, and fragmentation.

By the 8th century BCE, in an attempt to stop invaders from pillaging their small fertile valleys, cities began forming spearmen into close-order, phalanx-like formations. In these tight formations spearmen could take advantage of surrounding mountains and block narrow choke points, forcing invaders to engage in a quick and decisive battle before they could reach valuable farmland.

The success of this close-order combat style allowed cities to stabilize and thrive. As a consequence, citizen-soldiers purchased better armour (hopla) and became the primary defenders of the state. This new hoplite class (middle-class) gradually gained influence, power and control through direct rule by the people (democracy).

Thus, the desire to protect small fertile valleys led to close-order hoplite style warfare which empowered a growing middle class to gain influence and control of the city-state through the development and spread of democratic ideals.



LIGHT INFANTRY

Light infantry are troops that favour mobility and speed over defensive armour. They wear little or no armour, carry more food than heavy infantry, and typically work in a fast moving, loose formation. Light infantry tactics emphasize ranged combat and quick attacks. Since they are lightly armed, they can outrun heavy infantry. Examples of light infantry include, javelineers, archers, peltasts, and rebels.

Although phalangites and spearmen are lightly armoured, they fight in heavy infantry style battleline formations.

Note: The ability to choose where and when to fight should not be underestimated. Light infantry should be used for flanking and reconnaissance and to capture easy targets such as watchtowers and shrines.

CAVALRY

Greek cavalry fight in an open, flexible formation. Their equipment includes greaves, breastplate, helmet, and a 12-foot lance.

Unlike infantry, cavalry do not get locked in combat after they engage the enemy and if commanded to run into a fight they receive a charging bonus against light infantry that significantly increases the damage inflicted.



Deployment: Due to their good view distance and speed, Greek cavalry are best used for reconnaissance, flanking attacks, and pursuit after combat. Use cavalry to surround and force enemies that rout to surrender. Avoid engagements with battleline infantry.

Historical Note: The cart literally came before the horse. After the potter's wheel was invented (circa 5000 BCE) it was only a matter of time before wheeled carts would appear (circa 4000 BCE), initially pulled by people, later by oxen, and finally by horses. Although early domestic horses were too weak in the back to effectively carry a man, they were much faster than oxen when harnessed to carts and chariots.

Horseback riding appeared and gained acceptance, thanks to the selective breeding of stronger horses. The nobility began riding horses to battle, but continued to fight on foot until strength and riding skill improved to the point where it became effective to fight on horseback. These new cavalry units utilized speed and mobility to exploit weakness and disorder in poorly organized or disrupted infantry.

Note: Cavalry of this time period lacked stirrups, which limited their stability at the point of melee impact. The stirrup would not be invented for another 500 years.



CATAPULTS

Catapults are an artillery unit that fires bolts. Turret mounted catapults appear on city walls and on forts when a garrison is present. In the *Philip of Macedon* scenario, mobile field catapults can be built after you escort the scholar Polyidus from Olooson to Pella.

Deployment: Mobile catapults are ideally suited to support any siege, but must be protected from enemy melee units. In some circumstances, catapults can provide ranged support for field armies, such as when helping to force a river crossing. Wall mounted catapults are vital to siege defence and their rate of fire is linked to the strength of the garrison.

Historical Note: In ancient times, the word catapult meant shield piercer and referred to bolt firing artillery. Early catapults were like a large crossbow, with the firing energy stored in the bending bow arms (as represented in-game). Philip created a special corps of engineers that developed more powerful torsion catapults. Torsion catapults stored the firing energy in twisted ropes connected to stiff bow arms. In a siege, catapult fire kept the defenders heads down, allowing the attacker greater freedom to undermine the walls in preparation for an assault. Longer ranged Macedonian torsion catapults overcame the height advantage previously enjoyed by wall mounted catapults.



TRIREMES

Triremes are warships with banks of oars and a large crew. Their primary method of attack is to ram enemy ships. The damage done to the enemy is proportional to the speed and angle of impact with a direct broadside hit being the most effective. Like other units, triremes become locked in combat once they impact an enemy but since they cannot rout they will continue to damage each other until one of them sinks.

Each trireme can carry one unit plus an unlimited number of generals, scholars or princesses. If the trireme sinks at sea everyone onboard is lost and will return to their home cities.

