



Imperivm HD

>>> Changelog TOTAL

Imperivm GBR v1.4 >>> Imperivm HD v1.0

100 new features, improvements, corrections, adjustments, and balances that **reinforce already fast-paced gameplay**, endorsed by **more than a million players around the world**, and become now an **even greater strategic challenge**. Here is the detail.

01. Imperivm is one of a kind
02. For the first time in Full HD
03. More than 25,000 beta testers
04. Majority Chosen Upgrades
05. Focused on having a great time!!!
06. Bringing the Community back together
07. Reinforce the gaming experience
08. The saga is back in the hands of the players
09. Reach the finish line...
10. And of course an exciting new starting line



- #1. **Concrete examples** >>> Get to know them
- #2. **100 improvements** >>> The complete list

01. Imperivm is one of a kind

A unique style, oriented to military conquest. It remains **true to its essence 20 years later**, adding today thousands of new players. **An achievement only within the reach of true classics.**



02. For the first time in Full HD

We can finally play Imperivm in Full HD 1920x1080. **A 40% larger battlefield.** An even bigger strategic challenge than the original. **And undoubtedly the highly anticipated 4K will arrive.**



03. More than 25,000 beta testers

How to improve a video game that makes a million players fall in love?... Without a doubt with a huge Beta phase: 3 years, 25,000 participants, and the development of up to 12 versions.

| Time | Requester | PackageID | Package | Key Count | Tag | Status |
|---------------------|--------------------|-----------|--|-----------|-----------------------|----------|
| 2021-07-30 11:59:38 | maradiagasteam | 221206 | IMPERIVM - Great Battles of Rome / HD Edition | 3000 | Digital Distribution | Approved |
| 2021-07-30 03:34:54 | maradiagasteam | 221206 | IMPERIVM - Great Battles of Rome / HD Edition | 2000 | Spain - BOX Collector | Approved |
| 2021-05-05 09:25:02 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 2977 | Kickstarter | Approved |
| 2021-04-27 14:00:23 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 3000 | Beta | Denied |
| 2020-04-04 02:15:32 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 12500 | Beta | Approved |
| 2019-11-18 10:39:31 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 2000 | Beta | Approved |
| 2019-01-20 10:43:15 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 2600 | Beta | Approved |
| 2018-12-14 12:29:27 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 3000 | Beta | Approved |
| 2018-11-14 08:57:18 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 2000 | Beta | Approved |
| 2018-09-07 23:12:46 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 5000 | Beta | Approved |
| 2018-09-07 11:22:39 | danieljerezgarrido | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 200 | Beta | Approved |
| 2018-09-05 06:26:05 | danieljerezgarrido | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 100 | Beta | Approved |
| 2018-08-31 08:04:09 | danieljerezgarrido | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 100 | Beta | Approved |
| 2018-08-16 20:10:49 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 2150 | Beta | Approved |
| 2018-08-08 07:50:11 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 1200 | Beta | Approved |
| 2018-07-31 09:25:11 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 1200 | Beta | Approved |
| 2018-07-23 05:05:00 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 300 | Beta | Approved |
| 2018-06-27 15:34:55 | danieljerezgarrido | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 50 | Beta | Approved |
| 2018-06-27 15:34:55 | danieljerezgarrido | 221206 | IMPERIVM - Great Battles of Rome / HD Edition | 50 | Beta | Approved |
| 2018-04-09 07:12:49 | maradiagasteam | 221205 | Imperivm - Great Battles of Rome HD for Beta Testing | 100 | Beta | Approved |

04. Majority Chosen Upgrades

Thousands of hours of play report thousands of suggestions. How to implement them? Our great friend Pareto has the answer. Statistical treatment has offered us the essence of improvement.

The screenshot shows a Trello board with several columns of task cards. The columns are: BUGS (cards B008 to B022), BALANCE/SUGERENCIAS (cards BA001 to BA010), TEXTOS/PROBLEMAS DE INTERFAZ/CHANGELOG (cards T001 to T009), COMPROBACION (JORDI) (cards B010 to B013), BUGS CORREGIDOS (cards B001 to B013), PRIORIDAD AP + GS (cards B010 to B013), and BALANCES/SUGERENCIAS IMPLEMENTADAS. Each card includes a title, a start date, and a count of items.

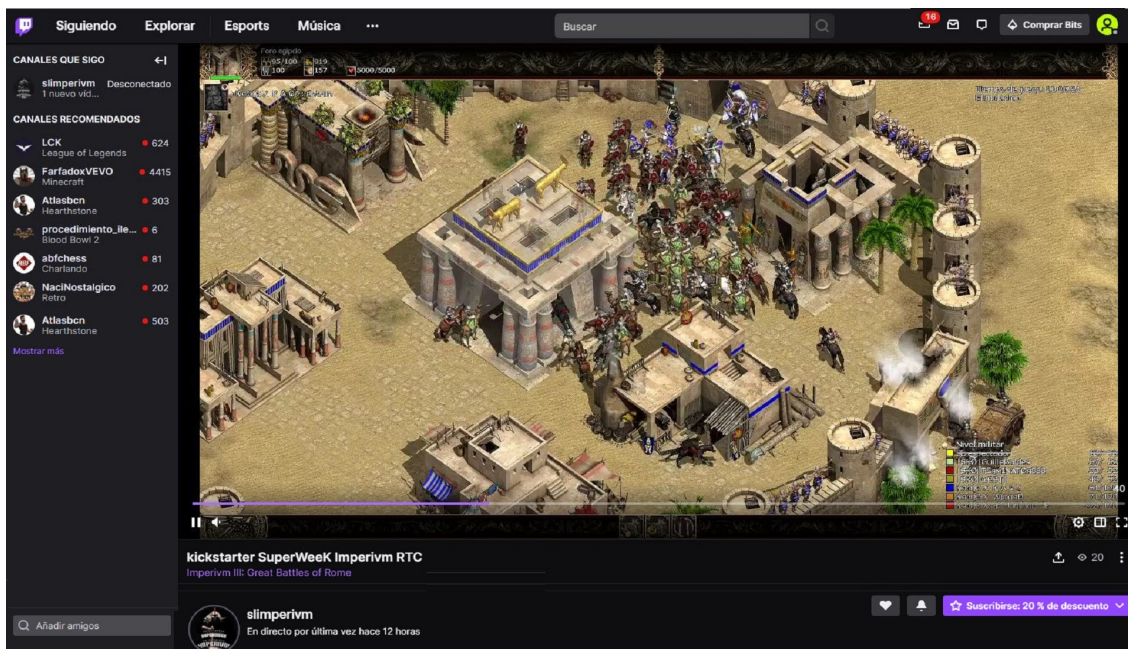
05. Focused on having a great time!!!

