



# Stratagems Descriptive List

## Military

### MILITARY SKILL

Where: Military Mode: battles, sieges, assaults.

Effect#1: Land Battles – Recalculate Tactical Superiority with 10% bonus.

Effect#2: Siege – 10% bonus to next Siege resolution.

Effect#3: Assault – 10% bonus to next Assault resolution.



### RECONNAISSANCE

Where: Military Mode (non-adjacent enemy unit selected); land battles.

Effect#1: Land Battles – Recalculate Tactical Superiority with 20% bonus.

Effect#2: Target Province – Remove Fog of war in selected province.

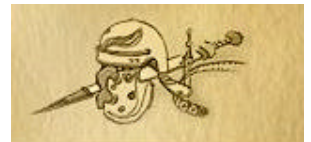


### DESERTION

Where: Military Mode (non-adjacent enemy unit selected); land battles.

Effect#1: Land Battles - Anytime after battle starts – enemy loses extra troops.

Effect#2: Enemy Stack - Enemy loses some troops in selected province.



### COWARDICE

Where: Military Mode (any moving stack selected); land battles with 2+ units.

Effect#1: Land Battles – Some enemy troops do not participate in the fight.

Effect#2: Enemy Stack – Some enemy troops cease moving.



### MUTINY

Where: Military Mode (any moving or besieging stack with 2+ units selected).

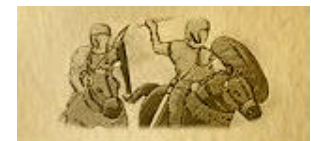
Effect#1: Enemy Stack – Internal fighting among selected enemy troops.



### CAVALRY TACTICS

Where: Military Mode: battles where you have cavalry units.

Effect#1: Land Battles – Recalculate Cavalry superiority bonus by doubling strength of yours.



### GREEK FIRE

Where: Naval battles.

Effect#1: Naval Battles – Double fire losses of the opponent if successful.



### ELEPHANT CHARGE

Where: Land battles and player has elephants.

Effect#1: Land Battles – Double shock losses of opponent if successful.





### **AMBUSH**

Where: Military Mode: battles within non-clear terrains (i.e. other than plains, steppes and desert).

Effect#1: Land Battles – First round enemy losses increased if succesful.



### **FORCED MARCH**

Where: Military Mode: on one of your moving land units.

Effect#1: Selected Stack – May increases speed of units (and maybe their attrition too).



### **SUCCESFUL RETREAT**

Where: Military Mode: battles (after start).

Effect#1: Land Battles - After battle start, you can retreat without pursuit risk.



### **NATIVE ALLIANCE**

Where: Military Mode or Diplomatic Mode. Uncivilized province with your forces inside.

Effect#1: Diplomatic mode – No attack from local barbarians in selected region, faster and safer movement through.

Effect#2: Military mode - One barbarian unit of mercenary troops joins your stack in province.



### **MERCENARY**

Where: Military Mode. Province with neutral foreign stack.

Effect#1: Military Mode - One barbarian unit of mercenary troops joins your closest army at half its gold cost.



### **POISONING**

Where: Military Mode. Enemy stack selected.

Effect#1: Enemy Stack - Enemy leader may die (if succesful) or be harmed seriously (-5 to value).



### **ASSASSINATION**

Where: Military Mode. Enemy stack selected.

Effect#1: Enemy Stack - Enemy leader may die (if succesful) or be harmed seriously (-5 to value).



### **HAGIOGRAPHY**

Where: Military Mode. Friendly Stack selected.

Effect#1: Military mode – Stack leader values increased temporarily (costs gold).



### **FORTIFICATION EFFORT**

Where: Military Mode. Province with city.

Effect#1: Province – One free extra level of fortification added to city.





## Economic

### THUGS

Where: Economic Mode. Province with infrastructure under construction.

Effect#1: Target Province – The construction is abandoned if successful.



### SUCCESSFUL BUSINESS

Where: Economic Mode. Own province selected.

Effect#1: Target Province – Free construction of most useful infrastructure in province.



### BUSINESS LOSS

Where: Economic Mode. Enemy province selected.

Effect#1: Target Province – Automatic destruction of opponent's best economic infrastructure in province.



### DEVASTATING FIRE

Where: Economic Mode. Enemy province with existing infrastructure.

Effect#1: Target Province – May cause destruction of opponent's best economic infrastructure in province.



### CIVILIZATION

Where: Economic Mode (anytime when selecting a wild province).

Effect#1: Target Province – Province becomes civilized immediately.



### SLAVES

Where: Economic Mode. Own province selected.

Effect#1: Target Province with infrastructure (mine, quarry, farm, manufacture) under construction selected - Speeds up completion.

Effect#2: Target Province with no infrastructure underway - Extra gold income to owning nation.



### BUSINESS SKILL

Where: Palace or Economic Mode.

Effect#1: Active Nation – Sets province governor (map) or nation monarch (palace) administrative skill to 10 for one year.



### PIRATES

Where: Economic Mode. Province with port, or adjacent sea zone.

Effect#1: Target Province or Sea Zone – Creates a pirate stack in adjacent or selected sea zone.



### BANDITS

Where: Economic Mode. Enemy province

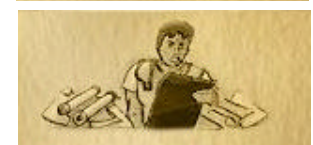
Effect#1: Target Province – Creates a bandit stack in selected province.



### INHERITANCE

Where: Economic Mode.

Effect#1: Nation – Extra gold received from play.