Triremes will take damage if they sail beyond the coastline during the winter stormy season or into rough water during the rest of the year. If they remain in rough water too long they will sink.

Deployment: Triremes can fight for control of the seas, carry troops to conduct amphibious raids behind enemy lines, blockade maritime supply lines and carry food to act as a supply point for land armies.

Note: In the *Philip of Macedon* scenario, you cannot build triremes until you've completed the objective *Trireme Technology* by escorting the scholars Agathon and Callistratus to Pella. Agathon appears in Methone and Callistratus appears in Potidea.

Historical Note: The trireme was developed by Polycrates of Samos and quickly became the standard warship of this period; long, narrow, fast and built for ramming.

GENERALS

General units represent a leader and his personal support staff. Generals cannot be built but are sometimes awarded for completing objectives.



Strengths: Don't consume food. Add skills (*heroics*, *initiative*, *logistics*, and *engineering*) to the skills of the unit merged with.

Weaknesses: Not strong enough to fight alone. Don't earn experience as skills reflect historical levels of competence. Multiple generals can merge with a single unit, but their skills do not accumulate. Only the best general in each skill has an effect on the unit they are merged with.

Deployment: Merge generals to larger and stronger combat units to protect the generals and maximize the benefit of their skills.

As with other units, if one of your generals is defeated in battle he will recover slowly at his home city.

Unlike other units, if the general's home city has been taken by the enemy he will become a prisoner in that city and cannot be used until the city is recaptured. Generals do not require recruits in order to heal.

Historical Note: A general was an heroic figure that led his troops into battle from the front lines. Generals in *Hegemony* only influence the unit that they are merged with to reflect the limited communications available to commanders in ancient times.

NON-COMBAT UNITS

Non-Combat units include all mobile entities that don't have the ability to attack. These include workers and slaves, used primarily for construction and mining; oxcarts and merchant ships, which move supply; princesses and scholars, required to complete certain objectives; migrants, which increase the population of cities where they're settled; and sheep, which are described in the *food* section.



WORKERS

Workers are non-combat units who do not consume food and can work in mines, help with construction, or carry extra food for an army on the march or to transport extra food between cities.

Note: Workers automatically pick up food piles and unload carried food when they enter a city or fort. Workers carry no food when they exit unless they are first given the *load food* command. This combination of manoeuvres can be very useful when stockpiling food to support a concentration of combat troops.

Historical Note: In ancient times, the human worker was the most efficient way to haul and carry supplies overland for an army on the move.

SLAVES

Slaves are created when surrendered enemy units are captured and can act as workers. There is no cost to maintain them, however slaves must be guarded by keeping them within view of friendly cities, buildings, or combat units. The risk of revolt will increase the longer slaves are left out of view. (See *fog of war*.)



Strengths: Can substitute for workers without any cost in gold.

Weaknesses: No combat abilities, slower than workers, and can revolt and become rebels.

Deployment: Slaves can work in mines, carry extra food for an army on the march, or help with construction. They are a good no-cost substitute for workers.

Tip: Slaves can be merged into groups of 40, which is the exact number of men needed to fully man a mine. It is a good idea to keep extra slaves in a safe location so that they may be used later when new mines are captured.

PRINCESSES

Princesses appear by completing objectives in the *Philip of Macedon* scenario and may be escorted to Pella to marry Philip.

Historical Note: It was common for kings to take multiple wives as part of foreign policy and to beget multiple sons to offset the high death rate of potential heirs from natural causes and combat injuries.



SCHOLARS

Scholars appear as part of the system of objectives and must be escorted to a destination. The scholar units represent various individuals with a broad range of knowledge from philosophers and mathematicians to artists and playwrights. A few royal entouragees that require in-game escort are also represented by the scholar unit.

Historical Note: Ancient Greek scholars identified Nine Lyric Poets as making key contributions to Greek literature: Alcman, Sappho, Alcaeus, Anacreon, Stesichorus, Ibycus, Simonides, Pindar, Bacchylides.

MIGRANTS

Migrants represent mobile Macedonian population. They can be moved into Macedonian cities. If the population of the city is less than its maximum, the migrants will automatically settle, increasing the city's population by 1 and its maximum recruits by 10.

Migrants appear as objective rewards at fixed locations marked by a pair of carts on the ground.

Note: Zooming out to the strategy map can make it easier to locate migrants.

