GAME MANUAL

Crown of Glory
~ Emperor's Edition ~

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

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BROTHER AGAINST BROTHER!
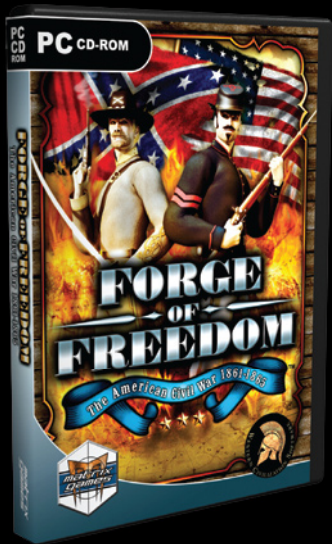
Forge of Freedom: The American Civil War 1861-1865™ combines grand strategy with battlefield tactics in one game, putting you in command at every level of the Civil War, from the mobilization of your nation's resources to the control of individual brigades during the fury of battle. Relive the days of America's greatest struggle: a time of blood, smoke, and glory.

Forge of Freedom is packed with historical detail. Control the careers of more than 1,000 generals – every general of the Civil War era. Equip your units with one of more than 50 types of period firearms and artillery. Field armies containing the Iron Brigade, the Orphan Brigade or 100 other legendary units. Choose your units' standards from a collection of over 700 authentic flags. Allocate resources toward research in order to gain improved technology and logistical support in five different areas of research. Engage in diplomacy with European powers and in domestic politics with historically accurate state governors. Command your navy to hunt blockade runners, blockade ports, launch amphibious assaults, and bombard forts. Customize your brigades by adding personnel and equipment: train sharpshooters and Zouaves, equip reconnaissance balloons and horse artillery, deploy raiders and scouts, manage engineers and signal corps, and much more!

Forge of Freedom allows you to customize the game rules: play with just the amount of complexity that you enjoy. The turn-based game structure allows you to play at your own pace. Battles can be resolved quickly or fought on a detailed battle map using a comprehensive system that models fatigue, morale, supply, facing, formation, time of day, reinforcements, command-and-control, weather, and even battlefield smoke.

Forge of Freedom is a unique game combining strategy and tactics in one design to offer you the chance to grab the reins of history.

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Command mighty Armies...

John Tiller's Battlegrounds of the Napoleonic Wars puts the player in command of the mighty armies of the Napoleonic era combined with the time-tested interface and turn-based game mechanics that made John Tiller's game design famous. With the choice of 2D or 3D battlefield views, a new look, smart AI, and more historical information than can be found in most public libraries, John Tiller's Battlegrounds of the Napoleonic Wars brings gamers scenarios, campaigns, and battles throughout Napoleons famous career.

Players can stomp across Eastern Europe with the original Napoleon in Russia scenarios, compete for position and advantage in Prelude to Waterloo, or fight Napoleon's dramatic final battle in the original Waterloo scenarios. Fans of John Tiller's Napoleonics game mechanics will find this compilation to be a convenient and riveting addition to their strategy library. With a simple yet effective difficulty slider, newcomers to the series can also enjoy John Tiller's excellent game design without having to cope with a ruthless, intuitive AI which would give even the most researched Napoleonics buff a challenge.

Command the mighty armies of Napoleon and redraw the map of Europe in

John Tiller's Battlegrounds of the Napoleonic Wars!

1. STARTING A GAME AND THE MAIN SCREEN

1.1 INTRODUCTION

Crown of Glory: Emperor's Edition is a historical turn-based strategy game and tactical simulator, set in the Europe of the Napoleonic Era—the period covering 1792-1815. Players control one or more of the great national powers—France, Britain, Prussia, Austria, Russia, Spain, Sweden, and Turkey, or one of the smaller powers, such as Bavaria—wielding authority over their nations' diplomatic, military, political, social, economic, mercantile and military spheres. At the strategic level, *Crown of Glory* is played on a map of Europe and the Mediterranean divided into nearly three hundred provinces and sea zones, through which one can move ships and troops; assign generals; fight battles; build units, developments and depots; manage economic income and labor; and direct diplomats, draft treaties, or win the allegiance of Europe's princes. At the tactical level, battles can be resolved instantly, played quickly on a chess-like grid, or resolved division-by-division, even brigade-by-brigade, on a detailed hex-map.

The goal of *Crown of Glory* is to accumulate *glory.* Glory measures the greatness and renown a nation accrues from foreign cities captured by sieges, enemy armies driven from the field of battle, diplomatic victories, happy citizenry, cultural development, and economic success.

Included in this release are a series of video tutorials which are accessible from the Game Menu shortcut on your desktop. We strongly recommend viewing these tutorials as well as reading the manual in order to get the greatest benefit from your game experience.

1.2 MAIN MENU

On beginning a new game of *Crown of Glory*, you will be presented with an opening screen:

At the bottom of this screen you will find the Main Menu buttons.

1.2.1 Local Game

This option begins a new single-player game (or hot-seat if desired). The Setup Local Game screen opens and allows the player or players to setup options:

1) **Human/Computer Control**: Click the button beside each nation's name to toggle human/computer control of that player.

2) **Leader Name**: Click on and type in a new name in the box for the leader, if desired.

3) **Power Level**: Click on the drop-down arrow to choose the power level. Lower levels decrease a nation's economic income, while stronger levels increase it. Stronger levels also provide a nation with more military units. You can also click on the Glory handicap to enter an amount of Glory with which the player begins the game. (It defaults to zero if nothing is entered.) This "handicap" can be positive or negative.

4) **Choose Scenario**: A historic scenario may be chosen by clicking on the Scenario button and selecting from the menu. The 1820 scenario is an ahistorical balanced scenario, in which the national powers begin on a roughly equal footing. Some scenarios also have both a Generous and a Challenging resource scenario variant. Generous scenarios provide relatively easy economic management, with ample resources; Challenging scenarios can require careful economic management, with

paltry resources. Finally, some scenarios permit the player to play one of the minor powers, in place of Sweden; in these scenarios, Sweden is made a minor power.

5) **Game Length**: Click the Game Length button to change the length.

6) **Economic Rules**: Click the Economy button to choose Basic or Advanced economic rules. The *Crown of Glory* economy uses economic resource income to manage economic improvements and military production. Basic rules use only two economic resources and require few economic decisions. Advanced rules use several resources, and require many economic decisions.

7) **Difficulty**: The player can choose how difficult the game is at the strategic level. Each level above Normal gives the AI players more resources, military experience, and other material benefits; levels below "Normal" give human players more resources.

8) **Combat Difficulty**: The player can choose how difficult the game is in combat. Higher levels make AI units fiercer and more deadly in combat.

9) **Victory Conditions**: Finally, you can choose what conditions will determine the winner of the game, in terms of glory points, or the player can choose the Path of Napoleon victory option (see below).

When you're finished setting up, click OK to proceed.

1.2.2 Load Local Game, Start/Load PBEM, Remote Game

Players can resume previously saved single-player games from a file menu, or start and resume a play-by-email or network game. *Crown of Glory* supports not only PBEM but also networked games (LAN, TCP/IP, serial connection, etc.) Detailed instructions for these are provided at the end of this manual.

1.3 Main Screen

1.3.1 Overview

The strategic map of Europe occupies most of the screen, centered on your nation when the turn begins.

Control Box, Game Buttons, Map Controls – Towards the bottom of the screen is a control box, with information about provinces

and units. This control box can be turned on and off by pressing the DELETE key. Above it is an info ribbon, which displays brief information about your nation, provinces, and units.

To the left of the control box are several game control buttons. Click the Options button to turn on and off various game features. Click the Game button to save a game, open a saved game, end the game, or exit the program.

To the right of the control box is a small mini-map of Europe, which you can click to quickly change the viewing area of the map. Above the mini-map are zoom buttons ("+") and ("-") which zoom the main map in and out. (You can also zoom in on and out of the map by holding down the <CTRL> key and using the roll button on a mouse.) There are also "R" and "M" buttons which respectively toggle on and off the Relationship Summary Bar and the map overlays.

At the bottom of the screen are various national statistics and economic resource stockpiles.

Economic Resources – Nations collect economic resources from their provinces each turn, needed for supporting armies, building units and provincial developments, and diplomacy. Below the control box are a nation's stockpiles of resources—in the simple economy, these are Money and Labor; in the advanced economy, there are more (see the *Advanced Economy* chapter for details). If in red, they are expected to shrink next turn. Mousing over them will show the expected income in each for the next turn, and clicking on them will display the expected income in all of them the next turn.

1.3.2 The Strategic Map

You can move the strategic map by a) sliding the cursor to the edge of the screen, b) using the arrow keys on your keyboard, c) holding the <SHIFT> key down and moving the mouse or d) holding down the middle-mouse button and moving the mouse.

Political Powers – The map is divided among the political powers of Europe. There are eight major powers, or *nations* in the game: France, Britain, Sweden, Prussia, Austria, Russia, Spain, and Turkey, also called "player nations" or "players". Nations are composed of provinces, outlined in their national color. There are also numerous minor powers, or *countries*--Baden, Naples, Egypt, etc., likewise composed of provinces. Some form part of a nation, and fall within the nation's borders—these are a nation's *conquests*. Some are only loosely controlled by a nation, and bear a dotted

outline—these are a nation's *protectorates*. Others are outlined in grey—these are independent.

Alternate Powers – Some scenarios permit the player to play one of a select group of minor powers as though they were a major power. In those scenarios, Sweden is made a minor power, replaced by the alternate power.
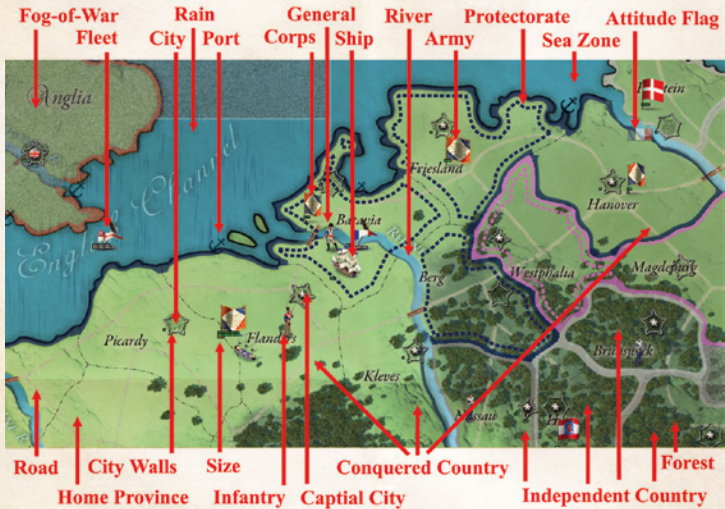
Fog of War – Much of the map is shrouded in Fog-of-War, hiding the actions of other players. Allied nations and military and diplomatic units can penetrate Fog-of-War to a certain degree.

Provinces and Sea Zones – *Provinces* are the geographical and political regions of Europe and the Ottoman lands during the Napoleonic era. The seas are divided into *sea zones*, used only for naval movement and battle. They are neutral territory, and are not possessed by any nation or country. Each province has a principal city.

Ports – Some cities have ports, represented by an anchor beside its shoreline.

Ports permit a fleet or a ship to move into a province, representing movement into the docks of the port for the purposes of protection or repair. Ships and fleets that are in port are displayed in the interior of the port's province.

Units – All nations, and some countries, control units. There are several different types of units: troop units, such as cavalry and infantry; container units, such as

armies, corps, fleets, and cities; Generals; Diplomats; ships; and depots. Each has its own figure or icon, wearing the color of its nation (blue for France, red for Britain, etc.) Multiple units of the same type in the same province are represented by a single figure, called a *stack*. (Stacks can be turned on and off using the Options menu--when the Compact Stacks option is turned off, units are shown individually, rather than in a stack.) Below each stack is a row of dots showing the number of units represented by the stack.