The Carthaginians "are back". One of the great achievements of the improvement of the balance, the AI, and the dynamics of the game in campaign, strategy, conquest, and multiplayer modes.



06. Bringing the Community back together

Years of dispersion are finally over. The **Multiplayer lobby** that we access from the main menu brings together all the players. And with a new dedicated server.



07. Reinforce the gaming experience

Maintain and improve. A challenge at first glance contradictory, which is actually 100% complementary. Reinforce a “fast-paced” game mechanic and “polish” the aspects that make it unique.



08. The saga is back in the hands of the players

It is the truly great value of **Imperivm HD**. The saga returns to its rightful place, at the hands of its players. Without a doubt, all the effort has been worth it!!!

STEAM®

TIENDA COMUNIDAD NATALY STEFANO CHAT SOPORTE

Todos los Juegos > Estrategia > Imperivm RTC - HD Edition "Great Battles of Rome"

Imperivm RTC - HD Edition "Great Battles of Rome"

Punto de encuentro



Lidera las batallas que forjaron el Imperio más grande de todos los tiempos. 7 civilizaciones se enfrentan por la gloria o por su libertad: Roma, Egipto, Galia, Germania, Britania, Hispania y Cartago. Disfruta la trepidante dinámica de juego RTC "Real-Time Conquest"

FECHA DE LANZAMIENTO: 16 AGO 2021

DESARROLLADOR: Dinamic Games, Imperivm World
EDITOR: FX Interactive

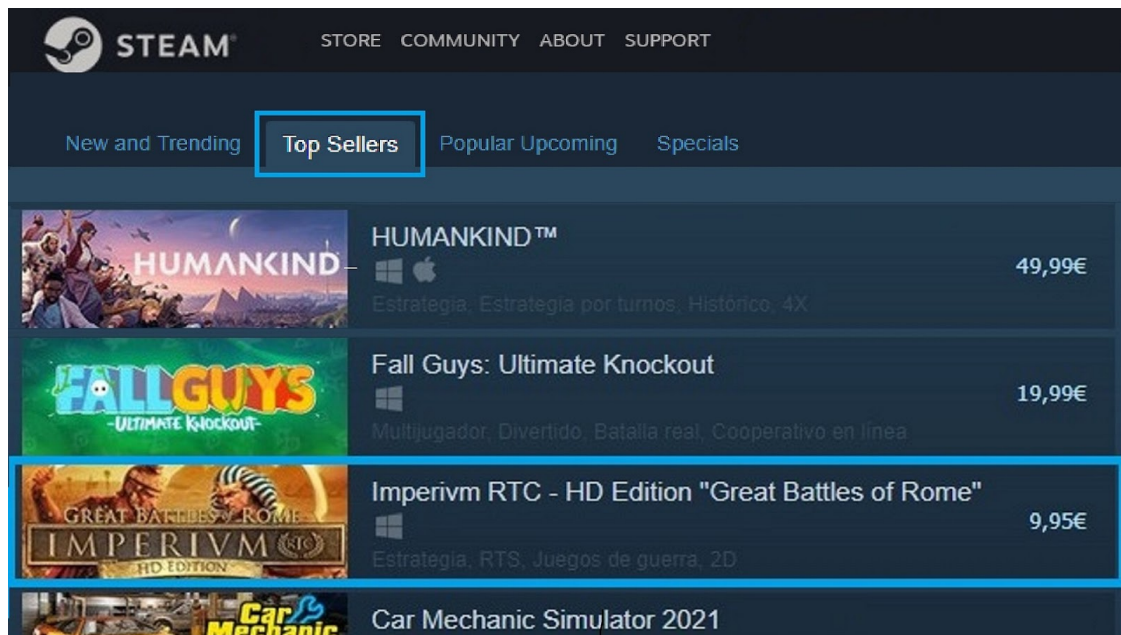
Etiquetas populares para este producto:

Estrategia RTS JcJ (PvP) Multijugador 2D +

GERMANIA AEGYPTUS

09. Reach the finish line...

Bestseller on Steam, "TOP 3" in the global launch week. Exclusive FX Store "Imperivm GBR / Classic + HD" edition. **Metal XL Edition sold out at GAME**. **From our hearts, thank you.**



10. And of course an exciting new starting line

The most important point of all. **Imperivm HD** is not only a finish line but an exciting new starting line. **Suggestions for new versions**, new *DLC*, new **Tournaments...**



#1. **Concrete examples** >>> **Get to know them**

Before going to the complete list of the **100 improvements offered by Imperivm HD**, implemented throughout 12 Beta versions...

Let's take a look at some that are **highly anticipated by the million Imperivm GBR players around the world** and that new **Imperivm HD** players can find today.

Example #1 >>> **What's New** >>> **New Full HD resolution**

For the first time, the Imperivm player can participate in games with **resolutions up to Full HD 1920x1080 (1080p)**

An extra that offers you in **Imperivm HD** a **40% larger battlefield** and where the player will be in command of more troops than ever, to face enemies more powerful than ever.



Example #2 >>> The Carthaginians are back!!!

The Carthaginians joined the saga in Imperivm - The Punic Wars. It was fantastic to arm armies with **the strength of the elephants (+1,000)**, the **resistance of the Tuareg** and their dromedaries and the **double sword of the Mauritanian fighter**.



After the arrival of new civilizations to the saga, they lost part of their shine, of their strength. At **Imperivm HD** we wanted **the Carthaginians to enter through the front door again!!!**

To achieve this, we have exclusively activated the **"Determination" command** for them, which increases their energy (+1) each time they are attacked. **Without a doubt a fundamental extra in any battle.**

The removal of the limitations of the "Parry Mode" has also been important. Now, once activated, **the "Containment" of the Carthaginian fighters is maintained in all circumstances.**

Example #3 >>> Gameplay >>> Menu with + decisive data

Information is power.