Migrants cannot work or fight and do not consume food. If migrants are killed, they reappear at their spawn point when it is clear of enemies.

Historical Note: Prior to Philip, the Kingdom of Macedon was primarily a rural state with the majority of the population practising transhumant pastoralism. During his reign, Philip relocated much of the Macedonian population into urban centres to make it easier to protect them and to stimulate the economy.




OBJECTIVES

Objectives are provided to add historical flavour, give direction, and provide rewards. Most represent important events related to the current scenario, but they can generally be completed in any order. A small subset of objectives are flagged as *hegemony objectives*, and completing these will win the scenario. Hegemony objectives are marked with your faction's shield in the *objective log*.

Objectives are usually automatically discovered when a Macedonian unit moves into the relevant area. Objectives do not need to be tagged or accepted as rewards are automatically awarded when each discovered task is completed.

Objectives are represented by Greek columns on the strategy map. Each segment of the column represents one objective in that area of the map. Dark segments have not been completed yet. You can click on the column to open the objective log.

The  button near the top of the screen will open the objective log. Checking the box next to any objective will add it to the tracker on the right side of the screen.

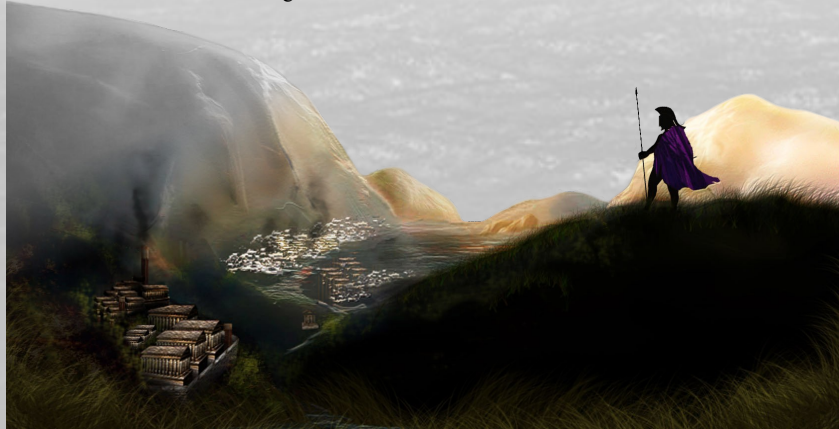
Note: The tracker is for convenience. An objective will be completed whether or not it has been added to the tracker.

HEGEMONY OBJECTIVES

Certain objectives that reflect important events in the current scenario are flagged as *hegemony objectives*. When you complete these objectives you will have won the scenario.

Hegemony objectives are marked in the *objective log* with your faction's shield. They can also be located by searching for the pillars on the strategy map which are decorated with braziers.

Historical Note: Hegemony was a concept that rose up after the Greek victories in the Persian Wars. In order to exact revenge on the Persian Empire the Greek states had to unite under the leadership of a dominant state. That dominant state would need a strong leader or hegemon to exert hegemony, or control over the other states by exerting superior strength and power. Philip II of Macedon was the first true hegemon of the ancient Greek world.



STRATEGY AND TACTICS

BATTLELINE

A battleline is a linear formation of heavy infantry with brigades arranged in close order to maximize the effectiveness of melee combat. Spearmen, hoplites and phalangites are most effective when fighting as a battleline. Having missile troops as backup will greatly improve the effectiveness of a battleline.

Avoid being flanked or having gaps open in the ranks. (*Gaps allow what amounts to internal flanking.*) Flanks can be protected by impassible terrain or by utilizing combined arms tactics. Additional replacement forces are important when conducting siege assaults.

Note: Although spearmen and phalangites are light infantry with respect to their armour, they function as heavy infantry and fight in battleline formations.

BLOCKADE

Blockade refers to blocking enemy access by placing your combat units across their path, leaving no easy way for enemies to get around or flank your units. Enemy units will have to make a frontal attack or withdraw.

In restricted areas such as mountain passes it is easy to fill the pathway with troops, utilizing the blocking terrain to protect your flanks.

Historical Note: The term blockade was often used to describe the strategic activity of blocking supplies from reaching an enemy, whether it was a port, a fort, a city, a region, or an entire country.

CAMPAIGNING

A military campaign can be defined as a planned group of coordinated operations designed to achieve a specific strategic goal. As such, campaign can describe a small discrete operation or a grouping of smaller campaigns that makes up one larger campaign.