Container Units – Container units—armies, corps, fleets, and cities—can carry other units, within limits. Units placed into a container unit are said to be *attached*, and are collectively represented by the container unit icon—a flag, in the case of an army or corps; a pennant, in the case of a navy; and a city icon in the case of a city. Beneath each container unit is a row of dots showing the total number of divisions (or ships, for fleets) within the container, followed by a separate row showing the number of generals within the container.

Cities – Cities are a special type of container. Each land province has one, they are immobile, and they cannot be built or destroyed. Cities are controlled by the units they contain, and control of a city determines control of a province. If they are emptied, they remain controlled by the last player who held the province, until another player's holds the province. Players can also take control of a city by successfully besieging it and eliminating the units within the city.

Generals and Diplomats – Each nation begins with a set of historical diplomats and generals, including some monarchs, marshals, etc. These may be placed into containers.

Weather – Some provinces may have precipitation—rain, snow, etc. If so, you'll see a graphic in the province indicating the weather there. These show up somewhat randomly. Weather usually has adverse effects—it can stop movement, destroy supply lines, reduce economic income, and make battles more deadly.

Attitude Flags – Countries hold positive or negative attitudes towards the player nations. If this attitude is very strongly in a positive direction, a small flag of the favored nation will appear over each province of that country, to indicate its strong favor for that country.

Unit Production Chits – Provinces that are producing units bear a small chit icon in the center to represent unit production. Squares with an 'X' represent infantry; rectangles with an 'X' represent containers and ships; shaded rectangles represent cavalry; and diamonds represent artillery. Once these units are built, the chit will disappear and a unit figure will appear.

Movement Passage Cross-Hatching – Some nations may bear a pattern of cross-hatched lines, indicating an agreement to allow nations to move troops through its territory or that one nation is violating the territory of another nation—this will be explained below. Countries are always able to move troops through nations, and nations can always move troops through countries not controlled by an enemy nation.

1.4 Selecting and Moving Units

In general, left-clicking something with the mouse selects and activates it, and right-clicking something either de-selects it, or provides more detailed information and commands. You'll see a "Select" tooltip beside the cursor, with a dot to the left, and an "Info" tooltip, with a dot to the right.
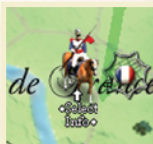
1.4.1 Examining Units and Provinces

Move the cursor over a unit figure or a province area to view information about that unit or province in the control box at the bottom center of the screen.

Unit/Stack Attachment Boxes – Right-clicking on a unit figure on the map will open an *attachment box* for that unit figure, listing all the units which the unit figure represents on the map, plus any Generals you can see on the map in that province. Provinces also have their own attachment boxes--if a province is ever too small to display all the units located there, you can view all the units and stacks in a province by holding down the CTRL key, and right-clicking on the province to see its attachment box. See *Attachment Boxes and Organizing Units* below for details.

1.4.2 Selecting and De-Selecting Units and Provinces

Select a unit or province by left-clicking on it. A green selection circle will appear below selected units, and selected provinces will be shaded green. You may only select units that are controlled by your nation. Sea zones can only be examined. When a unit is selected, other units and provinces can't be examined.

Information and controls for the selected unit or province are displayed at the bottom center of the screen, surrounded by a green border, indicating that the unit or province is selected. The names of the selected units and their Strength are shown at the upper-right-hand corner of the screen. While a unit or province is selected, other units may not be examined.

Selecting a stack selects the first unit in the stack. Clicking on the stack again will cycle through all the units. You can also select units from an attachment box.

To de-select a unit, hit the spacebar. You can also right-click on any province outside of Fog-of-War to deselect. (If you right-click on a Fog-of-War province, you'll get the right-click menu for that province, which you can clear by hitting <ESC>. See below for details about this menu.) Left-clicking on a unit's province also deselects the unit (unless you selected it from a container—see below).

Quick Build Menu –When a province is selected, it shows the Quick Build Menu for building new units in that province, above the control box. Players can build new units in a selected province using their nation's resources— the Quick Build Menu shows the units that a player can currently afford. This can be toggled on and off by pressing 'b' (the default is to "on"). Each displays a tooltip with its unit cost, and clicking on them issues a build order for that unit. The resources will be spent from a nation's income or its stockpiles, and a unit production chit will appear in the province until the unit is built. The new unit will then appear in the province, ready to be given orders. Unit production is stopped whenever one or more enemy troop units are in the province.
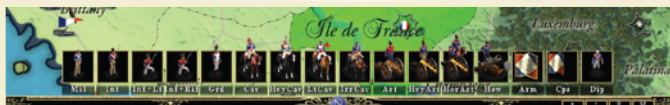
1.4.3 Moving Units and Move-Arrows

When a unit is selected, moving the cursor over a nearby province draws a move-arrow from province to province, shaded green, red, or both, so long as the unit has movement points available and there are no military, geographic, or political barriers to movement.

Generally each pair of arrows shows one move-order from one province to the next. Each unit has an Initiative rating that determines its chances of completing a move-order from one province to another. Each move from one province to another has a chance of failing, due to initiative, weather, or rough terrain. Green arrows show province-to-province move-orders more likely to succeed than red arrows do. Move-arrows are not drawn when the cursor falls over another unit or container. Left-clicking on a province when the arrows are displayed issues a move order to the unit, and the unit is redrawn there, though it has not yet moved there; it will try to move there, province-by-province, at the end of the turn. You may then select a new unit. Examining units that have been issued move-orders will draw those orders as faint move-arrows.

De-selecting a unit using the spacebar leaves any move-arrows remaining until the cursor is moved.

Undoing Orders – To undo a unit order, including move-orders, hit the <Backspace> key. This will undo them one by one; move orders will be undone province-by-province.

Movement Limits – Most units can normally move up to 3 provinces per turn. Generals and Diplomats can normally move 4, cavalry can normally move 5, and ships and fleets can normally move 6. Movement can be affected by weather, terrain, initiative, and the presence of enemy units. These limits can be increased with the right military Upgrades. (See the *Upgrades and Special Abilities* section in the next chapter for details.)

Moving Units Along Specific Paths – To order a unit along a more specific path, move the cursor over a valid province and hit the 'm' key. Paths can be set province-by-province in this manner, if necessary. Units remain selected after hitting the 'm' key.

Barriers to Movement – Units may only move into other nations' provinces if at war with them, by permission via diplomatic agreement, or if a nation chooses to violate the territory of that nation. They may always move through independent countries. The presence of enemy troop units (infantry, cavalry, or artillery belonging to a nation or country at war with you) in a province blocks a player from moving units out of that province. Naval units may not move on land, though when in port they are drawn in the port province. Troop units may not move in sea zones unless placed into naval units. Diplomats and generals can move through sea zones without being placed in a fleet.

Failed Movement – Units move province by province, with a chance to fail each time due to unit initiative, terrain or weather, until either their orders are complete, or they fail to move. All move orders are reset at the end of each turn, and each unit begins the next turn without any move orders, unless it has an auto-join order.

Auto-Join – You can give a troop unit or a General unit a city, corps, or army as a destination using the Auto-Join button, and the unit will try to join the destination. Ships can be given standing Auto-Join orders to join fleets. These orders persist over multiple turns until complete, or until the unit's movement fails.

Rendezvous/**Support** – You can also order a unit to move to a province, but only if another friendly unit moves there first, by pressing the 's' key. This lets you cooperate both with your other armies, and with your allies' armies.

Selecting Multiple Units – Left-click on a unit while holding the CTRL key to select more than one unit.

To select all the units in a stack, hold down the CTRL key while left-clicking on the stack icon. If multiple units have been selected, then the arrows will display only for the last unit that was selected. You can give move-orders to multiple units simultaneously this way.

1.5 Supplying Units and Waging War

1.5.1 Supply, Supply Depots, and Upkeep

Units (including naval units) need to be supplied to maintain their Strength levels, or they must forage and risk starvation casualties. Each province has a *Forage value*, shown on the province control box, which is the maximum level of Strength the province can support without starvation casualties.

Units within cities that are not under siege receive sufficient supply to avoid starvation casualties. Units outside of cities must be supplied by a *supply depot*, or forage from the province (or sea zone) they are in. Units can be supplied from a depot in their own province or from an adjacent province. Depots are free to build, but cost Money each turn to maintain, and will disappear one by one if they cannot be paid for. Depots cost twice as much to maintain in neutral or enemy territory, but they are necessary for supporting large armies, especially abroad.

To build a depot, first examine or select a province, then press the 'd' key or the Depot key in the control box, and a depot icon will be placed there. To reverse the order, or to remove any depot already in the province, likewise press 'd'.

Each unit costs a nation 1 Money to supply. This is in addition to the cost to maintain each supply depot. Supply depots enable the expenditure of supply costs; if a unit is not in supply, the nation does not spend any money to supply it, and it suffers the penalties of being out of supply. So long as a nation can pay supply costs, one depot is capable of supplying all

units within its own province, as well as all adjacent ones. If a unit is not in supply, or if a nation cannot afford its supply costs, any troops in excess of the province's Forage value will then suffer starvation casualties, about 10% of Strength per unit each turn.

Depots outside a nation's boundaries can only be built in a province adjacent to one that already has a Depot—so a Depot must first be built within the nation, and a chain of depots can then be built province-by-province to extend to a unit's province. If a break in the supply chain occurs, and there is at least a one-province gap between two depots, then each turn there is a very high chance that all the depots in a segment that does not extend to a province you control will disappear. You may therefore need to guard a supply chain with troops. Nations can share depots, but only if they have a treaty agreement to do so (see Basic Advisors below)—otherwise their units only draw supply from their own depots.

Naval supply chains, therefore, must begin with a depot on land, and extend into an adjacent sea zone. Note that it is very easy to disrupt unprotected naval supply chains, but a single frigate can ward off merchants and privateers. Ships can nevertheless still be supplied from adjacent depots, including land provinces.

Upkeep – Nations must also spend Money each turn on unit Upkeep, to maintain the Strength of its units. This is separate from Supply, and cannot be provided by depots—the Money is simply subtracted from a nation's income or stockpile. Upkeep costs are explained in detail in the *Military and Diplomatic Options* chapter. Units in cities pay only half their normal Upkeep cost. Units belonging to protectorates do not require Upkeep. If nation cannot afford Upkeep for a unit, it loses about 15% of Strength per turn.

1.5.2 Declaring War and Surrendering

To battle another nation or independent country's units, besiege its cities, or move into its territory, you must make a Diplomatic Action, such as declaring war or proposing a treaty. These are controlled from the right-click menu. Right-click on any province the cursor is over (or press F10 or the Menu key) to get this menu. One of the options will be the player's name: click on that name, and you'll see a sub-menu showing available Diplomatic Actions you can take against that nation, like Declare War or Surrender. You can only use a certain number of Diplomatic Actions per turn (see the *Politics* chapter for details). Some nations may begin the scenario at war with one another.

1.6 Ending a Turn, Sieges, and Battles

Each turn represents a month, and consists of two main phases: the *order phase*, and the *movement phase*. During the order phase, players give orders to the units under their control, though they are not carried out. If a unit is ordered to move from Switzerland to Tyrolia, the unit is re-drawn in the destination province—Tyrolia—but it will not move there until the movement phase.

End Turn Button – After issuing all orders, the player clicks the End Turn button, at the lower left-hand corner of the screen. After all players have submitted their orders, the movement phase begins. Orders are carried out in a specific sequence during the movement phase: cities are besieged, followed by diplomatic and military movement, and ending with political and economic events. A detailed list is found in the in-game Appendix.

Sieges – Whenever a troop unit is located in a province containing an enemy-controlled city, unopposed by any enemy troop units unattached to the city, then the city is besieged. Both sides suffer casualties, and if the Strength of the city's garrison is reduced to zero, the city falls to the besieger, who then conquers the province. Detailed siege rules are provided in the following chapter.