And now, more information than ever is displayed in the Menu of each **Imperivm HD** unit.



For the first time and in real-time, you have data on the **Range**, **Speed**, and **Visual field** of each unit.

Extra **agility in decision-making** for more frenetic gameplay than the original.

In many cases, **the very thin line separates defeat and victory.**

Example #4 >>> Game modes >>> New Multiplayer

The new **Multiplayer lobby** is played from the **Imperivm HD** main menu.

No need to install external applications or use services like Hamachi or GameRanger.

Gathering the entire Community back together on its **own Server** dedicated exclusively to **Imperivm HD.**



#2. 100 improvements >>> The complete list

One by one, you can check the details of all the elements that have been implemented and adjusted to improve the game experience... **news, improvements, corrections, and balance.**

The improvement process is permanent. Step by step, constant and teaming up with the Gamers of the Imperivm World Community.

Write to nataly.stefano@dinamic.games with **suggestions and/or bugs** to incorporate into the Report identification and prioritization system for the **Imperivm HD updates**

>>> **New Imperivm HD features**

1 Without a doubt, the most outstanding novelty of **Imperivm HD** is the **incorporation of Full HD 1920x1080 (1080p) resolution**

2 **Specific resolutions have also been adjusted for laptops**, which are increasingly used by gamers. The most requested has been **1366x768**.

3 **Full HD resolution allows players a 40% larger battlefield** where they **lead more units** under their command and where they will **face a greater number of enemies**.

4 The new resolution cap of **Imperivm HD** with current large monitors, allows you to **enjoy the extraordinary graphic quality of the Imperivm saga** during games.



5 Guide by each civilization of the **80 warriors** of **Imperivm HD**.



Take a big look >>> **3840x7360**

<http://web.fxinteractive.com/Imperivm.rtc.hd.oldschool.rts.roma.strategy.civilizations.guide.3840x7350>

6 To which we add the common units, which include **Mercenaries**, Caravans, Ships, **War machinery** such as Military rams and Catapults, **Wild animals** such as the new Horse, the Bear or the Eagle, the **"Undead"** that steal your life... and all this with the new resolution offered by **Imperivm HD**.



7 New Multiplayer where you can **join a game**, or better yet, **create your own from the "lobby"** that you access directly from the main menu of **Imperivm HD**.



It is up to you to choose the number of **participants**, the type and size of the map, the **victory conditions**, the population, the **starting Gold**, with and without the fog of war, **shared control**...

8 **Dedicated server 24/7/365** exclusively for **Imperivm HD** Multiplayer games.

9 A infrastructure to manage **free 1vs1, 2vs2, 3vs3 and up to 4vs4** games and up to **5,000 players in battle** simultaneously.

10 Powered by Intel E3-1270v6 processor, 4 cores, 8 threads @ 3.8Ghz, 32GB Ram, 2x240 SSD, **5TB bandwidth** and 10GbE Ethernet.

11 Also available from the Main Menu, the new **Imperivm HD "News" system** lights up every time there is **news in the Imperivm saga**. Really useful.

12 For the first time and in real-time, **Imperivm HD** offers you the crucial data of **speed, range, and field of view** of each unit

13 Imperivm HD includes a useful counter in real-time of units **Killed, Deaths, and Ratio K/D** has been incorporated during the games that in a simple way **is activated or deactivated with the F4 key.**

14 The new “Anti-Mixing System” in **Imperivm HD** brings solidity and clarity to Strategy and Multiplayer games.

Units from one Civilization can no longer be linked to a Hero from a different Civilization, with the logical exception of “mercenaries”, that is, German Teutons and Carthaginian Mace Warriors.

The system **is not applicable in Campaigns, where historical rigor is essential**, and also not in Conquest mode.

But we have “**released**” it in Multiplayer with an “**Alternative**” game mode for players who want the intensity of facing combinations of almost invincible civilizations.

15 Imperivm HD's new Teutonic Wolf unit is a true “**secret weapon**” for conquering maps in enemy territory.



The nickname "wolf" says it all about his fierceness, endurance, and speed. With his characteristic wolf head and tail cap, he is elusive and a great seeker.

All civilizations can **recruit them as mercenaries** in the Teutonic camps for a good handful of gold (500) **and they can be linked to the Hero!!!**

But without a doubt **Romans, Egyptians and Britons are going to get the full potential of his great speed.**

He also stands out for his **"Stamina"** which provides **5 health points each time he levels up**, so he can take more hits than almost any other unit before being eliminated.

16 The new **"Guard Post"**, available from the **Imperivm HD** editor, expands the strategic options and dramatically **reduces the risk of a surprise attack**.

By controlling a **"Guard Post"** in any area of the map, it provides a vision range of 1,700 (+ 20% higher than the rest of "Forts") and in turn is reinforced by having all its sentries with **"Keen Sight"** that **"Invisible" units are detected**

17 In the Teutonic Camps the new function **"Teutonic Warehouse"** is implemented. Now in **Imperivm HD** in addition to exchanging food for Teutonic units, you can **store it and remove it when it is most necessary**. Really useful, but accepting the risk that the Teutonic Camp could fall into the hands of the enemy.

18 The new **"Total Call"** functionality allows you to **take out different types of Units and/or Heroes in the Forts at once**, by pressing the right button of the mouse, without having to perform the action one by one. **An extreme gain in agility that Imperivm HD offers you.**

19 To continue gaining agility, **Imperivm HD** incorporates the new option **"Multi-Formations"** to the saga to change the formation of several armies at the same time by selecting all the Heroes that you have at your disposal.

20 We also gained agility in **Imperivm HD** with the choice of **"Auto Target"**. By default, **our units attack the least strong and closest enemy units**. Without a doubt, the best defense is a good offense.

And of course, the unit is **always waiting for our direct orders** to immediately change targets.

21 The dreaded **hidden units** can move unseen, **giving your enemy a decisive advantage** to ambush or attack your forum by surprise.

Imperivm HD strengthens your defense against this threat with the new **"Hidden Units" button** that makes them visible. **The perfect time to make a counterattack.**

22 The new functionality of the **"Determination"** order reserves **Imperivm HD** exclusively for the Carthaginians. **And it really strengthens civilization as a whole.** as it increases (+1) the energy of the unit each time an enemy hits it.