In practical game terms, managing a campaign includes picking a target enemy, city, or area; organizing adequate stockpiles of food; conducting reconnaissance; and engaging the enemy with a large enough force to defeat their field armies, destroy their food supply, and successfully siege any targeted cities.

Consolidating gains is an important consideration in the planning of any campaign.

The relative importance of stockpiling depends on how large an invasion force is involved. Prearranged food requirements can be reduced if the invading army is of limited size or an area rich in farmland is invaded during the fall harvest when food production is at its highest. Workers or slaves can be used to move a large amount of additional food to support an army on the march.

Note: The in-game concept of campaigning is one of generalized strategic principles and not a specific item or construct. That said, a number of in-game campaigns are organized as objectives, some of which are required for Philip to be declared hegemon.

CAMPING

Units that are camped will automatically forage a small amount of food but lose their view range and are significantly more vulnerable to attack. Units with high logistics can forage more food than they consume allowing them to replenish their supplies in the field.

Note: When stopping in enemy territory, camp your larger units to forage for food and send out small light infantry units as pickets to give warning of enemy attacks.



CHARGING

If cavalry are ordered to run into combat they will receive a charge bonus against light infantry that significantly increases the damage inflicted. It is important to ensure that you do not squander your stamina before an engagement, otherwise you may not be able to charge into battle.

COLONIZE

Philip initiated a program of city colonization. Some of the cities, such as Pydna, had been founded by the Kingdom of Macedon in the past. Others, such as Crenides, were located at strategic points that Philip wanted firm control over.

When an objective calls for colonizing a city in the *Philip of Macedon* scenario, it must be captured and Philip must be moved inside. Once completed the city will become a native Macedonian city so it will never revolt and its population becomes native Macedonian and provides Macedonian recruits.

COMBAT

Combat occurs whenever one unit attacks a city, a building, or another unit.

Walled cities and forts are besieged, while unwalled cities are simply captured. Enemy units may be attacked with ranged or melee combat. Cavalry that charge into battle gain an impact bonus.

With the exception of cavalry, units become locked in combat if too many of their members come under attack. When locked in combat units cannot be issued new orders.

When an undefended target or surrendered unit is attacked it takes a variable amount of time (dependent on the target type and number of units attacking) to capture the target.

After a battle, morale begins to recover immediately, but to regenerate hit points a unit must be in the supply range of a friendly city or building that is connected back to its home city, or under the influence of a friendly healing shrine. The unit's home city must also have sufficient recruits for hit points to be regenerated.

It's a good idea to rest and replenish your units between battles.

COMBINED ARMS TACTICS

Combined arms tactics can be defined as having different troop types fighting together in a coordinated manner to achieve a better result than they would achieve if they fought without proper coordination. One extension of this definition can state that the goal of a well executed combined arms attack is to weaken, envelop, and decisively crush the enemy army, while taking

minimal losses. The efficient use of combined arms tactics can also be effective in defensive situations by helping to minimize losses while enabling a well ordered retreat.

When applying combined arms tactics to ancient warfare, heavy infantry form close order battlelines to engage the enemy in melee combat, while light infantry skirmish the enemy battleline with missile fire to lower morale and add disruption. Cavalry protect the flanks, threaten to surround the enemy and pursue after victory. In addition, catapults can be added to support river crossings and counter enemy siege defences.

Effective combined arms is all about coordinating the various troop types available for each battle.

Although taking a combined arms approach is not required for gameplay, you will find advantages when you mix up your forces to exploit the various strengths of each unit type.

FLANKING

Units that are being attacked from opposite sides by multiple enemies receive a flanking penalty that continually drains morale as long as the unit is surrounded. The unit's morale decreases faster if it is flanked on more sides by more units.

Additionally, flanking provides a bonus to the attackers as all attacking units receive a morale boost when someone in the enemy unit dies regardless of who killed them.

To capture units when they rout, try to position a unit in their flanks. You will have a better chance of getting them to surrender if they haven't engaged the enemy when they rout.

GARRISONS

When you move troops into a walled city or fort they become part of the garrison. A garrison reduces the damage inflicted on a city or fort's defences by besieging enemy units and increases the rate of catapult fire. Garrisons are also important when conquering foreign cities; without a sufficient garrison, any hostile non-native city will eventually revolt.