Battles – If enemy troop units end up in the same province, they will fight a battle (unless set to avoid battle—see *Unit Information and Controls* below). The player can choose how to resolve the battle: instantaneously; quickly, by using a simple battle grid; or in detail, by using a large hex map. Rules for each are found in the *Combat Basics* chapter.

> **Undoing Orders** – *Don't forget that unit orders can be undone by pressing the <BACKSPACE> key. Most unit orders (move orders, clicking unit buttons, etc.) can be undone in this manner, so long as the player has not yet ended his turn. Orders are undone in the reverse sequence they were given in; to undo the first order of a turn requires undoing all the others. Up to 500 unit orders can be undone. Other nation-level orders, like build orders for a province, cannot be undone.*

1.7 Attachment Boxes and Organizing Units

One of the best things you can do to improve your nation's fighting ability is to organize its troops and generals into container units.

Right-clicking on a unit or city opens its attachment box, with a bar for each unit, bearing its full or abbreviated name and the flag of its nation or country (or both, if its country is conquered or protected). Troop units show their Strength, and an icon representing the unit type, followed by a green and blue bar representing Strength and Morale levels respectively. The Strength of a container is the Strength of all its attached units. The bar for each container unit has a button to its left displaying either a plus ('+') or minus ('-') sign. Left-clicking these open and close the list of units within that container. Clicking on each bar

selects the unit, and opens the control box for that unit at the bottom of the screen; holding down <CTRL> and left-clicking selects multiple units.

Attachment boxes can be closed by clicking the Close button at the bottom of the attachment box, or by clicking the AutoClose button and moving the cursor out of the attachment box.

Province Attachment Boxes – Right-clicking on a province while holding down the <CTRL> key will open up an attachment box for the entire province, showing all units and container units for that province, including cities. You can also double-click on a province to open the attachment box for the entire province.

Moving Units Out of an Attachment Box – If you select a unit from an attachment box and close it, the unit will remain selected. You can issue move-orders to them as with any other selected unit. Clicking on the province where their container is located will remove them from the container, and place them directly into the province. Holding down the <ALT> key and left-clicking on a unit will also detach it from the container directly into the container's province.

Detaching units, including generals, may cause a container unit to cancel any move-orders it is given for that turn.

1.7.1 Attaching Units

To attach a unit to a container unit, they must be in the same province.

Some container units can contain other container units:

- **armies** can contain corps;
- **fleets** can contain armies, corps, and ships;
- **cities** can contain armies, corps, fleets, and ships.

No container unit can contain the same kind of container unit as itself (armies can't contain armies, etc.) Fleets can't carry units from another nation.

Capacity – Armies can hold up to 8 units, including corps units and all the divisions they may hold, to a maximum of 18 divisions (20 for French armies). Corps begin with capacity for 6 units (7 for French corps), and more can be added with upgrades. (See the *Upgrades and Special Abilities* section in the next chapter.) An Austrian army could hold two corps with 6 units each, plus 6 more divisions. A French army could hold two corps with 7 units each, plus 6 more divisions.

Attaching Generals – Attaching generals to containers improves the combat ability of all units within the container. Each general has a rank, displayed on his control box, or on his bar in an attachment box, from one to four stars. A four-star general influences all a nation's units in a battle. A three-star general influences all units in the army he is attached to. A Two-star general influences all units within a corps he is attached to. A one-star general only influences a random division. Spreading generals around is wise.

Attaching Units on the Main Map – To attach a unit or units to a container unit, select the unit or units, and move the cursor over the container unit. If the unit can be attached, a down-arrow will appear, and left-clicking on the container unit will attach the selected unit or units. The unit will disappear off the map, and you'll hear a click. If you do not see a down-arrow, then the unit cannot be attached to that container. (Some units can't be attached to others, as explained below.) Units are attached in this manner to the container unit at the top of the stack. To attach it to other units in a stack, you'll have to use the attachment box.

Attaching Units Using the Container Attachment Box – If you have selected one or more units from the main screen, you can right-click on a container figure to open its attachment box. You can then drop the selected unit(s) into the container unit by moving the cursor over the bar for the container unit in the attachment box; a down-arrow indicates you can left-click to attach it.

You can also attach the unit(s) to any container that the container contains (such as a corps in an army), and you can open and close containers while keeping the unit selected.

You can also select units from within the container box, and move them to different containers within the container box. You can move more than one unit at a time between containers in this manner, by holding down the CTRL key while you select the units you wish to move from one container to another, and then placing them together in the new container.

Finally, you can select units from an attachment box, and attach them to containers on the main map—for example, you can move an infantry unit directly from a corps in one army to a corps in another. Select the unit and close the attachment box, and move the cursor over a container unit on the main map; if you see the down-arrow, you can left-click to attach the unit. You can also right-click on the container to open its own attachment box, and then attach the unit.

> *Attaching (and detaching) units is equivalent to giving the unit a move-order, in terms of unit initiative; units can fail to attach or detach just as with any other move-order, in which case the remainder of the unit's turn is canceled.*

1.7.2 Moving Units Via a Fleet

Troop units and Generals can be attached to fleets for transportation across sea zones. One troop unit is allowed in a fleet per ship, but there is no limit on Generals. They are attached to the fleet as with any other container unit. Troop units cannot board a fleet unless both the units and the fleet are located in a port province, though they can be detached and unloaded into any province adjacent to the fleet that carries them. To unload, open the fleet's attachment box, select the units to detach, close the box, and click on an adjacent land province.

If the number of ships in a fleet falls below the number of divisions attached to the fleet, the excess divisions attached to the fleet will be expelled from the fleet (into the

depths of the ocean, to vanish from the game, if the fleet is currently located in a sea zone).

1.7.3 City Capacity

Cities can contain a number of divisions equal to the number of Wall development levels in its province (see the *Province Information and Detailed Controls* section below). This is shown by the number of sides the city icon has: three sides for 3 Wall or less, four sides for 4 and 5 Wall, five sides for 6 and 7 Wall, and six sides for 8 or more Wall. These divisions comprise the city's garrison. This limit holds regardless of the size of the divisions.

1.8 Unit Info and Controls

Divisions are the basic military unit, and when unattached are shown on the strategic map by a unit icon. When attached within a corps, army, fleet, or city container, the container's attachment box must be opened to get information about a unit.

1.8.1 Info and Controls for Divisions

Each unit has its own *control box* displayed at the bottom of the screen.

Info Ribbon For Divisions – When no units or provinces are selected, the info ribbon provides information about foraging units and projected starvation casualties, basic advice about needed resources if no units are foraging, or else is left blank.

It displays individual forage information for examined and selected divisions whenever they are not receiving supply. When unit is examined, it states the expected casualties for the next turn, based on whether they exceed the province's Forage value. (Detailed rules for supply and foraging are explained in the *Supply and Foraging* sub-section in the next chapter.) When a troop unit is selected, it displays a qualitative description of the Morale of the unit followed by a qualitative measure of its Strength (see Unit Statistics below). When examining or selecting a stack of units, only the information for the top unit is displayed.

Name and Flag – Each unit has a name, shown in the control box. To rename a unit, click on the name box, and type in the new name. Below the name is the flag of the nation or country which controls the unit. If the unit belongs to a country which is a conquest or protectorate of a nation, then a smaller flag of that country is overlaid on top of the nation's flag.

Unit Statistics – Next, you'll see three bars representing Strength (in green), Morale (in blue), and Initiative (in white). Note that if you move the mouse over each bar, you'll get a numeric value for the statistic.

- **Strength** – Strength is a measure of the men and equipment available to a division. Infantry and cavalry units have a maximum Strength of 10,000. For cavalry units, the Strength effectively includes horses, and so is about 3-4x the real number of cavalrymen. Artillery units begin with a maximum Strength of 3,000, which can be increased by military Upgrades. For Artillery units, Strength effectively includes cannon, and so is about 6-8x the real number of artillerymen. On the info ribbon, when units are selected, Strength is described by the percentage of its maximum strength a unit currently has:

    Badly Depleted (<25%), Depleted (26-50%), Partially Depleted (51-75%), Slightly Depleted (76-90%), Operating at Full Strength (>90%)

    Infantry and cavalry divisions depleted below Strengths of 1,000 are removed at the end of the movement phase, as are artillery depleted below a Strength of 800.

- **Morale** – Morale represents a unit's fervor and its level of training and experience. Along with Strength, Morale is used to determine how effective a unit is in combat, and will rise or fall based on its combat performance. Morale ranges from 1 to 10. On the info ribbon, when units are selected, Morale is described according to the integer level of Morale:

    Cowardly (1.x), Unsteady (2.x), Green (3.x), Regular (4.x), Seasoned (5.x), Experienced (6.x), Veteran (7.x), Elite (8.x), Fanatic (9.x)

    Regular infantry units' Morale cannot drop below 1.7. The only infantry units that can have Morale <1.7 are Militia.

    Regular infantry units' Morale also cannot climb higher than 8.0. The only infantry units that can have Morale >8.0 are Guard.

    Guard units' Morale can drop below 8.0, in which case they convert to regular infantry units. Militia and Guard are built individually, and have unique combat modifiers.

- **Initiative** – Initiative represents the relative ability a unit has to move on the strategic map. It is the basic chance that a unit will complete a move order, which is modified by other factors such as weather and terrain. (The *Initiative and Movement* section provides more details.)

To the right of the controls, you'll see a series of unit icons—the *number* of icons represents Strength (about 1250 each) and the *type* of icon represents Morale, giving you a picture of the overall effectiveness of the unit. Low-Morale units may show Militia icons mixed in with regular icons; high-Morale units may mix regular icons with Guard icons. (This does not necessarily mean the unit is Guard or Militia). Artillery units are an exception; the level of Morale does not change the icons displayed.

Supply / Forage toggle button – Units will normally supply themselves from depots whenever they are available, or from a city if placed within it, and forage outside a city and no depot is available. Units can also be ordered to forage regardless of nearby depots, or regardless of their location within a city. Units set to use forage receive a bonus to Initiative. The Supply/Forage toggle button displays the current setting—click it to change the other setting.

Inspect Orders – This button opens a list of all the unit's current orders.

Disband Unit – Clicking this button will order the unit to disband, removing it entirely from the game at the beginning of the next movement phase.

Auto-Join – This button opens a list of armies, corps, and cities, as well as their provincial location, which can be selected as the unit's Auto-Join destination. A division with an Auto-Join destination will, whenever it has no other remaining orders, try to move toward the province containing its destination and to attach itself to the specified container.

Special Abilities – Units can have Special Abilities, which grant them strategic and tactical bonuses. Special Abilities are purchased like Upgrades (see *Upgrades and Special Abilities* in the next chapter.) A list of Special Abilities can be found in the in-game Appendix.

1.8.2 Info and Controls for Armies and Corps

Info Ribbon For Armies and Corps – The info ribbon for armies and corps also shows supply status and expected casualties, if any. Casualties are distributed evenly throughout an army or corps' units. If the army or corps is receiving supply, the info ribbon may instead note whether there are Generals currently assigned to the army or corps.

Unit Statistics – The unit statistics for Armies and Corps are a little different than those for individual units:

- **Strength** – Gives the total Strength for the container unit. This is followed by the normal, or theoretical, maximum Strength for that army or corps. (This maximum can sometimes be exceeded, depending on a variety of factors.)

- **Morale** – Gives the average Morale of the units that the container unit contains.

- **Initiative** – The Initiative of an army or corps is the average of the Initiative values of the units it contains. Units within an army or corps may also receive an Initiative bonus.

Normal March / **Force March toggle button** – Players can specify whether armies and corps are using regular movement, or are moving by forced march. A unit moving by forced march receives +25% to its Initiative rating, but suffers penalties if it is involved in combat during the next movement phase.