23 The new option to open and close the **Forum Door permanently** allows you to have full control of your forum in **Imperivm HD.**

Now you can make **the decision that best suits your strategy** at all times.

24 **Imperivm HD** adds **5 new predefined Maps** designed taking into account the civilizations that face each other to make **the game experience more realistic.**

Decide on one of the five, and you won't be able to stop until you discover them all.



#1 Siege of North Africa

The Egyptian invaders besiege the mighty walls of Carthage to attempt their conquest. **Who will be the winner?**



#2 Battle for Hispania

Based on the conquest of Hispania. The Iberian troops have the **impregnable forum of Numancia** in front of the legions of Rome.



#3 War of the Nations 4vs4

A game of alliances, where the 8 civilizations participate and the allied forums are communicated by **roads not accessible by the enemy.**



4 Rome Vs. the barbarians

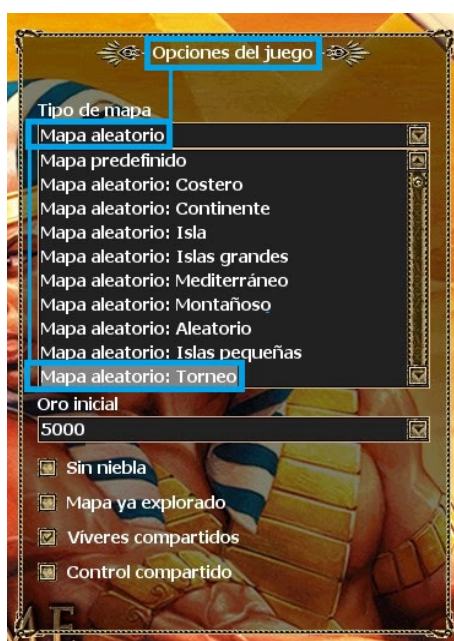
One team, Roma, and the other team "The barbarians", unifies the Ibera, Gala, Germana, and Britannia civilizations. The map is crossed by mountains and only has a central access point between the two sides. **The great battle is about to begin.**



#5 Iberians Vs. Germans 3vs3

A map in which the teams of **two civilizations expert in ambushes face each other**. The map has terrain and paths perfect for surprise attacks. **Who will be the best?**

25 In Random Maps, highlights the **new option "Tournament"** offered by **Imperivm HD**. **A challenge where luck gives way to skill**. They are maps that are always more balanced, incorporating **three golden rules that equalize each game** to the maximum from its creation:



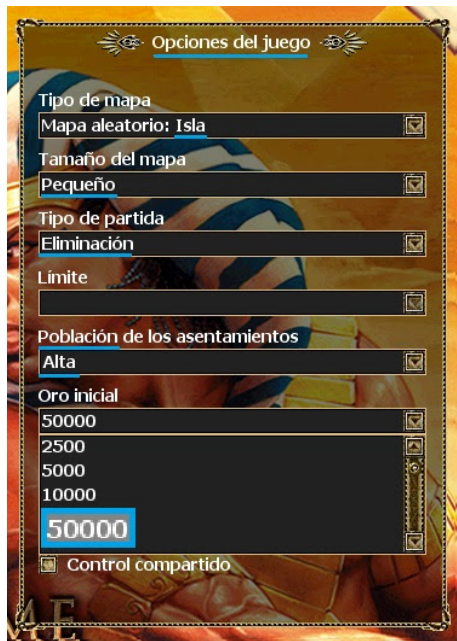
1) The creation of each new map **symmetrically distributes the location of the Forums**.

2) **The orography** (coast and mountain) **does not affect as an element of advantage** of any of the players.

3) Eight balanced zones are delimited to **reduce the effect of random creation** at the start of the game.

26 The new **"Alternative"** mode of **Imperivm HD** allows us to play with the "Elimination" option, simultaneously adding the "Anti-mixing system" activated and with visible statistics in both Strategy and Multiplayer modes. **A challenge only for the brave.**

27 New **5x Gold Max = 50,000** for even more intense battles.



You can choose the name that you like the most for the new proposal that incorporates **Imperivm HD**. Can you imagine a game with 5 times more starting gold?...

For example, in this game: A **small island** with a **large population** playing for the best player to win... **and with 50,000 starting gold...**

You have to play it.

28 New **"Skin"** of the historical **Heroes** most demanded by the community. **A random bonus** when hiring Heroes in the Colosseum in both Strategy and Multiplayer games.



LARAX



JVLIVS
CAESAR



HANIBAL



HEAR
DRED



KELLILL

Larax is back, Julius Caesar himself and Hannibal, the greatest strategists of all time, and **Heard Dred and Keltill** and from the books **"The Druid Kings"**.

29 **The Wild Horse**, a new unit from the **Imperivm HD** editor to add realism to player-created maps. **It joins the existing wild animals** such as the deer, the wolf, the bear ...



>>> Imperivm HD enhancements

30 **Reinforcement of the “capture AI”**. Now in **Imperivm HD** all AI-controlled units, including unbound ones, are **truly proficient at capturing enemy Villages, Forts, and Forums**.

31 **The AI-controlled Imperial Rome legions return to action after reaching 34 legionnaires**, exits the Forum, and enter the map to conquer as much territory as possible.

32 The AI-controlled Gallic warriors, accumulating units in the Forum, **now go on the attack, ready to conquer as much of the map as possible**.

33 **Fixed 5 situations that significantly improve stability in Imperivm HD** games and that now stop causing issues during the game:

1. Attach units to the Hero **when leaving a ruin**.
2. Link units to the Hero at the **entrance of a cave**.
3. Bind to the Hero more than **50 units at a time while he is "capturing"**
4. By building catapults and **selecting a group in which there are non-military units**.
5. By building catapults and **selecting a group in which there is a fort**.

34 The new “**Cavalry Charge**” in **Imperivm HD** attacks groups in battle **with up to five times more units on horseback.**

Undoubtedly **using it now increases the dispersion of units** and the better performance of the infantry.

35 Imperivm HD incorporates a substantial **improvement in the accuracy of the catapults.** Now, if we start shooting with good aim, the chances of **hitting the wall are close to 100%, 80% at the gates,** and around **30% in military units.**

If we take into account the **damage of 100 against units,** which **triples up to 300 in buildings,** the **catapult is again great** in our army.

