

## RHYE'S AND FALL OF CIVILIZATIONS: EUROPE



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# Brief Introduction

Europe, 500 AD. The Western Roman Empire has vanished forever into history, leaving in its wake only fragmented kingdoms. In the East, the Byzantine Empire retains the splendor and power of Rome, but is beset by internal dissension and external attacks. At the end of 13 long centuries, European Civilizations will emerge as the most powerful and technologically advanced nations in the world, and spread their power through colonies across the globe. Yet for now the Dark Ages are just beginning and, for Europe, things will get much blacker before the dawn. New diseases will ravage, new barbarians will sweep through and plunder, and religious wars both internal and external will burn. Kingdoms will rise and fall. What will be the fate of yours?

## What this mod is

Welcome to Rhye's and Fall of Europe, a mod based on the incredibly popular original "Rhye's and Fall of Civilizations" (RFC). If you've played RFC before, all the familiar elements are here: stability, plagues, dynamic rises, barbarian uprisings, Unique Powers, Unique Historical Victories, and uniquely customized parameters designed to simulate history while allowing you the freedom to change it. In order to simulate a time period (500 - 1800 AD) and region in greater depth we've created a new huge map of Europe with new resources and new terrain. We've also added new civilizations, a new tech tree, new units, new civics, new corporations, new buildings and wonders. Religion, so critically important in this period, has been made much more important, and different religions have different effects.

## If you haven't played Rhye's and Fall

Play it now. Here are some of the most important changes:

- Stability is the most important new addition to the mod. The details are complex, but try to keep your Civ steadily growing within its historical boundaries and your cities peaceful and happy.
- Research penalties for having more than 14 cities. Don't expand too much. If you have to, it's all right but try to switch to espionage. Some people in the main RFC forum can explain how to do this.
- More resources, so it sometimes could be better to found cities on resources.
- Your first few battles against barbarians are guaranteed to be wins. Don't waste them. Barbarians spawn somewhat predictably in certain regions at certain times.
- Plague will ravage your empire periodically. Plague lasts longer in unhealthy cities. Don't grow them too far beyond the limit. Also, make sure there are some cheap troops in all cities, they get killed first. Workers can be killed by plagues, get them far away from cities to keep them alive.
- Spawn maps and dates can be found in the Reference folder. If you're not sure about something, it can be found there. Use it like a dictionary: any doubt has to be gone before making the decision
- Civilizations each have unique powers (UPs) and specifically tailored abilities, rather than the old trait system (i.e. Protective, Aggressive, Spiritual, etc ...)
- Emperor isn't the same as in Vanilla BtS, it's a monster, designed to destroy the fools who were brave enough to try it. Monarch is the way to go.

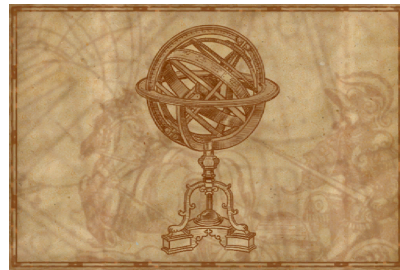




Defend your faith against the heretics



Build castles and cathedrals



Develop science and art.

### If you have played Rhye's and Fall

There's still a lot of new content in our mod. Don't worry, the next section of this manual will explain the major changes to the game and get you up and running in no time. Then, if you want to dive into features in more depth, see the later sections of this manual.

## Overview of Major Changes

### Civilizations

There are some new civilizations: Burgundy, Bulgaria, Cordoba, Venice, Kievan Rus, Hungary, Poland, Genoa, Austria, Sweden, the Pope. Existing civs (Byzantine, France, Arabs, Spain, Vikings, Holy Roman Empire, Russia, England, Portugal, Ottomans, Netherlands) with inappropriate Unique Units or Buildings have been modified. As in normal RFC, Civilizations no longer have traits on the basis of a particular leader; instead each Civilization has a Unique Power.

### Tech Tree

The Tech Tree has been overhauled and expanded for the appropriate timescale. At the beginning, eastern and Islamic civs start with a fair portion of the tech tree uncovered, while the western civs have to rediscover a fair amount of technology.

The endpoint, industrial and social revolution, represents the massive changes Europe underwent at the turn of the century as a result of the French Revolution and the start of the industrial revolution in England. Not all civs will be able to reach the end of the tech tree within the allotted time.