Seek Battle / **Avoid Battle toggle button** – Units normally seek battle, and will fight another unit it is in the same province as. Units set to avoid battle will always avoid battle with another unit that is also attempting to avoid battle, even when they are in the same province. If a unit attempting to avoid battle is in a province with a unit seeking battle, there is a 50% chance per movement phase that they will have an encounter.

Inspect Orders – Shows the list of all the current orders given to the container.

Use Supply / **Forage toggle button** – This changes the supply/forage setting for all units in the army or corps.

Plunder / **No Plunder toggle button** – Units can be ordered to plunder the province it ends the turn in. Plundering provides free Upkeep for the army or corps and all divisions attached to it. Other effects of plundering are described in the *Plunder* section in the next chapter. Units begin the game set to No Plunder, and Plunder orders are always reset to No Plunder at the beginning of the next order phase. Note that a unit can plunder its own nation's provinces.

Set Siege Instructions – At the beginning of the movement phase, military units automatically besiege enemy cities if possible. (See the *Military and Diplomat Options* chapter below for details about sieges.)

1.8.3 Info and Controls for Ships

Ships and fleets are the only units that can move into sea zones. They can be moved into port whenever a player controls that province. The basic ship unit is called a "Ship 3rd-Rate".

Merchant Income – Merchant ships bring in Money to a player's nation. They display their expected level of income that turn on their unit info box (see the *Economy* chapter for details).

Unit Statistics – Ship strength is measured on a scale of 1-10. Ship units with a Strength of 2 or less are automatically disbanded the next turn. Ships Strength, Morale, and Initiative are only shown as graphical bars.

1.8.4 Info and Controls for Fleets

Unit Statistics – Like armies and corps, the unit statistics for fleets show the total Strength, average Morale, and average Initiative of all units in the fleet, as graphical bars. Fleets also graphically show their current Capacity (the number of troop units they are carrying) compared to their maximum (1 per ship).

Fleets also show numeric values for their current Strength compared to maximum Strength in their control boxes, followed by the number of troop units they currently carry compared to the maximum. They also show a numeric value for the average Initiative of the ships they carry.

Fleet attachment boxes show the current fleet Strength/10, followed by the current troop unit Strength/10000. Ships show their Strength.

Seek / Avoid Battle toggle button – If one side in a naval zone involves only privateers, then that side will automatically attempt to avoid any naval action, with a 90% chance of success. (Privateers are described in the *Military Units* section in the next chapter.)

Interception / No Interception toggle button – Naval fleets at sea have the ability to attempt to intercept enemy fleets in adjacent sea zones. A player may order a fleet to attempt to intercept or to ignore enemy fleets with the Interception / No Interception toggle button. A fleet attempting to intercept an enemy fleet has
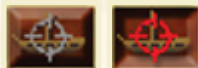
a 75% chance of moving to intercept. Fleets may only be intercepted in this manner during wartime. A fleet may only make one interception attempt each turn.

Inspect Orders – Shows the list of all the current orders given to the fleet.

Set Port for Fleet to Blockade – Clicking this button opens a list of ports that are possible to blockade from the sea zone. Selecting one orders the fleet to blockade the port—blockades reduce income from merchant activity, as described in the *Economy* chapter below.

Port Attack toggle button – A fleet can also be issued a separate order to make an attack on the harbor of that port. Harbor attacks are described in the *Quick Combat* chapter below.

1.8.5 Info and Controls for Generals

Each General has a historical image, displayed in the control box.

Generals' Attributes – Generals have three attributes – Morale Bonus, Initiative Bonus, and Tactical Bonus – that determine how effective the General is in combat. These bonuses are measured on a scale of 0 – 3.0. (See the *Quick Combat* and *Detailed Combat* chapters for details.)

- **Morale Bonus –** Provides a bonus to combat Morale of a unit under the General's command, providing various advantages.

- **Initiative Bonus –** Provides a bonus to combat movement for units under the General's command.

- **Tactical Bonus –** Provides a bonus to casualties caused during combat for units under the general's command.

Leader Abilities – Some Generals have one or more leadership abilities, which are described in further detail in the *Generals* section in the *Detailed Combat* chapter.

Rank – Every General has a rank of between 1 and 4 stars, shown on his control box and on his attachment box bar. Each rank provides the General with certain abilities, described in further detail in the *Generals* section in the *Detailed Combat* chapter. They can be assigned to container units to influence the divisions below them as follows:

- **4 Stars** -- National Commander – This General wields extraordinary authority within his nation, and can influence any unit on a battlefield.

- **3 Stars** -- Army Commander – This General can influence units in the same army.

- **2 Stars** – Corps Commander – This General can influence units in the same corps.

- **1 Stars** -- Division Commander – This General can influence a division which he is randomly assigned to in battle.

1.8.6 INFO AND CONTROLS FOR DIPLOMATS

Diplomatic Skills – Each diplomat has his own unique statistics, which affect his ability to carry out his orders:

- **Espionage** – Espionage is a measure of the Diplomat's ability to arrange political subterfuge and other acts of covert intrigue.

- **Influence** – Influence is a measure of both a Diplomat's personal charm and his ability to forge and to exploit political connections in order to sway changes of allegiance between countries, and to interfere in their internal political matters.

- **Legal** – A Diplomat's Legal skill is a measure of his ability to exploit laws and customs.

Set Detailed Order

A player can set one detailed diplomatic order for each Diplomat he controls. These are described in detail in the *Military and Diplomat Options* chapter below. Diplomatic activity occurs at the beginning of the movement phase before any units move. A diplomatic order's chance of success is related to the diplomat's diplomatic skills (Espionage, Influence, and Legal).

Another function of Diplomats is to reveal the level of Attitude of nearby nations and countries toward his own nation. See the *Attitude and Subsidies* section in the *Politics and Relations* chapter below for further details.

1.9 Province Info and Controls

Info Ribbon –When a province is selected, the info ribbon displays the total Strength for each of infantry, cavalry, artillery, and ship units in the province. This includes units in cities.

Flag – The flag of the nation or country which has control of a province's city will be displayed in the control box. If it was originally owned by a different nation or country, then a small flag representing that nation or country will be overlaid on top of the other flag.

Military Unit Production Queue – This shows the units under production in this province. Yellow bars indicate number of turns that must pass before the next unit will be built. You can click on the production queue area to bring up the unit production menu, or right-click to see details of unit production.

	Money 300	Horses 40	Labor 30	Men 19	Iron 30	Timber 60	Textiles 30	
Militia			20	2				
Infantry	52	21	20	2	21			
Jager Inf.	52	21	20	2	21		31	0/7
Guard	525	21	40	1	42		105	1/8
Cavalry	210	84	20	1	10			
Hv.Cavalry	210	126	20	1	42		42	
Lt.Cavalry	210	84	20	1	10		63	
Artillery	262	26	50	1	131	12		
Army	52	21	20				21	
Corps	105	42	20				31	
Fleet	52		20		21	105	31	
Ship 1st/2nd-Rate	131		60	2	105	63	21	
Ship 3rd-Rate	52		60	2	52	31	18	
Ship 4th-Rate	52		40	1	21	21	18	
Frigate	52		30	1	21	26	10	
Privateer	52			1	21	157		0/7
Merchant	78	30		1	10		105	1/7
Diplomate	315						105	2/7
<none>								

At the top, you will see the resources available for unit production, with a column for each resource. Below this, you'll see the unit production options (see the *Military Units* section in the next chapter) and their resource requirements for production. Units for which you have sufficient resources to produce will be highlighted in black, and their icon will appear on the left of the menu. The lines for units you don't have sufficient resources for will be grayed-out. There is also an option for "none" if you change your mind.

Production cannot progress if the province contains enemy troop units at the end of the movement phase.

Forage Value – An approximation of the unit Strength a province can support each turn is shown.

Depot Toggle ('d' Key) – This button either places a supply depot in the province being examined or selected, or removes a depot if one is already built there. Pressing the 'd' key from the main map does the same.

Reinforce To... — This button opens a list of all armies, corps, and cities under the player's control, as well as the provincial location of each. Clicking on one of these will make it the reinforcement destination for units built in this province: once built, new units will automatically be given Auto-Join orders to move there. (Containers themselves cannot be given Auto-Join orders in this manner.)

Labor and Money Production – This shows the resource production in the province, in the amount that the province would produce under normal conditions. The actual amount of resource production depends on a number of factors. This is explained in detail in the *Economy* chapter below. Note that the presence of three or more enemy divisions in a province eliminates all resource production income for that province for the turn.

Development Levels – These show the areas of development in a province and the level of development in each. (Note that only port provinces can contain levels of *Docks*.) Moving the cursor over an area of development will display a pop-up box showing the resource cost for the next level of development in that area. Developments a player can afford have a black background; developments a player cannot afford have a brown background. To build a new level of development, click on the button for that development. If the player can afford the next level, the development box will be highlighted in yellow. Each area has eleven levels of possible development (measured from 0 to 10). Development production stops if one or more enemy troop units are present in a province. (See the *Economy* chapter for information on development costs and effects.)

Changing your development before the current one is completed will cause most of the resources to be spent on that development to be lost.

Development Schedule – Each province has development areas, i.e. Guns, Walls, Barracks and Docks in the simple economy. These areas can be improved by building a new level of the development. The development schedule shows which development the province is working to improve and how long this is action is expected take (or it displays "none" if no areas are selected for development). A circular yellow dot beside the province's city indicates that the province is working on an area of development. A province may only work on one development area at a time.

Walls (10 mo.)

Diplomatic Actions and Relation Info for Foreign Provinces – *When viewing the control box for a foreign province, the Province Management button is replaced by a Diplomatic Actions button, and the Reinforce To... button is replaced by a Relation Info button.*

Diplomatic Actions

The Diplomatic Actions button allows a player to perform Diplomatic Actions directed towards that country, such as Subsidize or Declare War. (These options are discussed in more detail in the Politics and Relations *chapter.) The Relation Info button shows the relationships of the nations with respect to one another, along with their Attitude levels if there is an adjacent Diplomat. (Attitudes and relationships are also covered in the* Politics and Relations *chapter.)*

1.9.1 Intelligence Reports

Enemy Strength at the strategic level is always somewhat hidden from a player. Cavalry units provide a chance to reveal enemy Strength when a player right-clicks on an enemy provincial force that it can see. Each provincial cavalry force that can see the enemy unit compares its Scouting Value to the enemy cavalry's Screening Value. Sometimes intelligence is accurate, sometimes it is inaccurate, and sometimes intelligence reveals nothing about enemy Strength.

Scouting Check Results

For each provincial cavalry force that can see the enemy force, each regular cavalry adds 1 to its Scouting Value. Each Irregular and Cossack Cavalry adds 2, and each Light Cavalry and Lancer adds 3. Each enemy regular cavalry adds 10 to its own Screening Value. Each Irregular and Cossack Cavalry adds 20, and each Light Cavalry and Lancer adds 30. The closer the values, the better the chances of accurate intelligence, though even high Scouting Values can provide inaccurate intelligence.

Our scouts and spies report
that in Tyrolia there are
approximately:

25,500 Infantry
0 Cavalry
2,879 Artillery

The reliability of this report
is Great.

OK

1.10 Relationship Summary Bar

On the main screen, the TAB key is used to toggle the relationship summary bar open and closed.
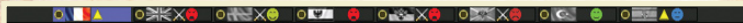
The relationship summary bar bears a flag for each nation in the game, one of which is highlighted in blue; move the cursor to change the highlight. Emoticons represent the Attitudes and political relationships between the highlighted nation and the other nations, happy faces for positive Attitude, unhappy faces for very negative Attitude.

Sometimes the emoticon is replaced with a number, the color of which determines its meaning:

- **White** – Shows Victory Points owed to the highlighted nation. When one nation surrenders to another, the surrendering nation owes a certain level of Victory Points. The victorious nation can spend these Victory Points to construct a treaty which it is then able to impose upon the defeated nation. See the *Politics* chapter below for details.

