

Rome:Total War - Traits Triggers (Combat)

Trigger	Trait	A/D	W/L	Success	Type	Odds	Other	Char	Deg	%	Total	City	Cmbt	Pers
CaptureSettlement	VictorOthersVirtue							Not Roman	0.2	100	595	600	0	-5
CaptureSettlement	VictorRomanVirtue							Roman	0.2	100	50	0	0	50
CaptureWonder	VictorOthersVirtue							Not Roman	1	100	2,975	3,000	0	-25
CaptureWonder	VictorRomanVirtue							Roman	1	100	250	0	0	250
DestroyedFaction	VictorOthersVirtue							Leader, Not Roman	2	100	5,950	6,000	0	-50
DestroyedFaction	VictorRomanVirtue							Leader, Roman	2	100	500	0	0	500
EndInEnemyZOC	IndecisiveAttacker								1	10	-60	0	-60	0
PostBattle	BadAttacker	A	L	Clear	Normal	0.5-1.5			1	50	-300	0	-300	0
PostBattle	BadDefender	A	L	Clear	Normal	0.5-1.5			1	50	-200	0	-200	0
PostBattle	BadAttacker	A	L	Crushing	Normal	0.5-1.5			2	50	-600	0	-600	0
PostBattle	BadDefender	A	L	Crushing	Normal	0.5-1.5			2	50	-400	0	-400	0
PostBattle	BadRiskyAttacker	A	L	Crushing	Normal	0.16-0.5			1	50	-300	0	-300	0
PostBattle	BadRiskyAttacker	A	L	Crushing	Normal	< 0.16			2	50	-600	0	-600	0
PostBattle	GoodAttacker	A	W	Clear	Normal	0.5-1.5			1	100	600	0	600	0
PostBattle	GoodAttacker	A	W	Crushing	Normal	0.5-1.5			2	100	1,200	0	1,200	0
PostBattle	TacticalSkill	A	W	Crushing	Normal	0.5-1.5			1	5	11	0	11	0
PostBattle	GoodRiskyAttacker	A	W	Crushing	Normal	0.16-0.5			1	100	600	0	600	0
PostBattle	GoodRiskyAttacker	A	W	Crushing	Normal	< 0.16			2	100	1,200	0	1,200	0
PostBattle	TacticalSkill	A	W	Crushing	Normal	< 0.16			1	5	11	0	11	0
PostBattle	BadRiskyDefender	D	L	Crushing	Normal	0.16-0.5			1	50	-200	0	-200	0
PostBattle	GoodDefender	D	W	Clear	Normal	0.5-1.5			1	100	400	0	400	0
PostBattle	GoodDefender	D	W	Crushing	Normal	0.5-1.5			2	100	800	0	800	0
PostBattle	TacticalSkill	D	W	Crushing	Normal	0.5-1.5			1	5	11	0	11	0
PostBattle	GoodRiskyDefender	D	W	Crushing	Normal	0.16-0.5			1	100	400	0	400	0
PostBattle	GoodRiskyDefender	D	W	Crushing	Normal	< 0.16			2	100	800	0	800	0
PostBattle	TacticalSkill	D	W	Crushing	Normal	< 0.16			1	5	11	0	11	0
PostBattle	BadInfantryGeneral		L	Crushing			Infantry > 80%		1	100	-250	0	-250	0
PostBattle	BadCavalryGeneral		L	Crushing			Cavalary > 50%		1	100	-250	0	-250	0
PostBattle	HatesX		L	Crushing	Normal	0.5-1.5	FoughtCulture = X	Culture not X	1	40	100	0	100	0
PostBattle	FearsX		L	Crushing	Normal	0.5-1.5	FoughtCulture = X	Culture not X	1	20	-50	0	-50	0
PostBattle	BadCommander		L						1	50	-600	0	-600	0
PostBattle	GoodInfantryGeneral		W	Crushing			Infantry > 80%		1	100	250	0	250	0
PostBattle	GoodCavalryGeneral		W	Crushing			Cavalary > 50%		1	100	250	0	250	0
PostBattle	GoodCommander		W						1	100	1,000	0	1,000	0
PostBattle	BattleScarred						GeneralHPLost > 30		1	30	-82	-94	12	0
PostBattle	Brave						GeneralHPLost > 30		1	15	94	0	75	19
PostBattle	Berserker						GeneralHPLost > 30	Berserker 1+	1	30	159	0	159	0
PostBattle	BattleScarred						GeneralHPLost > 30	Roman	1	30	-82	-94	12	0
PostBattle	RomanHero						GeneralHPLost > 30	Roman	1	15	113	0	75	38
PostBattle	Brave						General Kills > 6		1	20	125	0	100	25
PostBattle	RomanHero						General Kills > 6	Roman	1	15	113	0	75	38
PostBattle	Brave						General Kills > 8	Roman	1	20	125	0	100	25
PostBattle	Bloodthirsty						General Kills > 8	Roman	1	10	31	0	31	0
PostBattle	RomanHero						General Kills > 8	Roman	1	20	150	0	100	50
PostBattle	Bloodthirsty						General Kills > 8	Roman	1	10	31	0	31	0
PostBattle	Coward						General not fought		1	10	-75	0	-50	-25
PreBattleWithdrawal	IndecisiveAttacker	A							1	100	-600	0	-600	0
PreBattleWithdrawal	IndecisiveAttacker	A				0.8-1.5			1	50	-300	0	-300	0
PreBattleWithdrawal	IndecisiveAttacker	A				> 3			2	50	-600	0	-600	0
UnderSiege	Austere								1	20	210	200	0	10

See readme_traits.txt for explanation