### Military Units

Military Units have been redesigned. The most important changes are the inclusion of new unit classes, the finer gradations between medieval units, and the development of "pike and shot" tactics following the invention of gunpowder.

**New Unit Classes:** Cavalry are now classified as either Light (move 3) or Heavy (move 2). Light Cavalry have high withdraw chance and great mobility, but are typically weaker than any other unit and should be used for pillaging and killing weak units. They also replace recon units, and should be used as sentries and explorers. Heavy cavalry, typically drawn from professional warrior/aristocratic class, were the dominant military force for much of the Medieval period. Our mod reflects this by increasing the strength of cavalry relative to other units, with an accompany-

ing cost increase. Polearm Infantry were developed primarily to counter Heavy Cavalry. Poor training and equipment hampered them in this role until the development of the “Swiss Pike” at the end of the medieval period. Their relative weakness is offset by their low cost, and the ability to conscript these units under a feudal levy. Melee Infantry played an important role, especially in sieges, where they are best used to overcome Polearm Infantry and Archers, the final type of medieval infantry.

**Finer Gradations:** Although technological development is still important, individual new units typically have smaller gradations between them. Thus, for instance, we have four types of archers (adding a heavy crossbow) where BTS has three, and three types of polearms (adding a guisarme).

**Pike and Shot:** Critically missing from Civ 4 is the renaissance battlefield when pikes and early firearms came to dominate the battlefield. We have significantly altered the unit dynamics at this stage to attempt to capture the flavor of this period. Here, in brief, is the “story” of military force we are trying to tell in each era.

*Early Middle Ages:* Infantry are supplanted by Heavy Cavalry.

*High Middle Ages:* Crossbows and advanced Polearms threaten the superiority of Heavy Cavalry, but with the development of plate armor, knights and other armored units regain the upper hand.

*Late Middle Ages:* Gunpowder starts off weak, useful mainly in sieges, but its evolution alongside the longbow and the creation of effective pike formations bring to an end the era of cavalry and ushers in an era of infantry dominance.

*Renaissance:* The “pike and shot” era sees the gradual rise of gunpowder in all areas of the battlefield. Cavalry gain effective guns and cannon become tactically useful, leading to the classic mixed armies of the Napoleonic era.

## Buildings & Wonders

You will recognize many of the buildings from the un-modded game, but here are answers to important questions you might have.

**How do I get culture to pop my borders?** Religious buildings are your best source of culture early -- there is no early monument. If you don't have a religion spread to you your best options are to hold off researching Theology (so you can build Pagan Shrines) or to build Manor Houses.

**How do I keep my cities healthy?** Health was a problem for large medieval cities. The equivalent to the aqueduct, the Herbalist, gives only one health. The food-storage capacity of the granary has been split between it and the smokehouse (each saves 25%), and the smokehouse also gives health bonuses for certain resources.

**What's up with the market?** The market is now a prerequisite for most buildings which sell goods. The buildings enabled by the market (e.g. butcher and grocer) will allow you to run merchants and generate commerce if you have the appropriate resources.

**What about the rest of the buildings that give bonuses for resources?** Buildings like the Weaver and Brewery are thought of as generating new goods from base resources. These new goods, in turn, provide extra happiness or health.

**Why are there more religious buildings?** Religion was such an important part of medieval life that we took several building features and re-assigned them to religious buildings. The early library has been replaced by the scriptorium (for Catholic/Orthodox civs). The colosseum has been replaced by the belfry/minaret. Each religion now has a larger

number of (somewhat different) buildings. Generally, if you want culture or science, you want to build religious buildings.

**What else should I know about?** Archery ranges and (later) Magazines function like stables but for archery and gunpowder units.

### Resources & Terrain

If you've played RFC, then you're familiar with the Marsh terrain, which is generally useless land that prevents movement. In addition, RFC Europe features Moorland, marginally productive land which can hold only limited improvements. A new type of forest, dense forest, covers much of Russia and Scandanavia. Represented graphically by snow-covered trees, dense forest is less productive and cannot be removed for most of the mod. This prevents Russia from becoming too powerful with all those forests to chop. Mines and Watermills no longer require you to chop a forest to build them.