- **Yellow** – Shows peace turns remaining between the nation and the highlighted nation. Peace turns are in place at the end of each war, during which the former enemies may not declare war on each other.

- **Red** – Shows the Slaughter level for that nation, the Strength/100 of that nation that the highlighted nation has killed in battle.

Holding the cursor over one of the nations on the relationship summary bar will, after a few seconds, display all protectorates of that nation and minor powers with which that nation is at war.

> *Right-clicking on a nation on the relationship summary bar displays the Diplomatic Actions which the player nation may take towards that nation. Left-clicking on a nation centers the map on the capital of that nation.*

1.11 Reports and Report Controls

Events Report – The Events report button shows an Events report which summarizes everything that happened during the previous turn chronologically. Glory, for example, is listed twice; once at the beginning, showing players' Glory at the beginning of the last turn, and once at the end, showing players' Glory at the end of the turn.

This report can be automatically displayed at the beginning of each turn, using the Options menu.

Supplemental Reports – There are eight additional reports that the player

Event Report for Austria

Glory Report

Austria: 134		Spain: 35	
Britain: 45		France: 30	
Russia: 45		Turkey: 25	
Sweden: 40		Prussia: -24	

The first nation to reach 1000 Glory will be declared the victor.

The game will end in 115 Months.

National morale: Our people are feeling joyous. (503)

Siege Report

Close

can open to see more summarized information about a nation's performance. To view the reports tabs, move the cursor to the bottom edge of the map, just above the control box and info ribbon at the bottom of the main screen.

Clicking on a tab opens the report.

You may need to click on the report's scroll bar or use the arrow keys to read the entire report. When a report is open, it can be expanded and contracted by clicking on the triangular arrow to the right of the tabs. To close a report, click on either the 'X' below the arrow, or on the tab for the report that is currently open.

- **Economy** – resource production and consumption
- **Supply** – supply costs, reinforcements, and the drafting of troops
- **Production** – new unit production (i.e. new units built)
- **Battles** – battles (with casualties >0), sieges, naval actions, and Experience gained
- **Chat** – in a networked game, you can send messages to other players and to read messages from them, which appear in the Chat report
- **Political** – declarations of war, sneak attacks, surrenders, formation and dissolution of protectorates
- **Rumor** – contains random bits of information that may otherwise be unknown to the player. Some rumors may give false information. In a multi-player game players can spend diplomatic actions to attempt to plant rumors (see the *Declaring War, Surrendering, Alliances, and Subsidies* section of the *Politics and Relations* chapter for details).
- **Treaty** – new treaties for proposal, treaties ratified and dissolved, and the effects of treaties in force

Progress Reports – There are a few additional reports which can be reached from the Economy and Development Advisor screens. See the *Advanced Advisors* chapter for details.

1.12 Options, Game, and Advisor/ Strategic Info Buttons

Options – Clicking on the "Options" button will open up the options screen.

This will display the game options which you can toggle on and off. To turn off an option, click the button for the option, and it will become un-highlighted. To turn it back on again, click the button again, so that it is highlighted.

Game (**End/Save/Open Game**) – To end a game, click the Game button (or the ESC key from the main map), and select the appropriate button from the Game menu (End Game, Save/Save As, or Exit/Cancel). To start a saved game, click "Open", and browse for the saved game file.

End Turn – Ends a player's turn.

1.12.1 Advisor and Strategic Info Buttons

At the bottom left-hand corner of the screen are the advisor and strategic info screen buttons, providing access to the nation's advisor screens and a few informational screens about military units and provinces. Advisors are explained in more detail in the *Basic Advisors* and *Advanced Advisors* chapters. The following info screens are provided:

Overview – This shows the full map of Europe.

- The default view shows **Military Groups**, i.e. armies and corps. Each group is shown as a chit, the size of which represents known Strength. (Note that this takes military intelligence information into consideration,

and so the strength of enemy units may or may not be accurate.) 'XXXX' represents armies, and 'XXX' represents corps. Navies are also shown. Garrisons and individual units and their stacks are not shown. Question marks ('?') indicate where information about unit Strength is unknown.

- At the bottom are buttons to show other informational screens, including the nation's **Morale History** (i.e. National Morale) and **Glory History** the game so far, plus a nation's **Military Upgrades** and their benefits, as well as the list of a nation's **Political Goals** (provincial status objectives which, if achieved, provide Glory—see the *Politics* chapter for more info.)

- A **Battle History** is also provided, which shows a list of all battles that have taken place, including name, date, victor, total battle size (in Strength), the player's own casualties, and the total casualties. The **Battle Anim.** button shows each battle on the map of Europe as they were fought month-by-month.

- The **Diplomacy** button provides a Diplomacy overlay, showing portraits of each national leader, and connecting lines representing political status—red for war and green for alliance. (Otherwise the nations are at peace.) To return to the default view, click the Military Groups button.

- Last is a graph of national **Statistics** since the start of the game—a line shows the history of the selected statistic for each nation. Available statistics are Strength, in total unit Strength; Casualties, in unit Strength; Glory; National Morale; and unit quality (a combination of unit Strength and Morale).

Units – This provides a list of all a nation's units, including cities. It includes province location, army container (if any), corps container (if any), unit type, unit Strength, unit Morale, and any Special Abilities. If the unit is a container, a plus sign ('+') will show beside its name; click the plus sign, as in a control box, to expand the list and show the units the container holds. Click on a unit to rename it—you will get a dialogue box where you can enter the name and save, or close and cancel. Moving the cursor over the Ability column will show the unit's Special Abilities, if any. Click on the Location field to be taken back to the strategic map and select the unit there.

At the bottom of the screen are some filters—you can click on them to remove and replace certain types of units from the list: cities, Generals, armies and corps, naval units, infantry, cavalry, and artillery. Click on the Show Hierarchy button to turn the container display on and off—if off, all units are displayed without container relationships.

Name	Location	Army	Corps	Type	Strength	Morale	Ability
Italian Corps	Modena			Corps	11808	3.12	
Derol's Corps	Bavaria			Corps	14820	5.24	
Dutch Fleet	Batavia			Fleet	0	6.00	
Batavian Army	Friesland			Army	27269	5.07	
1st Infantry	Baden			Infantry	8000	6.00	
Merchant	Gascony			Merchant	10	5.00	
Army of Naples	Calabria			Corps	29000	4.14	
Armee d'Italia	Modena			Corps	41328	5.26	
VI Corps	Flanders			Corps	30703	4.50	
d'Hilliers Diem Drag	Flanders			Infantry	3166	4.50	
Grande Armee II	Flanders			Army	84721	4.36	
>Berthier	Flanders	Grande Armee II					
>Reserve Art.	Flanders	Grande Armee II		Corps	11516	4.50	
>>Jourdan	Flanders	Grande Armee II	Reserve Art.				
>>40th Artillery	Flanders	Grande Armee II	Reserve Art.	Artillery	2879	4.50	
>>39th Artillery	Flanders	Grande Armee II	Reserve Art.	Artillery	2879	4.50	
>>38th Artillery	Flanders	Grande Armee II	Reserve Art.	Artillery	2879	4.50	
>>37th Artillery	Flanders	Grande Armee II	Reserve Art.	Artillery	2879	4.50	
>Reserve Cav.	Flanders	Grande Armee II		Corps	57855	4.50	
>V Corps	Flanders	Grande Armee II		Corps	15350	3.75	
Grande Armee I	Flanders			Army	86830	4.90	
Merchant	Flanders			Merchant	10	5.00	

Show Hierarchy   OK

Provinces – This provides a list of all a nation's provinces, including information about protectorate status, developments being built and units under production, resource production (i.e. expected income next turn), Unrest status, and whether the province currently contains any depots.

Moving the cursor over the province name will show a tooltip with the province's principal city. Moving the cursor over the Development field will show the province's current developments. Clicking on it will provide a menu showing the cost for the next level in each type of development. Click on one to order the province to begin building that level. Clicking on the Production field will likewise show a unit production menu. Click on a unit to order the province to begin building one.

1.13 The Right-Click Menu

Right-clicking on a province will bring up a menu with options available for that province (including a link to the province management screen if the player controls that province).

- **Player** – This is labeled with the name of the nation or country the province belongs to; moving the mouse over

France
Inspect Units in Palatinate
Province Management for Palatinate
View Current Orders
Build Depot
Set PBEM Policy
Map Overlays
Advisors & Options
Game

this label will show a drop-down menu with options for declaring actions against that country (where applicable)—this is, for example, how one declares war against another nation or country. (Details are provided in the *Declaring War, Surrendering, Alliances, and Subsidies* section of the *Politics and Relations* chapter.)

- **Inspect Units** – This opens up a screen displaying the Military Advisor screen for that province. Details are provided in the *Military Advisor* section of the *Basic Advisors* chapter. Units can be assigned in the same manner as in an attachment box.

- **Current Actions** – This displays the current Diplomatic Actions (Declare War, etc.) given to the player's nation. These are displayed for the player's own nation, regardless of which province is right-clicked upon. Diplomatic Actions are declared using the Player sub-menu (see below).

- **Build Depot** – This builds a supply depot in that province.

- **PBEM Policy** – This opens up a screen which, in a PBEM game, allows a player to determine the overall disposition which that player's nation holds towards other nations—belligerence, friendliness, etc. (PBEM games, or play-by-email games, are described in the PBEM section in the in-game Appendix.) It is unrelated to the selected province. In non-PBEM games these settings have no effect (though in the advanced economy, they affect trade—see the *Advanced Economy* chapter for details).

- **Map Overlays** – toggles the selected overlay on and off the main map.
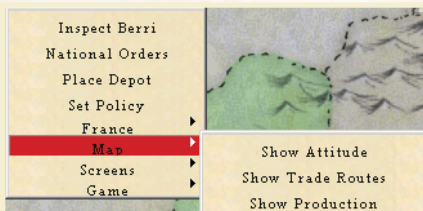
Show Attitude – Toggles pie charts for Attitude on and off the main map. The charts are shown for each independent country adjacent to a province in which the player has a Diplomat, shaded in the eight colors representing each player nation. Each piece represents the level of positive Attitude that country bears towards that nation, relative to its attitude towards other nations.

Show Production – Toggles Labor and Money resource production figures on and off for each province on the main map.

- **Advisors & Options** – Provides access to the Advisor and the Options screens, and the Game option provides options from the Game menu, and will be explained below in the *Game and Advisor Buttons* section.

2. Military and Diplomat Options

Most strategic military decisions may be automated by turning on the Strategic Expert (see the *Military Advisor* section of the *Basic Advisors* chapter).

2.1 Declaring War

To declare war on a nation, a player may right-click on any province outlined in that nation's color, and select the Declare War option (or the Surprise Attack or Total War option if desired).

2.2 Units, Cost, and Upkeep

Nations may build additional military units. (This can be automated by turning on the Military Production Expert--see the *Development Advisor* section of the *Advanced Advisors* chapter.) To build a unit a nation must spend resources to pay for the entire cost of the unit. Unit production cannot proceed if enemy troops are present in a province. Once a unit is built, it must also be paid for each turn by an Upkeep cost, in Money. Whenever a unit is built, it appears on the Production report. Unlike unit orders, build orders cannot be undone.

2.2.1 Building Units and Construction Cost

After the cost is paid, the unit is added to a province's production queue for the required number of turns. When the unit is completed, it appears in the province which was building it. In the meantime, a unit production chit is placed in the province.

When a new division is produced, it only has a Strength of 8,000, not the maximum of 10,000.

Build times for units vary, and are adjusted by the following conditions (see chart below for basic build times):

- Regular cavalry require 3 levels of barracks in a province to be built there.

- If a province has 4 levels of Barracks, then the build-time for infantry and cavalry is reduced by 1 in that province; if 6 levels , then build-time is reduced by 2; if 9 levels, then build-time is reduced by 3.