The troop type has no effect on the strength of the garrison; only the troop numbers count. Thus, low cost spearmen are ideal for garrison duty.

When a city or fort is under siege, members of the garrison will slowly be killed by the attackers. Which unit killed is chosen at random.

Each fort and city has a garrison capacity, which is the maximum number of troops that will be effective in defence. Troop numbers greater than the garrison capacity have no additional effect on defence. When a city or fort is selected, the garrison size and capacity are visible in the *information panel*.

All units inside a city, including those that are part of the garrison, consume less food than those in the field. This can be useful when staging troops before a campaign begins.

Important: If a city or fort runs out of food the garrison no longer has any effect on defence, catapult fire, or in preventing rebellions.

HEALING

Healing is the process of training recruits into troops that are added to a unit when it has suffered losses in combat or to fill out its ranks when it is first built.

Healing happens slowly and continuously when a unit is out of combat and within the supply radius of a friendly building or city that is linked by an unblocked chain of supply lines back to the unit's home city. The further a unit is from its home city the slower the healing time.

When a unit is near a healing shrine that you control it doesn't need a supply line back to its home and heals as fast as if it were home.

Note: Healing can only proceed if the unit's home city has recruits available.

MERCENARY UNITS

When you capture an enemy city you can hire mercenary units from its recruits. Each faction is limited to a specific set of units; as you capture cities, you will be able to build the same unit types that the city was originally able to build.

Mercenary skills are fixed and do not increase with experience.

Mercenaries will be needed as garrisons to control your expanding kingdom and back up your native troops.

MERGING GENERALS

A general can merge with any combat unit to add his skills to the combat unit's skills. Merging is the only way to take advantage of a general's skills.

Although more than one general can be merged with a combat unit, the skill levels of the various generals are not cumulative; for each skill, the best bonus will be chosen from all the generals attached to the same unit. In this way, generals with different strengths can be used to complement each other.

PURSUIT

When an enemy unit routs it will attempt to return to its home city. If it succeeds, it will add some of its survivors back to the pool of recruits that are needed for the brigade to recover.

Whenever possible, hold some cavalry units in reserve to preserve their stamina, so that they can pursue fleeing enemies to capture them as slaves or to execute them, thereby maximizing the damage inflicted on the enemy.

Cavalry squadrons are the perfect choice for pursuit, as they are the fastest unit available. Units with high initiative are also a good choice, as they can run for longer periods of time.

RAIDING

A raid is an offensive move by a faction designed to disrupt and weaken your empire. Raiders generally prefer easy targets where they can inflict the most damage. This includes farms, active mines and unvalled or underfed cities.

Raiders are generally cautious and will avoid areas that have large garrisons nearby. To *deter raiders* garrison units near valuable targets such as farms and active mines. Raiders generally prefer to avoid open combat and will often retreat if faced with equal or superior forces.



The likelihood of a faction launching a raid against you is also determined by that faction's hostility. Factions with relatively low hostility might only send raiding parties into areas with multiple valuable targets such as full mines or undefended cities. Very hostile factions will be more aggressive and might launch a raid just to burn a single farm.

RECONNAISSANCE

Reconnaissance is the act of putting eyes on the ground to lift the *fog of war* and view an area of interest or probe for enemy activity. Good reconnaissance is an essential component of any successful campaign.

Initiative is the most important skill to add to a force conducting active reconnaissance. In addition, a small mobile force can remain relatively self sufficient if it has good *logistics* and can resupply on the move by raiding enemy oxcarts, farms, or flocks of sheep.

Cities, forts, watchtowers, and other buildings provide passive reconnaissance within their view distance.

REVOLT

Slaves must be guarded at all times or else they will take up arms and revolt. To prevent this from happening, make sure your slaves are always within sight of a combat unit, a building, or a city. Do not allow them to venture into the *fog of war*.

If you're not careful, cities may also revolt. Although this will never happen with allies or your faction's native cities, you will encounter many rebellious factions as you conquer foreign cities.

To prevent a city from rebelling, station a garrison inside the city, which will keep the local population at bay. The size of garrison required will vary depending on the city's population, hostility towards your faction, and whether the city has walls.

If the garrison is too small, or if a city runs out of food to feed the garrison, the risk of rebellion will gradually increase over time until the city rebels and reverts to its native faction. All enemy units inside at the time will be defeated.