There are many new resources: Production >> Sulfur, Timber, Slaves: -- Health >> Barley, Salt, Fruit, Potato -- Luxury >> Honey, Tea, Coffee Tobacco. Many luxury resources are only available through Colonies. Sheep is now a luxury rather than a health resources (it represents wool). A new, abstract resource, Atlantic Access speeds up construction of colonies. Atlantic Access is found in just a few locations off the coast of the largest historic colonizer. If you want to build colonies, you'd be well served to send a workboat to build "Colonial Trade Route" on this resource and thus get access. But watch out! Pillaging these trade routes is very lucrative, so pirates and other civs may attempt to disrupt your overseas empire.

### Colonies

Our map only covers Europe. We represent the European colonization of distant lands with Colonial projects. Two colonies, the Ivory and Gold coasts are available for you to build with the prerequisite techs. To build the other colonies, you first have to establish (i.e. build) a trading company. Your choices are the East or West India companies, and they unlock different colonies. Atlantic Access (a resource on the map) doubles the construction speed of all colonies, and Slaves (available from African colonies) increase the construction speed of others still further. If you're worried about another civ building your colony, it may be worthwhile to pillage the "Colonial Trade Route" which provides them with Atlantic Access.

Colonies are required for a number of UHVs, and also provide access to many luxury resources not found in Europe (or only in a few spots). Building them will allow your cities to grow large and powerful.

### Religions







There are four major religions in the mod: Catholicism, Orthodoxy, Islam, and Protestantism. Catholicism and Orthodoxy are relatively similar. The Islamic nations start out with some significant advantages with each research buildings which wane as the mod progresses. The Protestant reformation is triggered as soon as one civ researches Printing Press. At that point, all Catholic Civs must choose which side of the reformation they will join. The AI chooses somewhat randomly (based on history), while the human is free to choose. Catholic buildings are automatically converted to their Protestant equivalents for flipping civs. Large cities may gain Protestantism even if you chose to remain Catholic. The fifth religion, Judaism, spreads much more slowly, and has no missionaries to spread it manually. It is useful for the gold it can bring in, but non-state religions in your cities decreases your stability. You may want to use the new religious prosecutor (aka the Inquisition) to remove heretics from your cities.

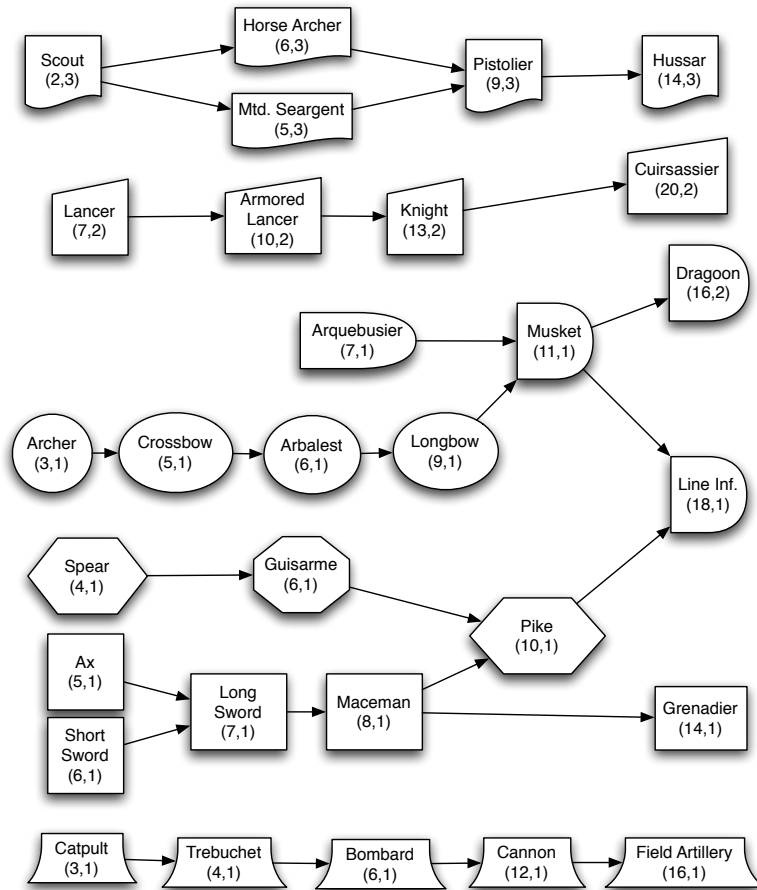
## Corporations

There are new corporations. The first three available, are military orders and allow special units, while the later 4 are merchant/bank organizations and act like regular corporations. Eventually, the military orders should obsolete. The different military orders compete for resources, and thus with each other. You will only be allowed one in each city. The three banking families also compete pairwise, so you cannot have more than one of these per city. Hanseatic competes with Teutonic, Hospitaller, and Medici. Bank of St. George competes with Knight Templar.