- Every 2 levels of Docks reduce the build-time of ships by 1.

- If there are already items in the queue, new items take longer to build (+25% of the sum of all the build-times for items already in the queue).

2.2.2 Feudal Levy

If a nation's army is small enough, it may receive bonus military units each year in a *feudal levy*, but only up to certain limits. Russia and the Ottomans receive special units (Cossacks and *Nizam-i-Cedid*, respectively) described in the special unit list below. Other players receive regular infantry, and possible cavalry. A nation stops receiving these units once its army gets large enough. Some countries receive feudal levy units as well. (In the advanced game, the feudal levy is managed using Feudal Dues—see the *Advanced Advisors* chapter for details.) Lowering a nation's Military Readiness below 100% eliminates this feudal levy (see the *Economy Advisor* chapter for details.)

Cossack Provinces – Russia's feudal levy produces Cossacks in certain provinces. These provinces are: Ekatrinoslav, Aleksandrovsk, Karkov, Taurida, Don Cossack, and Kuban. Cossack units are described below.

2.2.3 Mobilization Limits

Every player has a "Mobilization Limit", shown at the bottom of the main screen, which is the maximum number of troop units and ships-of-the-line that player can build and place in the field at any time. Money income from conquered provinces (but not protectorates) increases this limit; +1 for every 40 Money in the simple economy. Some Upgrades can also increase this limit. (See the *Upgrades and Special Abilities* section below.)

Each troop unit counts as 1 point towards the Mobilization Limit; ships-of-the-line count as .1 point each towards the limit; frigates and 4th rates count as .05 points each towards the limit. Militia do not count towards the limit until they reach a number equal to the provinces a nation or country possesses. One militia above this number counts as 1 towards the limit; two above the number count as 2 towards the limit; etc.

When a nation reaches its mobilization limit, it will lose the option to build units from the unit production menu, even if resources are available.

Advanced Unit Mobilization Limits – In addition, some unit types are also limited to a certain number per nation. A list of these can be found in the in-game Appendix. Reaching the limit for a unit type removes the option to build that unit from the unit production menu, even if resources are available.

2.2.4 Unit Information

The various costs in the chart below are the base resource costs, in the simple economy, to begin construction on a unit. In the Simple Economy, some units also require Experience (see *Upgrades and Special Abilities* below). In addition, each unit has a value for these factors:

- **Upkeep Cost** – the amount of Money required to maintain a unit each turn. Any turn in which Upkeep cannot be paid then the unit loses approximately 1/8th of its strength. Units in cities pay only half their Upkeep cost.

- **Turns to Build** – the base number of turns that elapse between the order to build a unit and its completion.

- **Base Initiative** – the base chance that an order to move the unit will be successfully executed.

- **Scout Chance** – the base chance that the unit will penetrate the fog-of-war one province beyond which it can normally see.

- **Move Sequence** – Some units are more likely to move first than other units. Cavalry and ships tend to move a little earlier than other units; Light Infantry, Generals, and Diplomats tend to move a little later.

Unit	Money	Labor	Experience	Upkeep Cost	Turns to Build	Base Initiative	Scout Chance	Move Sequence
Army	60	20	0	5	2	60	25	normal
Corps	120	20	0	5	1	60	15	normal
Infantry (regular)	80	20	0	2	3	50	10	normal
Militia	60	10	0	1	1	50	10	normal
Guard	430	40	25	9	18	60	10	normal
Light Infantry	160	20	5	3	8	60	15	delayed
Rifle Infantry	180	140	0	3	12	50	10	normal
Guerrilla Infantry	--	--	--	0	--	50	10	normal
Jager **Infantry**	70	20	10	0	6	50	10	normal
Landwehr **Infantry**	25	10	0	0	6	50	10	normal
Cossack Infantry	--	--	--	0	--	50	10	normal
Nizam-i-Cedid	--	--	--	0	--	50	10	normal
Cavalry (regular)	320	20	0	10	6	70	30	privileged
Irregular Cavalry	170	10	0	4	2	60	20	privileged
Heavy Cavalry	410	40	7	12	8	60	30	privileged
Light Cavalry	390	20	5	12	6	70	55	privileged
Lancer	570	20	25	15	12	70	55	privileged
Cossack Cavalry	--	--	--	4	--	95	30	privileged
Artillery (regular)	200	70	0	4	9	40	2	normal
Heavy Artillery	230	120	7	4	10	20	2	normal
Howitzer	230	50	0	4	9	40	2	normal

Unit	Money	Labor	Experience	Upkeep Cost	Turns to Build	Base Initiative	Scout Chance	Move Sequence
Horse Artillery	230	70	15	10	9	60	2	normal
Fleet	120	10	0	5	4	85	15	privileged
Ship (3rd-Rate)	80	30	0	2	12	85	10	privileged
1st/2nd-Rate	200	40	0	3	15	75	10	privileged
4th-Rate	50	20	0	1	9	75	10	privileged
Frigate	40	20	0	1	9	95	30	privileged
Privateer	40	0	0	0	9	60	10	privileged
Merchant	80	20	0	1	8	60	5	privileged
General	--	--	--	0	0	85	10	delayed
Diplomats	480	0	0	15	6	75	10	delayed
POW's	--	--	--	0	0	50	15	normal
Depot	--	--	--	15	0	0	0	0
City	--	--	--	--	0	0	20	0
Port	--	--	--	--	0	0	20	0

2.2.5 Special Units

The special units are variations on the basic units. Some, as noted below, are created by a nation's feudal levy. In addition, they all receive modifiers to the basic rules for combat; these modifiers are listed in the *Combat* chapters below. (A complete list of all units and their abilities can be found in the in-game Appendix.)

Some special units have national limits, for instance, no nation may have more than 3 Rifle Infantry or 5 Horse Artillery. National limits are displayed in the menu used to purchase units.

Militia – These are infantry with very low Morale.

Their Morale can never increase beyond 1.7, and their Strength can never be raised above 7500. Militia can move throughout their country or nation, but may never

cross its borders. Militia do not enjoy the benefits from Upgrades that other infantry have. Otherwise, they function like regular infantry.

Guard – These are infantry units with very high Morale.

When a Guard unit is produced, the Morale of a nation's regular units is reduced by .33 to represent the historical fact that Guard units were formed by removing the best soldiers from other units. Guard units can become regular infantry, if their Morale ever drops below 8.0. If this happens, they can never return to Guard status, and their icon changes to a regular infantry icon.

Light Infantry – These are faster infantry, better trained to skirmish and to fight in difficult terrain. Historically they correspond to an infantry division with several light infantry battalions attached. Requires the *Light Infantry Training* upgrade.

Rifle Infantry – These infantry units include riflemen, improving combat performance. Historically they correspond to infantry divisions with several rifle battalions attached.

Requires 8 levels of Barracks in a province to build it there.

Guerilla Infantry – These are infantry divisions that may appear when any nation's home territories are occupied. They are lighter but hardier than other infantry, and can make better use of terrain and forage.

Each occupied home territory has a 35% chance to produce a guerilla unit each turn. Spain and Turkey receive bonuses to this chance, as do nations targeted by *Total War*.

Guerilla units do not surrender but are disbanded instead. When a nation is no longer at war with anyone all of their guerilla units are disbanded. Guerilla units take only half normal foraging casualties. Guerrilla units cannot be attached to corps or armies.

Jager Infantry – These are less-powerful, less expensive rifleman units that only Prussia, Sweden, Austria, Russia and certain Germanic countries can produce. Historically, *Jager* were recruited from middle-class hunters who provided their own weapons and equipment.

Requires 2 levels of Barracks in a province to build it there.

Landwehr Infantry – These are less expensive light infantry divisions that Austria and Prussia may build. *Landwehr* are only available for Austria starting in 1808, and for Prussia in 1813.

Cossack Infantry – These are infantry divisions that only Russia may raise.

Each May, Russia receives enough Cossack units, divided equally between infantry and cavalry, to make its total number of Cossack units equal to its Feudal Dues level multiplied by the number of unoccupied Cossack Provinces it owns, and divided by 25 (rounded down).

Cossacks take only half normal foraging casualties.

Nizam-i-Cedid – These are elite infantry units that only Turkey can produce.

Nizam-i-Cedid are created with a higher Morale than Turkish infantry normally receive.

Irregular Cavalry – These are a weaker, less expensive type of cavalry unit.

Heavy Cavalry – These are a slower but more powerful type of cavalry.

Requires Barracks development level 4.

Light Cavalry – These are a more nimble type of cavalry.

Lancers – Similar to light cavalry, but Lancers are also talented at charging and breaking squares.

Requires Barracks level 7 to build.

Cossack Cavalry – These are cavalry divisions that only Russia may raise.

Cossacks take only half normal foraging casualties.

Heavy Artillery – These are a more powerful type of artillery.

In the Advanced Economy, Heavy Artillery require Factory development level 5.

Howitzers – These artillery units do not require an unobstructed line of sight when firing.

Horse Artillery – These are a more mobile, yet weaker, type of artillery.

Requires Barracks development level 3.

First/Second-Rates – These are a heavier, more powerful type of vessel than the regular 3rd-Rate ship unit, with more guns. Historically, first/second rate ships were much more expensive than the more common third rates.

Fourth Rates – These ships are very poor at fighting, and may represent obsolete or inferior ship designs.

Frigates – These are less powerful but faster vessels which protect friendly ships during a retreat, pursue enemy ships after a victory, and combat privateers.

Privateers – These are merchant ships which can get their goods by seizing cargo from other nations' ships. Hence, they have some combat ability.

A privateer in a sea-zone steals resources from merchants operating in sea-zones. More information on privateers can be found in the *Economy* chapter below.

Privateers cannot be put into fleets.

Merchant Ships – These represent the largest, armed trading vessels, which may participate in combat, though they are very weak.

A merchant in a sea-zone provides monetary income to the nation that controls it. More information on merchant ships can be found in the *Economy* chapter below.

2.2.6 Generals, Diplomats, and POW Units

Generals – Generals provide a bonus when brought into combat. Additional Generals are sometimes added within a nation's borders as the game progresses, on a historical timeframe. New Generals can also be created as a result of combat. These Generals will appear on the site of the combat.

Diplomats – Diplomats may move into and remain located in sea-zones, though a Diplomat at sea cannot engage in any Diplomatic activity.
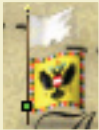
POW's (**Prisoners of War**) – Surrendered units become Prisoners of War, under the control of the player who captured them. Surrendered cavalry are stripped of their horses and turned into infantry units. Surrendered artillery come under permanent control of the capturing player, and have their Morale lowered to 2.5.

POW's cannot be deliberately disbanded, though they are automatically disbanded under certain circumstances.

2.3 Fame, Promotion, and New Generals

Fame and Promoting Generals – Generals earn Fame by participating in battles. Each nation has a certain minimum number of 2, 3, and 4 star generals; if a general is killed in battle, the highest-Fame general of any lower rank, who qualifies for the next rank, is promoted to the deceased general's level. 200 Fame are required for 2-star; 300 for 3-star; and 400 for 4-star.

New Generals – After every battle with a casualty level of at least 2000 Strength, there is a small chance that each nation participated will gain a new General, with semi-random ratings, in the province where the battle was fought. The chance increases relative to the number of casualties in the battle.

2.4 Diplomat Abilities

As noted above, Diplomats can be given orders, to be carried out in a specific province, country, or nation, using their diplomatic ratings (Espionage, Influence, and Legal). Their success is determined by a random check against one or more of their ratings. Diplomat orders can be automated by turning on the Diplomacy Expert (see the *Diplomacy Advisor* section of the *Basic Advisors* chapter.) Diplomatic orders are carried out before unit orders. The orders and their requirements and effects are:

- **Obscure** – Uses Espionage to hide the Diplomat's province within fog-of-war from other players. Chance to succeed outside the Diplomat's nation is ½ the rating.