Historical Note: As Philip expanded his empire he tore down the walls of many captured towns in order to prevent rebellions. He would also tend to leave one fortified city in an area with a mobile force able to swiftly deal with any incursions.

ROUTING

A unit will rout when its morale drops to zero. If the unit is not in combat when its morale reaches zero, it will rout as soon as it is attacked.

As soon as a unit has routed its brigade will begin to reform at its home city. Additionally, the surviving soldiers will attempt to run to their home city. If they succeed, they will rejoin the reformed brigade, allowing it to recover faster.

If the unit is surrounded and unable to run, or is caught in pursuit, it will surrender and may be executed or captured as slaves. If surrendered units are left unguarded, they may eventually escape, returning once more to their home city.

If the unit's home city is in enemy hands, the brigade will be destroyed when the unit routs and any experience it may have earned will be permanently lost.

RUNNING



To run, select a unit and click *run* in the *command panel* or double right-click on the map. How far a unit can run is determined by how much stamina it has. As a unit runs, its stamina will steadily drop until it reaches zero, at which point it will no longer be able to run. A unit's stamina will automatically recover while not running, but to recover quickly you should avoid marching or fighting. Units with higher *initiative* have higher stamina, allowing them to run further.

Running is handy for charging into battle, pursuit after combat, beating a hasty retreat, or quickening the pace while simply moving between locations. When units are running they will generally try to avoid engaging in combat if possible.

If cavalry run into combat they will receive a impact bonus against light infantry that significantly increases the damage they inflict.

SCORCHED EARTH

Scorched earth is the act of destroying anything that might be useful to the enemy.

As a *defensive strategy*, scorched earth involves destroying your own buildings and burning your own farmland to delay the enemy while they extinguish fires and repair damaged buildings. This can be useful if an enemy invasion is expected to be of such a magnitude that it will force you to retreat from an area.

As an *offensive strategy*, scorched earth is used to destroy enemy buildings and damage enemy farm production when you are conducting raids or when you want to entice an otherwise reluctant enemy into attacking you.



The best time to use scorched earth as an offensive tactic is during the fall harvest, when farm yields are at their highest.

SIEGECRAFT

Sieging is the process of capturing a fort or walled city. Ordering a combat unit to lay siege moves them into formation around the target. There is an effective limit on the number of units that can simultaneously assault the same target based on the accessibility of the surrounding terrain.

Attackers will do damage to the city or fort in proportion to their size and *engineering* skill. Once the target's defences have been reduced to zero the city or fort will be captured and all units inside will either be captured, disbanded, or killed.

In addition to mounting a direct assault, siegecraft includes attacking the walls with field catapults and isolating the target to reduce or eliminate the defender's food supply. If a city or fort runs out of food its defences will rapidly drop to a minimum level as if there was no garrison present.

If there is a well fed garrison, a siege assault can be tough. Make sure that you have additional battleline infantry units on hand to replace those units in the siege lines that are taking heavy losses. Pull weakened units back to a safe haven where they can receive replacements and

recover, then bring them back to the siege lines. Be prepared to swap units in and out of the siege lines a number of times while wearing down the defences of a tougher target. Watch for defenders emerging from any of the target's gates in an attempt to break the siege.

Hoplites and other units with high missile defence make a good choice for sieging because they can last longer against defensive catapult fire. Additionally, field catapults can be indispensable when sieging tougher targets, especially in confined locations where the siege-line is limited. If you're having trouble capturing a city, try coming back later with catapults.

Historical Note: The traditional approach to besieging a city was to surround it and wait years for the defenders to run out of food, surrender, or succumb to betrayal or trickery. (The 10 year siege of Troy in the Trojan War ended with the trickery of the Trojan horse.) Philip introduced an aggressive approach to siegecraft by simultaneously applying isolation, siege engine attacks, and repeated infantry assaults to achieve his aim of having a city surrender in a short time (3-6 months on average).

SKIRMISH

Skirmish is a flexible fighting style used by fast, lightly armed troops that is designed to disrupt and soften enemy formations prior to battleline melee. Skirmishers freely engage the enemy and withdraw when threatened.

SPEAR-WON LAND

Spear-won land is any land that is taken from an enemy by force and incorporated into your kingdom.

Historical Note: Philip would incorporate a captured city into his kingdom by colonizing it with Macedons, or as in the case of Pydna, retaking a city that was populated predominantly by Macedons, but held by an enemy power.