36 Imperivm HD offers us a substantial improvement in the “**Loading of ships**”. From **just 50** cargo units, the figure **more than doubles to 120.** More cargo, more capacity, and speed of conquest. **As simple as powerful.**

37 “Containment” ability receives a crucial upgrade in **Imperivm HD** by staying activated **as long as we command it.** A warrior of the strength of the Mauritanian Fighter, with his double sword and **with the greatest capacity for “Containment”** and, **moreover, now permanent,** is undoubtedly one of the keys to **the return of the Carthaginians through the “big” front door.**

This upgrade also applies in **Imperivm HD** to Tribunes of Republican Rome

38 One of those novelties that sometimes go unnoticed, and that is actually one of the **keys to the extra playability of Imperivm HD.**

We refer to the **Increase of provisions in the “Ears of rye”** The **rise from 200 to 1000 provisions** is not accidental.

It is true that to **collect Ears of rye** you have to visit "**The Witches' Cabin**", but now it is **really worth it**.

With 1000 supplies, the "Eas of rye" **provides each of your 50 units with what is necessary to go "to the top" 20/20**. Again, we can go into battle!!!

39 "**Sentinels**" stop giving "**Spoils of War**" or "**Amulets**" when defeated. In **Imperivm HD** this advantage is reserved exclusively when enemy units are defeated in combat.

>>> **Imperivm HD fixes**

40 Fixed the "**Black Catapult**"

The most anticipated correction for all **those players who participate sportively**. Finally, in **Imperivm HD** it is impossible to perform the "Black Catapult", ensuring victory to the player or team that deserves it on their own merits.

41 Fixed the "**Gem of Wisdom**"

In **Imperivm HD** the possibility of **obtaining "Experience" points is limited to military units** even if the non-military units are linked to the Hero.

42 Fixed the "**Eagle**"

The Gauls and Germans, with the ability to summon Eagles, in **Imperivm HD** can no longer **use this possibility to force the end of the game when they are losing**. When corrected, the games can end without problems with the right winner.

43 Fixed "**Teleport**" from enemy forums.

Now, in **Imperivm HD**, when **one of your heroes or units gets locked in an enemy forum** after an attack, **the only priority is going to escape, as the teleportation of valuables is completely eliminated**.

44 Fixed the "Ships by land"

Ships are a **fast and safe way to move units across the sea**, without taking damage. Their attack power also makes them useful **to fight against other ships, boats, attack enemy buildings or gates near the coast or units.**

The correction that **Imperivm HD** incorporates, which **will not take away any of its functionalities**, on the contrary, **it adds up to 120 cargo**, but no more ships transported by land will be seen.

45 Fixed the creation of "Catapults with mules"

Mule Catapults are **no longer possible in Imperivm HD**. Now if you want **"Catapults" that are really powerful**, you **risk losing the valuable military units** that are required. **Let's all bet on the games where the best really wins.**

46 Fixed "Disappearing" of units in caves.

In **Imperivm HD** the caves are **no longer a danger where you can lose valuable units**, to become a strategic element of great value.

Now they can use the caves to hide, without fearing unit losses and **adding the surprise factor to your attacks.**

47 Fixed the "Sentinels" coming down from the walls.

In **Imperivm HD** the "Sentinels" **maintain their position** on top of the walls. Now **they are where they need to be** carrying out their fundamental work.

48 Fixed "Ship Assignment" to Hero.

Ships and ships can no longer be assigned to Hero, **it was never the original intention of the video game**, so this Bug is corrected in **Imperivm HD.**

49 Fixed the “**Assignment of mules**” to the Hero.

It is the same case as the previous one **since it was never the original intention of the game to assign mules to the Hero**, so this Bug is corrected in **Imperivm HD**.

50 Fixed the “**Frozen game**”

If the button to stop units was pressed repeatedly, once in a while **the game was stopped** waiting for a response. This Bug is already fixed in **Imperivm HD**.

51 The “**Chariots of Gold**” are already safe in the Teuton camp.

In **Imperivm HD**, the functionality of the **Teutonic camps** has **several improvements**. As we discussed before, you can now use them to store food, and now **your gold is safe in the villages**. Quite an improvement.

52 Move “**Allied ships**” without shared control.

In multiplayer games, game preferences and **especially shared control of units with allies are essential**. In **Imperivm HD**, **shared control of all friendly units, including Botas and Ships, is regained**.

53 Fixed the possibility of destroying “**Own Catapults**”

The “**friendly fire**” is as real as the battle itself. However, in **Imperivm HD** we have preferred to continue prioritizing agility and that you can spend all your time defending yourself or **attacking your real enemies**.

54 Fixed the ability to destroy “**Allied Catapults**”

As in **Imperivm HD** we have **eliminated the effects of “friendly fire”**, with the same objective **we have eliminated “allied fire”**

55 Fixed the ability to destroy **"Allied Buildings"**

In parallel to the previous correction, in **Imperivm HD** we gain **agility by not having to worry about "allied fire"**, in this case also for all types of buildings.

56 AI reinforcement of **"Free" units.**

Now they are really efficient at the enemy **"Building Conquest"**.

In **Imperivm HD** if you want to maintain a village, fort, forum... You will have to defend it!!! **And maintain the level of defenses necessary according to the strategic value** of each building so as not to lose it.

57 In **Imperivm HD** we gain agility again with the new functionality of the **"Unlink"** order that now **stops the units, disconnects them from the Hero and they are waiting for your orders** in case you want them to follow different objectives or even opposite paths.

58 With the same **objective of gaining agility** and in parallel to the **"Unlink"** order, the new functionality of the **"Dissolve army"** order in **Imperivm HD** is to stop units in their tracks and make them **ready to receive your new orders.**

59 The command **"Keen Sight"** now in **Imperivm HD** works correctly with all units: **Sentinels, Tuaregs, Eagles, and Wolves.** Including wolves that Britons can obtain by transforming a Druid.