## Detailed Guide to Units

This section is designed to give you more detailed information on the units in RFC Europe. Of course much of this is available in the Civopedia, but our more coherent presentation here should help you master the battlefields of Europe more quickly.

CLASS	UNITS	CHARACTERISTICS	ROLE
 Polearm	Spearman, Guisarme, Pikeman	Cheap, low resource, and often draft-able. Strong bonus vs. Heavy Cavalry.	Strongest on defense against Heavy Cavalry. Use inside cities or on defensive terrain. Cheap enough to be sacrificed.
 Light Cavalry	Skirmisher, Horse Archer, Mounted Seargent, Pistolier, Hussar	Relatively cheap, move 3, weak units. Patrols against enemy spies and flanks siege weapons.	Use as explorers, scouts, patrollers, pillagers, and as reserve troops.
 Archer	Archer, Crossbowman, Arbalestier, Longbowman	Cheap, no resource units with defensive bonus and first strikes. Some have bonuses vs. units with armor.	Primarily city and terrain defenders. The bonus against armored units make these an acceptable choice to attack more expensive units.
 Heavy Infantry	Axeman, Swordsman, Long Swordsman, Mace-man, Grenadier	Bonuses for attacking cities and vs. polearm infantry. Slow and relatively expensive.	Use to attack cities and polearm troops; they are sometimes also useful in defensive stacks.
 Heavy Cavalry	Lancer, Armored Lancer, Knight, Cuirassier	Expensive and powerful, with decent mobility. No defensive bonuses.	The strongest units outside of cities, use these units to kill barbarians and pillagers and for strong quick strikes against weakly defended cities.
 Gunpowder	Arquebusier, Musketman, Line Infantry, Dragoon	Initially cheap low resource units, these eventually assume the roles of both polearms and heavy infantry.	Multipurpose units, useful for city defense/attack. Lack of counters make these units more valuable than their raw strength would suggest.



Another useful way to visualize the units in the game is to consider the upgrade path. In this chart, each unit class has a distinct symbol, and arrows show the upgrades available. This simplified chart does not include unit bonuses against other unit classes. In general, units upgrade within their own class types, though this is broken during the renaissance, as archers promote into the gunpowder line and heavy infantry promote into the polearm line, which is the dominant unit on the battlefield. Late game, a few units have rather surprising classes. Grenadiers, because of their short range attack, revive the heavy infantry line. Dragoons, though move 2, are treated as gunpowder units rather than cavalry as they would fight only on foot. This distinction, however, is not made for medieval units (knights would often dismount to fight, you can think of a Maceman as a dismounted knight if it makes you happy).



# Where do you go from here?

## Civilopedia

The Civilopedia contains a lot more information about this mod -- and is automatically up-to-date which this manual might not be. Check it out.

## Reference Folder

Unsure about what a Unique Historical Victory (UHV) means? Packaged along with the mod are automatically generated maps of each UHV. You can find them by navigating to the RFCEurope mod folder and looking inside the folder called Reference. Each Civ's UHV is stored as CivName\_UHV.png. Also in this folder you can find Spans.png, which shows the spawn sites for all Civs, including the area of the map where your cities/units will flip to a rising Civ. Finally, the SettlerMap and WarMaps folders show the maps which the AI uses to decide where to settle and which influence who they go to war with. The Settler maps are also important for your own empire's stability. Broadly speaking, it will hurt your stability to settle outside of the colored regions of these maps.

## Forum & Wiki

The best place to get additional help is the Civfanatics forum where this mod is being developed. You can visit us at <http://forums.civfanatics.com/forumdisplay.php?f=330>. Another site with some information is the development wiki at <http://wikirhye.wikidot.com/rhyes-of-europe>. This site will gradually be replaced with another wiki, and much information on it may be out-of-date.

# Acknowledgements

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The original group who thought up the idea for Rhye's and Fall of Europe and hashed out so many good ideas in such long posts

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Add more credits here...