STAGING

The term 'staging' refers to the planned build-up of units in an area before striking out on a campaign. An ideal staging scenario is to garrison units in a city or building, or camp near a shrine that gives a bonus to logistics. This will reduce food consumption to the lowest possible levels while waiting for reinforcements.

Note: In the game, staging is not an order or command, but simply the description of a recommended strategic activity.

STOCKPILING



Although the supply system in *Hegemony* is largely automatic, you may also specify a stockpile level. Stockpiling serves two primary purposes: allowing defenders to last longer during a siege, and to support mobilized units that are staging near the stockpile.

Stockpiling is controlled in the *food panel*, which can be found to the right of the *information panel* when a fort or city is selected. The top figure shows how many tonnes of food the building currently has versus the maximum it can store, and the second figure shows the *stockpile level*. The building will not share food with connected cities or forts until this stockpile is met.

The stockpile is set as a percentage of the total food the city or fort can hold. This percentage can be increased or decreased with the arrow buttons at the bottom of the panel.

Since a garrison is only effective when fed, a city will fall quickly to a siege if it runs out of food. Keeping your troops fed is vital to your success in *Hegemony*! If the capacity of your supply lines is insufficient, consider transferring food manually with workers or slaves or paying to upgrade the supply line.

SURRENDERING

Units rout when their morale drops to zero. Units run when they rout. If you attack routing units or their escape path is blocked, they will surrender. The surrendered unit can be executed if you don't have time to capture them as slaves.

Note: If you don't execute or capture a surrendered unit and it is left alone, the troops will escape and return to their home city as replacements.

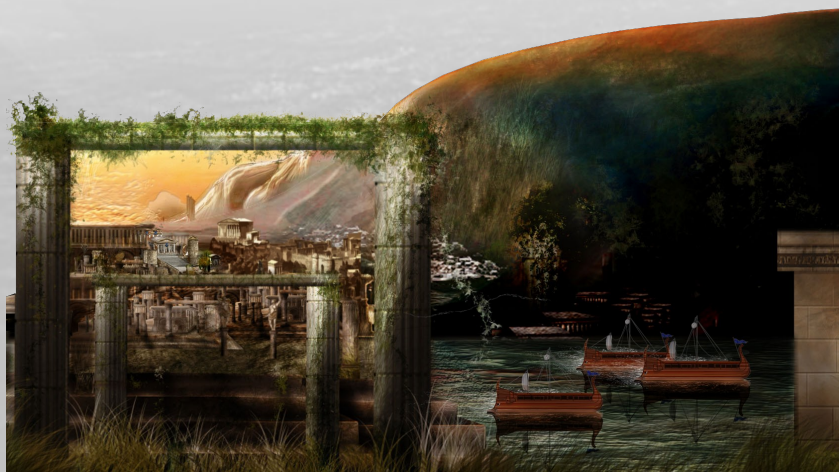
WALLS

Walls are essential to the security of a city and can be built by combat troops, workers, or slaves.

Walls provide defensive strength to a city and provide catapult fire from wall towers. The addition of a garrison will further strengthen defences and increase the rate of catapult fire, provided the garrison has food.

The disadvantage of walls is that they cost gold to maintain. Additionally, non-native cities are more likely to revolt if they are given the protection of walls. The only solution is to provide a strong enough garrison to suppress the local population or to tear down the walls. Unwalled cities will be less likely to revolt and will require a much smaller garrison.

Historical Note: Walls were an integral part of defence in ancient times. Walls formed a nearly impenetrable defence prior to improvements in siegecraft, such as those developed by Philip of Macedon.



