

POSITIVE EFFECTS

- TREASURY  : For Treasury >5000 -> PO = +5.

Treasury >10,000 -> PO = +10



Treasury >20,000 -> PO = +15



- NUMBER OF ALLIANCES  : For Alliances Nr >3 -> PO = +5



Alliances Nr >6 -> PO = +10

Alliances Nr >9 -> PO = +15

Alliances Nr >12 -> PO = +20


- SENDING ARMIES INTO FOREIGN TERRITORY will give the people a sense of winning since you are fighting away from own regions.. Keep in mind though that prolonged stays away have the opposite effect. For land units  you can keep troops abroad for 5 turns. Longer expeditions than this cause a minor harm to PO. Sea campaigning  permits you to stay away from your ports for longer. Trouble starts after 7 turns of absence. These factors do not apply for Persia.
 - Winning a battle

A) **small win**  (land) or  (sea) (this is a win in which are stronger than the enemy) : -> +10 PO for 10 turns **AND** -20% to Political Disturbance(each type).

B) **Big win**  (land) or  (sea) (this is a win in which enemy is stronger than you) : -> +20 PO for 15 turns **AND** -50% to Political Disturbance (each type).

- Winning a region

gain land  : -> +10 PO for 15 turns **AND** -20% to Political disturbance.

- Annihilating an army  .

(When you completely destroy an army of enemy or rebels.): -> +40 PO in this province for 1 turn

- Low Upkeep  .

By spending less than **40%** of your income for army/navy upkeep you gain a big boost to diplomatic relations. From **40 – 60%** A lesser bonus


NEGATIVE EFFECTS

- New Wars 


For every new war declaration you raise one weariness level until you reach **level 10** : -> PO (-2,-4,-6,-8,-10,-12,-14,-16,-18,-20)


- Defiance 

Every new war will give +60% in Political Disturbance

- Bordering Enemy 

-10 PO for every common border with enemies

- High Upkeep  . If you spend in Upkeep more than **60%** of total income then you get a minor penalty to diplomacy. Above **75%** the penalty is bigger



- Expansion Rate 



If you gain land too fast you acquire diplomatic penalties . Roughly if you gain 1 region / 3 turns you have a minor penalty and faster a bigger penalty. (each faction has its own rhythm). The Player is adviced to check his diplomatic standing often and if notices increased penalties should delay his rate of expansion a bit (maybe stand still for a few turns)

- PROLONGED FIGHTING 

You start with a small boost to PO (+10) due to early war enthusiasm but slowly every 10 turns or so PO drops regardless of the overall situation. (+10,+5,-3,-6,-9,-12,-15,-18,-21,-24,-27,-30,-33,-40)

- Loosing a Battle

A) **small defeat**  (for land) or  (for sea) (this is a loss in enemy is stronger than you) : -> -8 PO for 10 turns **AND** +25% to Political Disturbance (each type).

B) **Big defeat**  (for navy)  (for armies) (this is a defeat in which you lose a battle while stronger than the enemy) : -> -15 PO for 20 turns **AND** +40% to Political Disturbance (each type).



- Loosing land

Loss Land  : -> -12 PO for 20 turns **AND** +40% to Political Disturbance.

- Loosing an entire force

 : -> -12 PO for 4 turns **AND** +25% to Political Disturbance.

- Special cases

EVERY Athenian naval defeat  and **EVERY Spartan land defeat**  : -> -12 PO for 15 turns **AND** +33% to Political Disturbance.