- **Spy** – Uses Espionage to penetrate fog-of-war in the Diplomat's province. Makes another check against Espionage to reveal production. (Revealed production is displayed in the player's Events report.)

- **Charm** – Uses Influence to increase the player nation's Attitude with the country or nation the Diplomat is in, up to roughly twice the Diplomat's Influence.

- **Goodwill** – Uses Influence to increases the Attitude of all countries and nations adjacent to the Diplomat's province, up to roughly the Diplomat's Influence.

- **Malign** – Uses Legal to lower the Attitude of the nation most favored by the country or nation the Diplomat is in, up to roughly the Diplomat's Legal.

- **Insurrection** – A check is made against both Espionage and Influence to cause Insurrection in the Diplomat's province, which then reverts to independent status, so long as the it is not a homeland province of a nation (see the *Politics and Relations* section for information on homeland provinces). If unsuccessful, the Attitude of all countries toward the Diplomat's nation is lowered by 50.

- **Expel** – Uses Legal to capture or expel enemy Diplomats from a country or nation. Enemy Diplomat also makes a Legal check to avoid expulsion; higher check succeeds. Chance to succeed is halved for countries and nations outside the Diplomat's nation. Diplomats may not be expelled from their home nation. Expelled Diplomats are returned to their nation's closest homeland province.

- **Delay Battle** – Uses Legal minus 20% to stop any battles from occurring in the Diplomat's province for a turn.

- **Propaganda** – Uses Espionage to lower positive National Morale in enemy nation, if located there, by up to half the Diplomat's Espionage rating. If enemy National Morale is negative, Propaganda has no effect.

- **Coup** – Checks against Influence, Espionage, and Legal, to take possession of an independent country. If unsuccessful, the Attitude of all countries toward the Diplomat's nation is lowered by 30, and there is a 20% chance that the country in which the Diplomat attempted the coup will seek the protection of one of the nation's enemies.

- **Pressure Peace** – Checks against Legal and Influence to force enemy nation, if Diplomat is located there, to either give up 10-50 Money, or

accept a cease-fire. (In PBEM games, the target of *Pressure Peace* will always automatically pay the Money instead of accepting a cease fire; if the target does not have enough Money, then its Money stockpile falls to zero.)

- **Resistance** – Uses Espionage, and Influence minus 20 to create an allied Guerrilla unit in an enemy-occupied province.

Diplomats' Legal ratings also affect terms of surrender. (See the *Victory Points* section in the *Politics and Relations* chapter for more information.)

2.5 Upgrades and Special Abilities

Upgrades reflect the military training a nation has focused on, granting strategic and tactical advantages. Each nation starts the scenario with a pre-determined list of Upgrades. Special Abilities are additional strategic and tactical advantages that may be purchased for individual units. Some units begin each scenario with Special Abilities. Upgrades and Special Abilities are purchased using Experience.

2.5.1 Earning Experience and Naval Experience Points

During the game, players earn Experience and Naval Experience points, with which they may purchase new Upgrades and Special Abilities. These point totals are shown towards the bottom of the main screen (as well as on the Economic Advisor screen; see the *Economy* section below). Experience and Naval Experience points can be earned in several ways:

- **Barracks** –Every quarter (i.e. in January, April, July, and October), a player gains Experience from each province equal to the square of the barracks level, divided by 10. He earns Naval Experience equal to the square of the docks level, divided by 10.

- **Glory** – After battles, players earn Experience or Naval Experience in proportion to the Glory won from the battle by the victor. Victors earn 1 Experience per 1 Glory. Defeated nations earn ½ Experience per 1 Glory.

- **Surrender** – The first time a nation surrenders in a game, it gains 300 Experience. Subsequent surrenders earn a nation 50 Experience. This represents the military reforms that defeated nations were more likely to engage in during this period.

- **Major Events** – Major events can also provide Experience. See the *Economy and Major Events* chapter for details.

2.5.2 Buying Upgrades

The number of Upgrades that can be purchased with these points is shown on the Upgrade button, at the lower-left-hand corner of the main screen. When a player has enough Experience to buy a new Upgrade, he can click the button, or hit F3 to see the list of Upgrades (if he doesn't have enough Experience, hitting F3 has no effect). He then clicks on the first Upgrade he wants. If he has enough remaining Experience, he can continue to select Upgrades until he doesn't have enough Experience left to buy any more. He can also choose to save his Experience until the next turn. Only Experience can be spend on troop Upgrades, and only Naval Experience can be spent on naval upgrades.

Each Upgrade on the list shows a description of its effects. Some upgrades feature embossed numbers, describing the level of the upgrade they represent. A list of Upgrades and their functionality is given in the in-game Appendix. Most Upgrades improve the performance of certain units in Detailed Combat. (These improvements are also abstracted for Quick Combat).
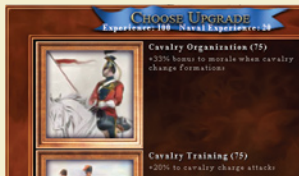
2.5.3 Buying Special Abilities

Each unit may have up to two Special Abilities (a table of Special Abilities is provided in the in-game Appendix). To purchase a Special Ability, click on one of the open slots on the unit's control box; this will bring up a list of available abilities. Clicking on one will purchase that ability for that unit. Some special abilities can only be purchased for specific types of units, and all of them have a minimum Morale requirement for purchase. A list of all special abilities is provided in the *in-game Appendix*.

2.5.4 Experience Cost for Certain Units

When playing under the simple economy, some units have an experience point cost to purchase. These costs are given in the table in section 2.2.4.

2.6 Initiative and Movement

Whenever a unit attempts to move between two provinces or sea zones, it must make an *Initiative check*. The base chance of succeeding this check is given by a unit's Initiative rating. This chance is modified by roads, province control, upgrades, unit orders, and terrain. If it fails the check, its movement ends.

2.6.1 Road Movement

Some provinces have roads drawn between them. These are different from Roads developments. Movement along roads is always at 100% of Initiative, regardless of terrain, and lowers the effects of March Attrition (see below). Adverse weather conditions can reduce initiative for movement along a road below 100%.

2.6.2 Basic Modifiers

The following modifiers apply to units' Initiative rating for the Initiative check:

- +5% for each level of Roads development
- +10% for movement into territory their nation controls
- +10% for each March Logistics upgrade
- +25% if moving while under orders to forage
- +25% if moving by forced march
- Movement within enemy-controlled provinces lowers Initiative significantly.

2.6.3 Terrain Modifiers

Terrain is located in both the center of provinces and along the borders of provinces. For each move from one province to another, the worst terrain encountered among the border terrains and the center terrain is used to determine Initiative penalties.

Central terrain affects all movement into and out of the province, and all combat.

Border terrain affects only movement across that border; border terrain only affects combat if an attacking unit moved through the terrain on its way to battle.

Infantry and generals move across terrain most easily; cavalry a little less easily; and artillery move with the most difficulty.

- **Clear** and **sea zones** provide no terrain penalty to Initiative.
- **Rivers** are mixed (from a -10% penalty to infantry to a -40% penalty for artillery)
- **Forests** and **Deserts** are moderately difficult (with a -30% average penalty)
- **Marshes** are more difficult (with a -40% average penalty)
- **Mountains** are very difficult (with a -50% average penalty)

2.6.4 Weather Modifiers

Weather also affects movement Initiative. Weather in each province the unit moves through affects movement individually.

> *On the strategic map, a rain pattern is used to depict the Rain, Storm, and Flood weather types. A snow pattern is used to depict Snow, Heavy Snow, and Ice. (Fog is not used on the strategic map.) Players do not know precisely which weather type each pattern indicates.*

- **Rain** and **Fog** provide a small penalty to initiative (approx. -25%).

- **Snow**, **Ice**, and **Flood** provide a moderate penalty (approx. -50%).

- **Heavy Snow** and **Storm** provide a high penalty (approx. -75%).

Weather can also destroy depots in a province before they supply units, if they are located in a province outside their player's control.

- **Snow** has a 50% chance of destroying a depot.

- **Heavy Snow** and **Storm** have an 85% chance of destroying depots.

2.6.5 March Attrition (higher difficulty levels)

March Attrition only operates at higher difficulty levels, as shown on the setup screen at the beginning of the game. It only affects human players. Each time a unit moves to a new province, it loses a certain amount of Strength, depending on the game's difficulty level, as shown on the Setup screen. This percentage only applies to Strength above a level equal to 300xMorale. (So, for example, a unit with Strength 10000 and Morale 5, suffering March Attrition of 10%, would lose 10% of (10000-(300x5)); 10% of 10000-1500 is 10% of 8500, which is 850.) The following modifiers are multiplicative:

- Units in friendly provinces only lose 80%

- Units moving on roads lose 66%

- Units with the Baggage Train special ability lose 66%

- Artillery lose 33%

- Units lose 125% when moving into or out of a province with Snow or Heavy Snow

- Units under Force March lose 150%

2.6.6 Naval Movement

Naval movement has no terrain modifiers, but it can be affected by weather. In addition, players at war with the Ottomans cannot move through the Bosporus strait (near Istanbul).

2.7 Supply and Foraging

Units are supplied by depots if they are in or adjacent to a province containing one built by their nation, an allied nation, or a nation with which it has a treaty agreement to share depots; they are also supplied if in garrison inside a city and are set to Use Supply. If none of these are the case, units are not supplied, and must forage. Each division costs 1 Money to supply.

2.7.1 Supply and Supply Depots

Units out of supply suffer significant penalties in combat, so it is of utmost importance to keep armies supplied abroad. Remember that supply depots must be built in chains of adjacent provinces that extend back to a player's territory, and that supply chains must be guarded: unguarded depots are destroyed by the presence of enemy troops (and even guarded units have a chance to be destroyed by enemy troops). Heavy weather (Storm or Heavy Snow) may also destroy depots.

A player's depots in extraterritorial provinces where a battle is fought can be destroyed as well, even if a battle is avoided or if the player guarding the depot is victorious in battle. The chance depends on the number of units in each opposing force. The presence of Cossack units (especially Cossack Cavalry) increases the chances of the depot being destroyed.

High Attrition – Berne, Zurich, and Uppland are all "high attrition" provinces; supply cannot extend to these provinces, nor may depots be built in them.

2.7.2 Foraging

If a unit must forage, the Strength of all units, friendly and foreign, in the province is compared to the Forage value of the province. Each player's units lose 16% of the Strength by which the total exceeded the Forage value, distributed evenly among each unit.

- Unrest halves the normal Forage value of a province
- Harsh weather and winter turns (Nov-Mar) also reduce the Forage level
- Units in enemy territory double the normal loss

- Losses are also tripled in desert provinces, and during winter turns in the northern regions of the map

- Foraging casualties are halved for nations that have the *Organized Foraging* Upgrade, and also for Guerilla Infantry, Cossack Infantry, and Cossack Cavalry units.

2.8 PLUNDER/PILLAGE

Units set to Plunder have a 12% to gain a small amount of random resources, they have a small chance to destroy one level of a random development within a province, and plundering units do not require an upkeep cost. Units cannot plunder in neutral territory, though they may plunder their own provinces (at a cost of National Morale). A plundering unit that lowers a development area in a province and has a Morale greater than 1.7 (Militia level) and less than 7.5 receives a .05 Morale increase. Units plundering in enemy territory lower Attitude with that enemy by 50 points and with all countries by 10 points. Plundering appears the following turn on the Battles report.
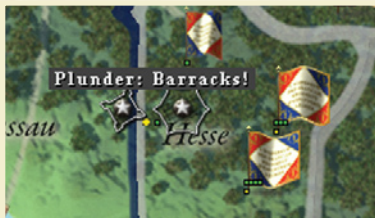
A plunder message is shown for successful plunders, unless the Show Pillage option is turned off. Units reset to No Plunder at the end of their turn.