60 The same happens with the **"Concealment"** command. Now in **Imperivm HD** it works correctly with all units: **Guerrillas, Gallic Druids, and German Hunters.**

61 Fight hand to hand. Undoubtedly at the peak of the battle, there will be an accumulation of units. **The well-known "Balls"** The important thing now in **Imperivm HD** is that **no accumulation of units in battle prevents them from being attacked** by enemy units.

62 Fixed the **"Round"** that allowed it to **maintain the loyalty of a Forum even if it was not protected by units within its own walls.**

Now in **Imperivm HD**, if when attacking a Forum, the enemy has not protected it properly, **the Forum will have the loyalty that rightly belongs to the truly assigned defense.**

63 Teutonic Camp Dominion (Teutonic Trick)

To gain realism, in **Imperivm HD**, the dominance of a Teutonic camp that is left without neutral units **passes to the army with the most units in the camp's zone of influence.**

64 The **"Sources"** are essential to restore the Health of the units. **Imperivm HD** has adjusted the random mapping AI to **ensure that the location of the Sources never leaves the Village Units without the output.**

65 Another fundamental AI tweak has been to remove the **"Stop enemy units"** option. Units, especially Heroes, lost formation and it was easier to eliminate them. In **Imperivm HD** **it is completely solved.**

66 In **Imperivm HD**, framed in global AI settings, the mighty **"Roman Towers"** **finally enter combat in all situations** where they are required and required.

67 Imperivm HD random mapping AI tuning has also resolved “**Unpopulated Maps**” by performing a more accurate calculation of all available space.

68 Fixed the “**Mauritanian price reduction icon in the Carthaginians**”. So far it had the same icon as the Maces price reduction option.

69 Fixed the “**Visual effect that allowed to see on the map intermittently the position of enemy units**”

70 Improved “**Traps**”
Imperivm HD introduces important **limits to cheating** that **allow much fairer results** in all games.

It has been possible to **eliminate “Traps”** as harmful to the gameplay as:

#1 Remove the fog and expose the entire map.

#2 Have the map explored in games with the configuration “Map not explored”

#3 Equip War Chariot without requiring “Make Wheels”

And so on **up to more than 150 “Traps”** eliminated in the first edition of **Imperivm HD**.

71 Improved “**Desynchronizations**”

Imperivm HD offers a **significant reduction in the number of “Desynchronizations”** since Beta 1.55 **by integrating all the improvements** obtained to date in the **original directories**.

The second great advance has come from the **verification of all the “scripts”** that managed the war machine: **Rams, Catapults, and Roman Towers**.

72 Improved "Slowdowns"

Imperivm HD offers a **significant reduction in the number of "Slowdowns"** since Beta 1.61 **by detecting and eliminating all calls and connection attempts** that the original Code kept to the old GameSpy servers.

73 Fixed "Repetitions"

Replays are a useful way to learn how you played and how the enemy played. In **Imperivm HD** **the very useful replays can be seen again.**

74 Correction of the "Infinite Blood Thirst"

The **"Altar of Sacrifices"** allows the player to perform, among other spells, the **"Thirst for Blood"**, which reduces the defense of all units in the game to 0 for 60 seconds.

In **Imperivm HD** this powerful spell is maintained, but **the possibility of doing it infinitely is corrected, which gives an unfair victory** to those who did not follow the rules.

75 At the same time, **Imperivm HD** also fixes the **"Multiple Altars"** that allowed more than one ritual at a time, again giving an unfair advantage to the one who did not follow the rules.

76 **Imperivm HD** also fixes the **"Fog Removal"** that allowed the entire map to be explored even though the game options indicated otherwise.

77 **Carthage recovers his Gold** and will never lose it again when using the valuable "teleport" utility of the caves. Thus, in **Imperivm HD** this civilization recovers two of its strengths linked to its richness. The **"Pact of the mercenaries"** and the "Golden spoil".

>>> Imperivm HD adjustments and balances

78 New Hero protection system.

All of your units, up to their maximum action range, **immediately engage enemy units attacking your Hero** to give them the best possible protection.

79 Hero speed is equalized for all civilizations. In **Imperivm HD** the battles will be more fair and level.

80 All archer speeds are equal to the Egyptian Archer. By catching up with the best, **battles in Imperivm HD are more agile and faster.**

81 Substantial improvement in **Imperivm HD** for the "Door Repair" Cost: 100 Gold **(-400)**

82 Substantial improvement in **Imperivm HD** of the "Training speed" Raises up to 100% **(+ 25%)**

83 Upgrade "Prowess" Increase in Imperivm HD up to 8 seconds **(+3)** in the duration of the Heroes ability.

84 Upgrade "Exploration" In **Imperivm HD** the rank is increased to 100 **(+50)** for each additional point obtained in the Heroes ability.

85 Upgrade "Repair" buildings. Cost: 100 Gold **(-400)**

86 Upgrade "Repopulate" Cost: 100 gold **(-900)** Cost of y is reduced at the same time as population increases to 60 **(+50)**

87 Upgrade "Ruins" Hero's maximum health when exiting is 50% instead of 20% **(+ 30%)**

88 Upgrade "Villages and Houses" Stamina: 3,000 **(+2,000)** to better support food production after attacks.

89 Balance "Level" Non-military casualties (villagers and carts) now only provide 50% experience points.

90 Balance "Poisoning" Increase to 3 energy costs (+2) in the ability of Units.

91 Balance "Repair" of the door. Cost: 100 **(-400)** and the time required is changed to 1 minute and 30 seconds **(+30 seconds)**

92 Republican Rome balance



REPUBLICAN
ROME

A Civilization with **great options, but with high costs**, and that only came to be appreciated when the games were extended in time.

Now, in **Imperivm HD**, by **reducing the cost of the Hero, the "Start" is faster** and by replacing the "Heroic Resistance" with "Mastery" **the units reach a higher level in less time**, at the same time as Hero.

To continue to gain extra speed, **the Gladiator's "Apprenticeship" has been removed.** Now they can devote all their energy to **their star ability, "Death Strike"**

Imperivm HD also adds the "Nobility" upgrade so that units that can already be trained at level 8 **go directly to level 12.**

Last but not least, **"The princeps"** reduce their cost to provide more options in different scenarios and the **investment is cut in half** to provide more flexibility.