HISTORICAL TIMELINE

- 492 – First Persian invasion begins.
- 490 – Athens defeats Persia in the Battle of Marathon
- 480 – Second Persian invasion begins.
 - Persia defeats Sparta in the Battle of Thermopylae.
 - Greek alliance defeats Persia in Battle of Salamis
- 478 – Athens forms the Delian League to continue fighting and expanding.
 - Golden Age of Athens begins.
- 460 – Athens invades Peloponnese; First Peloponnesian War begins.
- 445 – Athens and Sparta agree to "Thirty Years' Peace"
- 432 – Athens orders Potidaea's walls torn down; angers Corinth.
 - Athens imposes "the Megarian Decree", threatening Megara's economy.
 - Peloponnesian League declares that Athens broke the Thirty Years' Peace, essentially declaring war.
- 431 – Archidamian War begins; Sparta destroys Athens' crops.
- 430 – Great Plague of Athens.
- 425 – Battle of Sphacteria; Athens captures Spartan soldiers.
- 421 – Athens and Sparta sign the Peace of Nicias.
- 415 – Athens launches Sicilian invasion.
- 414 – Athens invades Peloponessus, breaking peace treaty.
- 413 – The defeated Athenians retreat from Syracuse.
 - Ionian War begins; Sparta establishes naval base on Chios.
- 405 – Battle of Aegospotami; Lysander destroys Athenian fleet.
- 404 – Athens surrenders to Sparta; Sparta emerges as dominant power.
- 371 – Thebes defeats Sparta in the Battle of Leuctra, establishing the Theban Hegemony.
- 362 – Peloponnesian coalition defeats Thebes in the Battle of Mantinea; Athens re-emerges as dominant power.
- 359 – Illyrians invade Upper Macedonia, killing King Perdiccas III.
 - Paeonians capture Axios River Valley.
 - Thracians and Chalcidians sack Macedonian cities to the east.
 - Philip named regent of Macedon.
- 358 – Philip invades Paeonia.
 - Philip drives the Illyrians from upper Macedonia.
- 357 – Philip marries Olympias.
 - Alliance with Chalcidian League.
 - Philip elected King Philip II of Macedonia.
- 356 – Birth of Alexander.
- 355 – Amphictyons declare sacred war against Phocians.
- 354 – Philip loses an eye while capturing Methone.
- 353 – Philip in Thessaly; takes Phayluss, beaten twice by Onomarchus of Phocis.
- 352 – Onomarchus is drawn into battle of Crocus Plain and defeated by Philip.
 - Philip elected Archon of the Thessalian League.
 - Philip attacks into Thrace as far as the Chersonese; taken ill.
- 348 – Philip captures city of Olynthus and destroys it.
- 345 – Isocrates sends second letter to Philip.
- 341 – Founding of Philipopolis.
- 340 – Alexander (16) regent in Macedonia during campaign of Philip against Byzantium and given an independent command in Thrace.
 - Dispute at Delphi resulting in Amphictyons declaring war on Amphissa.
- 338 – Battle of Chaeronea.
- 337 – Formation of the Corinthian League: Philip confirmed as hegemon of Greece
 - Philip reveals plans for invasion of Persia.
 - Marriage of Philip and Cleopatra; Alexander and Olympias leave for exile.
 - Autumn - Alexander returns from his exile in Illyria.
- 336 – Parmenion and Attalus take advance force to form a bridgehead.
 - July: Philip assassinated at Aegeae; Alexander ascends throne of Macedonia.

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TECHNICAL SUPPORT

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CONTROLS	
Camera Controls	
Zoom/Rotate	Alt + mouse <i>or</i> Q, E, F, R
Pan	Middle-click + mouse <i>or</i> W, A, S, D
Face North	N
Zoom Out to Kingdom	Z
Camera History Back	Backspace
Camera History Forward	Ctrl + Backspace
Unit Commands	
Grab/Primary Selection	Left-click
Primary Selection Toggle	Shift + left-click
Secondary Selection	Left-double-click
Secondary Selection Toggle	Shift + left-double-click
Issue Order	Right-click
Issue Waypoint Order	Shift + right-click
Sprint	Double-right-click
Command Panel	Numpad keys 1-9
Quick-Select	Number keys 1-0
Assign Quick-Selection	Shift + number key
Jump to Quick-Selection	Double-tap number key
Select Leader (Philip)	P
Jump to Leader	Double-tap P
Select Capital	Ctrl + P
Jump to Capital	Ctrl + double-tap P
Minimap Jump	Left-click
Minimap Insta-Jump	Double-left-click
Global Commands	
Pause	Space
Quick-Save	F5
Next Supply News	X
Next Combat News	C
Next Enemy News	V
Open Manual (Context-Sensitive Help)	F1
Open Objective Log	L
Open Skills Dialog	K
Open Diplomacy Dialog	M
Open Assets Dialog	I
For more controls, see the Gameplay/Controls menu in the in-game options.	

Hegemony Gold: Wars of Ancient Greece Serial Code
 Don't lose this number! This serial code is required to fully use this product!

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