### PROSCRIPTION

Where: Economic Mode. Province with minority ethnics.  
Effect#1: Administrative map – Smallest minority ethnics emigrates out of province at some gold cost to you.



## Diplomacy

### GRAFT

Where: Diplomatic Mode. Foreign nation selected.  
Effect#1: Target Nation – Extra influence (positive relations) on nation at no cost.



### WEDDING

Where: Diplomatic Mode. Foreign nation selected.  
Effect#1: Target nation not at war with you – Improves relations.  
Effect#2: Target Nation at war with you – Grants you an immediate white peace at some cost in relations.



### FAMILIAL ALLIANCE

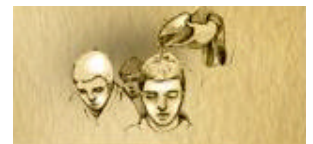
Where: Diplomatic Mode. Foreign nation selected.  
Effect#1: Target Nation – Extra influence (positive relations) on nation at no cost.



## Religion

### SPONTANEOUS CONVERSION

Where: Religious Mode. Province religion different from nation's.  
Effect#1: Target Province – Smallest minority with different religion converts to nation's faith.



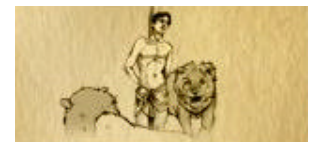
### RELIGIOUS FERVOR

Where: Religious Mode. Province with Missionary.  
Effect#1: Target Missionary – Add extra faith to missionary (speed up conversion attempts).



### MARTYRS

Where: Religious Mode. Province minority religion is same as players's.  
Effect#1: Target Province – Your religious minority is immune from conversion for some years.



### SAINT

Where: Religious Mode. Province with some of your religion.  
Effect#1: Target Province – Your religion in the province is immune from conversion for many years.







### MONASTERY

Where: Religious Mode. Eligible province without Monastery.

Effect#1: Target Province – Starts construction of a monastery at no cost; but may generate a revolt when completed.



### HERESY SUPPRESSED

Where: Religious Mode. Province with Heretics to your faith

Effect#1: Target Province – Most of the heretics in province return to your faith.



## Palace

### BODYGUARDS

Where: Palace or Economic Mode. Friendly nation selected.

Effect#1: Target Nation – Protects nation's leaders from Assassination or Poisoning.



### LOAN CANCELLED

Where: Palace.

Effect#1: Target Nation – Extra gold received into treasury.



### LOGISTICAL EFFORT

Where: Palace.

Effect#1: Target Nation – Extra Logistical points received at no gold cost.



### BREAD DISTRIBUTION

Where: Palace.

Effect#1: Target Nation – Extra Administration points received at the cost of some (little) gold.



### GREAT LAWYER

Where: Palace.

Effect#1: Target Nation – Extra Administration points received at no gold cost.



## Various and Specials

### ENGINEERING

Where: Military Mode: sieges & assaults. Economic Mode: buildings construction.

Effect#1: Town Building - Governor more popular; reduces construction cost/time by 50%.

Effect#2: Fortification Building - Governor more popular; reduces construction cost/time by 50%.

Effect#3: Infrastructure Building – Reduces construction cost/time by 50%.

Effect#4: Besieged City - Siege resolution tests; adds +25% bonus to next siege resolution.

Effect#5: Besieged City - Assault resolution tests; adds +20% bonus to resolution test.





### SPY

Where: Military Mode: land battles, sieges, FOW-covered provinces. Diplomatic mode: other player nation.

Effect#1: Land Battles – Recalculate Tactical Superiority with 40% bonus.

Effect#2: Target Province - Remove fog of war on selected province.

Effect#3: Besieged City - Siege resolution tests; adds +25% bonus to next siege resolution.

Effect#4: Target Nation – Shows opposing player stratagems (some, not all).



### TRAITOR

Where: Military Mode: land battles, sieges, FOW-covered provinces. Diplomatic mode: other player nation.

Effect#1: Land Battles – Recalculate Tactical Superiority with 50% bonus.

Effect#2: Target Province - Remove fog of war on selected province.

Effect#3: Besieged City - Siege resolution tests; adds +95% bonus to next siege resolution (city almost certain to fall).

Effect#4: Target Nation – Shows selected opposing player stratagems (all of them!).



### GREAT SPEECH

Where: Military Mode : land battles and assaults; anytime player's army morale is 50% or less from start value.

Effect#1: Land Battles - Boost units morale up.

Effect#2: Assaulting Army - Increases success chances of assault.



### ESCAPE

Where: Diplomatic Mode: enemy nation who has captured opposing leaders.

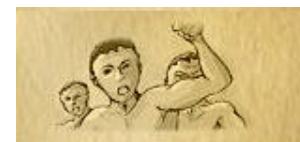
Effect#1: Target and Own nations – Some captured leaders may escape and return to owner (based on their ruse values).



### REVOLT

Where: Military or Diplomatic Mode (enemy province selected).

Effect#1: Target Province - Generates revolt in target province.



### REVOLT SUPPRESSED

Where: Military or Diplomatic Mode (province with revolt selected).

Effect#1: Target Province – Removes revolt there.



## Special Stratagems

### EVIL OMENS

Where: Military Mode. Enemy stack selected

Effect#1: Enemy Stack – Stack suffers immediate 50% morale penalty for a few weeks.



### GOOD OMENS

Where: Military Mode. Friendly stack selected

Effect#1: Friendly Stack – Stack gains an immediate 50% morale boost for some weeks.

Effect#2: Friendly Stack (previously hit by evil omens) – Evil Omens effects cancelled (morale back to normal).