>>> **Republican Rome / Imperivm HD / Balance Detail**

- **Hero's Balance.** Cost: 600 Gold (-200), Defense 18 (+2), Health: 1,000 (-200), and the skill "Mastery" is added to replace "Heroic resistance"
- **Upgrade "Forge Spears"** Cost: 1,800 Gold (-200)
- **Improved Princep.** Cost: 180 gold (-20), Attack: 20 (+4) and Health: 320 (+20)
- **Improvement of the Tribune.** Defense: 16 (+2)
- **Priest upgrade.** The skill "Vitality" is added
- **Balance of the Gladiator.** The "Learning" ability is removed as they are not spiritual units.
- **Improvement "Colosseum"** The order "Nobility" is added
- **Upgrade "Invest"** Cost 2,000 Gold (-1,000) to obtain 3,000 Gold (+2,000) and the time required from 5 minutes is reduced in half.
- **Upgrade "Manufacture of wheels"** Cost: 3,000 Gold (-1,000)
- **Balance "War chariot"** Cost: 300 Gold (-100), Health: 400 (-100), and the ability "Freedom" is removed so now you can link them to the Hero.
- **Upgrade "Special Breastplate"** Cost: 3,500 Gold (-500)
- **Upgrade "Insignia of Combat"** Cost: 2,000 Gold (-1,000)
- **Upgrade "Protective Insignia"** Cost: 2,000 Gold (-1,000)
- **Upgrade "Insignia of the Fortress"** Cost: 2,000 Gold (-1,000)
- **Upgrade "Gift of the Gods"** Cost: 1,500 Gold (-300)

93 Imperial Rome balance



Disciplined civilization, easy to handle, slow to start... to which in **Imperivm HD** several **output possibilities** have been added.

With Imperial Rome, you can continue to **improve step by step with the "Gladiators Shows"** and Level 4 Heroes. But now also, in Imperivm HD you can **increase the pace in the "Military Academy"**, which with a significant price reduction of 600 gold, **you can recruit Level 12 Heroes.**

In **Imperivm HD** the option to link **"Liberatus"** is also added and thus achieve a much more agile output.

Thinking of **long-duration games, which is its strength,** in **Imperivm HD** the improvement of **"Advanced Recruitment II"** is added, which allows you to recruit units at level 12.

Finally, we highlight that **the "Hero" of Imperial Rome adds "Mastery"** to replace "Veteran" and the price of **Praetorians reduced from 400 to 350 Gold**, again, gain **extra agility in Imperivm HD.**

>>> Imperial Rome / Imperivm HD / Balance detail

- **Hero's Balance.** Cost: 600 Gold (-200), Defense 18 (+2), Health: 1,000 (-200), and the skill "Mastery" is added to replace "Heroic resistance"
- **Upgrade "Forge Spears"** Cost: 1,800 Gold (-200)

- **Improved Princep.** Cost: 180 gold (-20), Attack: 20 (+4) and Health: 320 (+20)
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- **Upgrade "Insignia of Fortress"** Cost: 2,000 Gold (-1,000)
- **Upgrade "Gift of the Gods"** Cost: 1,500 Gold (-300)

94 Ægyptvs balance



ÆGYPTVS

The Egyptians are in **Imperivm HD** a very **strong Civilization** with the Ax Warriors as the elite unit.

With the balance of the "**Path of the Dead**", **this fortress is closer to the competing Civilizations units**, but taking into account that it is compensated with the reduction of cost in Gold of the other alternatives.

Now in **Imperivm HD** the Egyptians have become a multipurpose Civilization, with a **greater range of options**.

>>> Ægyptvs / Imperivm HD / Balance detail

- Upgrade "Cult of the Dead" Cost: 2000 Gold (-1,000)
- Upgrade "Offering of Osiris" Cost: 2,000 Gold (-1,000)
- Upgrade "Talisman of Seth" Cost: 500 Gold (-100)
- Upgrade "Talisman of Thoth" Cost: 500 Gold (-100)
- Upgrade "Talisman of Ra" Cost: 500 Gold (-100)
- Upgrade "Talisman of Isis" Cost: 500 Gold (-100)
- Osiris Chariot Balance Speed: 120 (-40)
- Balance "Path of the Dead" Now does not work with Sentinels or Catapults.

95 Britannia balance



BRITANNIA

The British Hero was undoubtedly the strong point, but also the weak point of civilization. **Luck in combat depended heavily on a direct attack on enemy Heroes, hitting and retreating...**

In **Imperivm HD** the **British Heroes** have been reinforced (**+20% defense**) but above all the units under their command have been reinforced, which also improves their cost in Gold.

The "Heroic Defense" and "Heroic Attack", which exclusively improve the Hero, have been replaced by "**Recovery**", which allows you to **increase the health of all your units in the shortest possible time**, and "**Evasive Movement**", an ability that **achieves dodge up to 20% of enemy unit attacks**.

Now the Britons are a **Civilization to be reckoned with a much more agile start and a much greater overall strength**.

>>> Britannia / Imperivm HD / Balance detail

- **Hero upgrade.** Defense: 18 (+4), and adds "Recovery" and "Evasive Movement" in place of "Heroic Defense" and "Heroic Attack"
- **Improved Caledonian Fighter.** Cost: 140 Gold (-20) Gold Cost and Attack 20 (+2)
- **Highlander upgrade.** Cost: 350 Gold (-50) and Defense: 10 (+4)
- **Norman Boss upgrade.** They are now immune to special attacks.
- **Druid upgrade.** Add the skill "Vitality"
- **Wolf upgrade.** Now add the skill "Lynx Sight"
- **Improved "Good from the Gods"** Cost of 2,000 Gold (-500) and now has a 50% chance of obtaining 2,500 food.
- **Improved "Experience of the Gods"** Victory against a more experienced enemy now has a 50% (+35) level of the defeated unit.
- **Upgrade "Gladiators Shows"** Cost of 2,000 Gold (-1,000)
- **Upgrade of the "Shield of Nobility"** Obtained from level 4 (-9)
- **Upgrade of the "Sword of Nobility"** Obtains level 4 (-9)
- **Improved "Exploration"** from the Forum. New Rank 4,500 (+1,500)

96 Germania balance



GERMANIA

The German civilization is **strong, very strong**. And not always the most disciplined, **being undoubtedly more complicated to handle due to its unique characteristics** and the cost of obtaining food in such hostile lands.

