

EFFECTS INTERACTIONS

Most of the effects above have a time duration but there are ways to remove them faster than it is expected. To do this we use a “Trait-anti-trait” system where a positive event can neutralize a negative and vice versa.
(In red is the anti-trait and in green the trait for quick reference)

Defiance.  This can be removed if you make a win in which you completely annihilate the opponent (regardless of size)

A **small defeat**  (for land)  (for sea) neutralizes a **small win**  (land)
or

A **Big defeat**  (for navy)  (for armies) neutralizes a **Big win**  (for navy) 

A **small win** ,  however does not negate a small loss while

A **Big win**  or  only negates a **small defeat** , 

If you fail an attack siege then you only get your  removed

Loss Land  is negated from **win land** 

If you **gain land**  removes the following effects **Loss land** 

Special cases. **Loosing a land battle as Sparta**  is always a Big defeat BUT
it can be neutralized by a **Big land victory**  or a **Siege Win** .

The same is for **every naval defeat as Athens**  (is neutralized with **Big sea**
victory  or a **Siege Win** )

News of **distant successes of AI in siege**  or **distant big wins in battles**  cannot
be negated

A **loss of a force** also cannot be negated .