The **German Fighter's price reduction** carried out in **Imperivm HD** gives you a **better ability to explore or defend against surprise attacks**.

And for example, **the Sorceress's lower cost in Gold** facilitates recruitment and compensates for the greater difficulty of the Germans to obtain Gold.

>>> **Germania / Imperivm HD / Balance detail**

- **Improved German Fighter**. Food: 80 (-40)
- **Improved Priestess**. Cost: 100 Gold (-100)
- **Teutonic Archer Balance**. Range: 300 (-200)
- **Warrior with Ax Improvement**. Added skill "Exhaustion" to replace "Triple Strike"

97 Gallia balance



GALLIA

The Gauls civilization was already one of the **most powerful**.

For this reason, balance in **Imperivm HD** focuses on **rewarding the use of all units**, including upgrades to Warrior, Warrior with Ax, Archer...

Finally, highlight the **improvement of "Warrior Tales"** that was hardly used and **is now really useful**. Put them to the test.

>>> Gallia / Imperivm HD / Balance detail

- **Balance of the Warrior.** The "Learning" ability is removed as they are not spiritual units.
- **Archer upgrade.** Attack: 10 (+4)
- **Balance of the Gallic Warrior.** Health 280 (+40)
- **Improved Warrior with an ax.** Speed 80 (+20)
- **Balance of the "Fand Warrior".** They are now immune to special attacks except for neutral units. The Order "Veteran Warriors of Fand II and III" is withdrawn, so they are recruited with a maximum of level 12.
- **Upgrade "Warriors Tales"** When a friendly unit is defeated add 1 Level point to your nearby units instead of 1 Experience point.
- **Upgrade "Produce female armor"** Cost: 2400 (-600)

98 Hispania balance



HISPANIA

The Iberians stand out for **their skill in the different types of maps and game types**. It also stands out for the Slingers, a unique unit among the different civilizations.

The **"Free Drinks"** offers some good benefits but at a high cost. In **Imperivm HD** the cost has been adjusted (-500) at the same time that the **population increases (+10)** and **now everything is more just what it provides**.

The Horsemen, **unlike those indicated by the historical sources**, were neither as fast nor as strong as the Gauls or Germans and **it has also been balanced in Imperivm HD**, recognizing the real worth of the Iberian horsemen.

>>> Hispania / Imperivm HD / Balance detail

- **Horseman upgrade**. Speed 175 (+15)
- **Improved Priestess**. Add the skill "Vitality"
- **Improved "Horses"** Defense 5 (+1) both at ranged and melee.
- **Improvement of the "Free Drinks"** Cost: 1,500 Gold (-500) and increases the Population to 20 (+10)

99 Carthago balance



CARTHAGO

This is undoubtedly **the more ambitious balancing process of one civilization in Imperivm HD**. We are proud to announce that **Carthage is back!!!**

In earlier versions, the **Carthaginians hardly came into play**. It was logical. **Practically all their units lagged behind the competing units** of the rest of civilizations by cost and characteristics.

Also because the **special abilities of the Heroes had hardly any synergies** with their own units.

The balances received **improve all its weak points and make it a top-level civilization in Imperivm HD**.

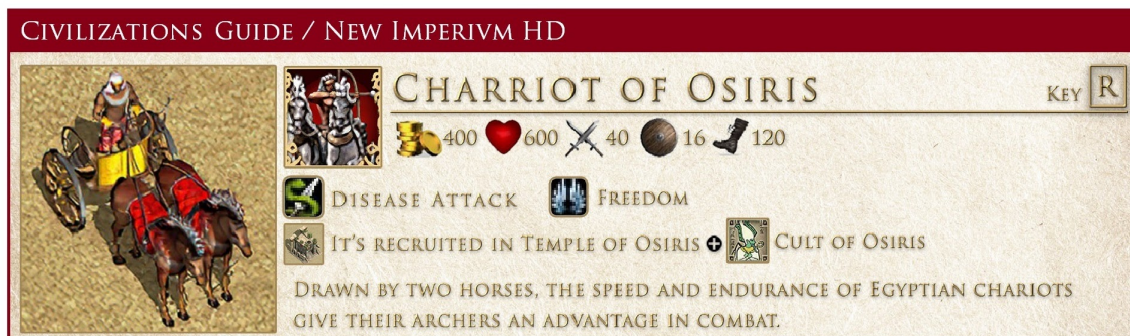
>>> Carthago / Imperivm HD / Balance detail

- **Hero upgrade**. Defense: 18 (+6) and Health: 1,200 (+200) and the ability "Forced March" is added to replace "Fidelity" and "Leadership" instead of "Rush".
- **Improved Libyan Lancer**. Speed 80 (+20) and Health: 180 (+30)
- **Improvement of the Mauritanian fighter**. Cost 360 Gold (-60), Health: 350 (+50) and Speed: 70 (-10)
- **Warrior upgrade with mace**. Speed 80 (+20)
- **Improvement of the Tuareg**. Cost: 360 Gold (-60) and Defense: 12 (+2)
- **Noble upgrade**. Cost: 350 Gold (-50) and Attack: 40 (+10) and the skill "Absorption" is added.
- **Improved War Elephant**. Defense 30 (+10), Health: 3000 (+1,000)
- **Upgrade "Shared Triumph"** Cost: 1,000 Gold (-1,000)

- Upgrade "Shared Force" Cost: 1,000 Gold (-1,000)
- Balance "Spoils of War" Now cannot be used with Sentinels or Catapults.
- Upgrade "School of Mahouts" Cost: 500 Gold (-300)
- Upgrade "Arcane Rituals" Cost: 1,000 Gold (=), Population 300 (-30) and now the Shaman can feed 5 nearby units (+3)
- Upgrade "Holy Legion" Cost 2000 Gold (-2000)
- Upgrade "Ferocity" Cost 2,000 Gold (-1,000)
- Upgrade "Attract population" Cost: 1,500 Gold (-1,500)

100 New guide of civilizations

All these improvements in the balance of each of the civilizations and the 99 units that Imperivm HD contemplates will be reflected better than ever in the new Civilizations Guide.



In high quality printed format, in XL size, in PDF, and also in Web format so that each balance update that is carried out in future versions will be immediately available to the Community.