2.9 SIEGES

Sieges of cities occur only when units are unopposed by any non-garrisoned units in an enemy province. If there is no garrison, the province is immediately occupied, or conquered if it is the capital province—see the *Politics* chapter below for details on occupation and conquest.) Sieges occur before troop movement, and are mentioned the following turn on the Battles report.

Sieges and Resource Income – Resource income is always eliminated in besieged provinces, regardless of how many enemy troops are present.

Siege Check – Units besieging a city first make a *siege check*. Both sides of the siege have a *siege strength*. The following provide about the same level of siege strength:

- every 10,000 Strength of besieging infantry or cavalry

- every 3,333 Strength of besieging Guerilla

- every 3,333 Strength of defending infantry or cavalry

- every 1,111 Strength of defending Guerilla

- every 1,500 Strength of artillery on either side

- every 1 level of *Gun* development in the besieged province

- every 10 ships in a fleet set to blockade the port of a besieged city

Each unit with the *Engineers* special ability counts as triple its Strength

This is multiplied by a random value on each side. If the besieger's result is higher, then the siege check was successful. Otherwise, it fails.

Success: Attack – If the siege check is successful, an attack is made, and both sides suffer casualties based on a number of factors including unit Strength and Morale. The garrison may then surrender, ending the siege, or the besieger may be repulsed, leaving his units in the province to make another attempt next turn.

Failure: Continue Siege – If the siege check is not successful then the garrison will suffer some casualties regardless, representing losses to skirmishing and starvation. (Un-blockaded ports suffer less than other cities—see *Blockades and Harbor Attacks* in the next chapter.) The siege will continue the next turn, when a new siege check will be made, unless other factors intervene (the presence of enemy troops, new orders for the besieging units, etc.)

Minimum Siege Strength – If the besieger's siege strength is below half of the defender's siege strength, then the siege is called off.

Super-Fortress Gibraltar (et al.) – Gibraltar is a Super-Fortress, and defending units suffer far fewer casualties than in other cities. Danzig, Helsingfors, and Petrowardein are also more difficult to besiege than normal provinces.

Siege Instructions – Armies and corps that are part of forces besieging a city may have one of three siege instructions:

- **Normal Siege** – This is the standard method of resolving sieges, and is always used for unattached units.

- **Starve the City** – This is a slow, though safer, way of besieging a city. No siege check is made; the garrison simply suffers the starvation casualties.

- **Charge the Walls** – This is a reckless attack on the city. The attacker receives a large bonus to his siege check but takes a much higher level of casualties in any ensuing attack on the city.

Capture, Occupation, and Conquest – If a garrison surrenders or is reduced to zero Strength, the besieger captures the city and occupies the province (or conquers it, if its owner's capital city is also captured). If there are any troop units remaining within the city, they become captured POW units. Ships and fleets escape to the nearest sea zone, unless they are blockaded by the same player, in which case they are captured.

However, if all besieging units have already been given move orders to move out of the province, and they complete their move orders after the siege, then the province is not occupied, and the enemy units are not captured.

Multinational Sieges – If a city under siege is captured after a battle involving a multi-national besieging force, the city and province will come under the control of one of the besieging nations, determined at random but influenced by each nation's contribution to the siege in this location.

2.10 Ship Repair and Restoration

Repair – If a ship is located in a friendly or allied port, each level of Docks development in a province gives an equal number of ships a 50% chance to regain 1 level of Strength each turn; this repair occurs at the end of the turn. So, in a fleet of 10 ships in a friendly port with 5 Docks, at most 5 ships will be repaired, each adding 1 Strength.

Ships also have a chance to be repaired no matter where they are located. The automatic chance is normally 20%, but can be increased to 90% with the Naval Repairs upgrade. If the ships are in port, they receive this chance to repair in addition to the repairs provided by docks.

Restoring Order – Each level of Docks also has a 30% chance to remove Disorder from a ship at the end of a turn, and half those Docks have an additional 30% chance to remove Disorder. Ships also have a 15% chance to remove their own Disorder at the end of a turn.

3. Combat Basics

Combat occurs whenever the military forces of nations or countries that are in a state of war are located in the same province or sea zone. Battles between ships are called *naval actions*. When combat is finished, the battle appears on the Battles report.

Attacker and Defender – The defender is the player who possesses the province—whose national color outlines the province border—along with any allies. The attacker is the other player and his allies (who may nevertheless occupy the province, if he controls the city). If the province is neutral, the defender is the player whose units were continually occupying the province the longest.

3.1 Seek/Avoid Battle and Support

3.1.1 Units Seeking and Avoiding Battle

If both a player's armies and enemy armies in a province are seeking battle, battle will take place. If one is seeking and the other avoiding, each movement phase there is a 50% chance that a battle will occur. If both sides are trying to avoid battle, no battle will occur. If one side in a naval zone involves only privateers then that side will automatically attempt to avoid any naval action and will have a 90% chance of success.

3.1.2 Ships and Fleet Interception

Interception / No Interception toggle button – Fleets may only be intercepted during a war. Unattached ship units cannot be intercepted. A fleet attempting to intercept an enemy fleet in an adjacent province has a 75% chance of moving to intercept. A fleet may only make one interception attempt each turn.

3.1.3 Support Movement

Selecting a unit or stack, moving the cursor over a province (or sea zone if a naval unit) and pressing the 's' key issues a support order to that unit. A support order orders the unit into a province only if a battle involving its nation or an ally is fought there, and the unit is in an adjacent province when the battle happens. Support orders are represented by dashed arrows. Issuing a support order ends the move order for the selected unit.

Multiple Support Orders – Support orders for multiple provinces can be given. Support is first provided to the first adjacent battle. After that battle, if there is a battle in another adjacent province for which a unit was given a support order, then the unit will move to support that battle if it hasn't moved there yet, until there are either no more support orders, or no more adjacent battles. Giving a support order for a province more than one province away from the last province a unit was ordered to move to, is equivalent to also giving a support order for all provinces in-between the two provinces.

3.2 Blockades and Harbor Attacks

Set Port for Fleet to Blockade –A port may only be blockaded if the player is at war with the controller of the province where the port is located.

- Ships in blockaded ports can voluntarily move into the sea zone and fight a battle to break the blockade, but if they lose they retreat back into port.

- If a city is captured by siege, ships will escape to the adjacent sea zone, where they may fight a combat with any blockading force, if the blockaders are controlled by a different player than the besiegers.

- If they lose, they retreat to another sea zone. If blockaders and besiegers are the same player, the ships become captured, without escaping.

Harbor Attacks – A fleet blockading a port can also be issued a separate order to make an attack on the harbor of that port. This begins a naval action. Harbor attacks are described in the Quick Combat section below.

3.3 BATTLE LIMITS

Terrain limits the number of units that can participate in a battle. The basic limit is 22 units per side, both of which modify their limit by:

- +1 for defending forces

- +0 to 3 random bonus

- -1 per difficulty level for AI-controlled forces

- -2 for weather in province

- -3 in winter (Nov-Mar)

- -5 if the force crossed a river

- For AI side, +1 per difficulty level above 1

Plus the worst terrain all the player's forces crossed while entering the province, including central terrain, modifies this limit by:

- -5 for Forest

- -8 for Marsh

- -10 for Mountains

The limit is never less than 6.

Reinforcements – Units forced out of battle by battle limits become automatic reinforcements; they will enter the battle at a later time, if it lasts long enough. Reinforcement is explained in more detail in the combat sections below.

Additional reinforcements may be called into a battle, in excess of the battle limit, but only by a small amount. Some reinforcements may be denied if their entry onto the battlefield would cause their player's forces to exceed the battle limit by too large an amount.

3.4 Other Terrain and Weather Effects

Effects of Terrain on Combat – Central terrain always affects combat in its province. Terrain along a border only affects combat when an attacking force's battle limits were reduced by terrain it moved through on its way to attacking the province.

Terrain affects Quick Combat and Detailed Combat in different ways: it affects combat modifiers in Quick Combat, and determines terrain types on the Detailed Combat map (which in turn affect combat modifiers.) The rules for each are explained separately in the combat chapters below.

Effects of Weather on Combat – Weather also affects Quick Combat and Detailed Combat, in different ways, explained further in the combat chapters below.

3.5 Instant, Quick, Detailed, and Brigade-Level Detailed Combat

Combat is resolved using one of four methods: Instant Combat, Quick Combat, Detailed Combat, and Brigade-Level Detailed Combat. Naval combat is resolved using only the first three methods.

- **Instant Combat** resolves combat immediately, giving the player a casualty count, and returning to the turn at the strategic level. It is resolved as though the battle had been fought using Quick Combat rules.

- **Quick Combat** allows the player to specify starting locations for his units on a relatively small battle grid. The battle is then quickly resolved without any further input from the player, using a simplified combat system.

- **Detailed Combat** allows the player, or players, to resolve the battle on a hex-grid using a turn based system with an elaborate set of rules and options. Rules for Detailed Combat are provided in the Advanced Game section. The typical detailed battle takes about 15-45 minutes of real time to resolve, but can be ended at any time using instant combat.

- **Brigade-Level Detailed Combat** resolves combat on the same hex-grid as Detailed Combat, but at a greater level of detail, with twice as many units, and can take a considerable amount of real time to resolve.

Players choose which system they wish to use to resolve combats.

3.6 Post-Combat Events

The following events happen after combat:

Pursuit – At the end of combat the victorious side has a chance of pursuing the defeated side. If a pursuit ensues, then certain units on the victorious side may attempt to pursue, and certain units on the defeated side may attempt to protect from the attacks of the pursuers.

- In land combat, cavalry of all types may attempt to pursue, and cavalry and Guerilla units may attempt to cover pursuit.
- In naval combat, regular ships, Heavy Ships, Privateers, and Frigates may attempt to pursue. Frigates may attempt to cover pursuit.

  Pursuing units inflict Strength casualties on the defeated units, approximately 12% (20% in a naval action). Pursuit losses are added to the total casualties.

Casualties – If instant combat, casualties are not displayed. Quick combat and detailed combat display casualties at the end of battle.

Retreat – Units attempt to retreat to an adjacent province, though they cannot retreat into a province containing un-garrisoned enemy troops. Attacking units prefer to retreat into the province from which they moved into the battle, if possible, otherwise all units prefer to retreat into a province controlled by its own nation. Units also prefer to retreat in the direction of their capital (or, if allied, in the direction of the capital of the nation whose units first entered the battle). Retreating units are not available as reinforcements for the remainder of the turn.

Units that can retreat have a basic 10% chance to surrender instead of retreating; units retreating into an enemy province that does not contain a friendly depot have an additional 15% chance to surrender (for a total of 25%). Units that cannot retreat, for any reason, surrender. Retreating artillery units have a chance to be captured and converted to enemy units, rather than surrendered. Ships that are captured have a chance either to be converted to the victorious side, or else are scrapped for a small amount of resources.

Morale Gain – Units which participated in the battle have a 50% chance to gain +.15 Morale. For units with less than 4.0 Morale, the gain is +.3 Morale. However, units with Militia-level Morale (below 1.7) do not have any chance to gain Morale in this

manner. Morale cannot be raised to a level of 8.0 in this manner (so, regular infantry cannot become Guard).

POW's – Surrendered enemy units become POW units, and are placed in the victor's capital. These units lose -1.5 Morale at the end of battle, though their Morale cannot be reduced below 1.7 in this manner if regular infantry, and 1.2 if Militia. This can convert Guard to regular infantry, but cannot convert regular infantry to Militia. POW's are returned to their player at the end of a war.

4. Quick Combat

In Quick Combat, battles are fought by placing divisions on a 14x9 battle grid.

Attacking Player and Defending Player – One player is the Attacking player: he is the player who does not control the province. His forces get the left-hand side of the screen. The other player is the Defending player: his forces get the right-hand side of the screen.

Each of a player's battle-ready units becomes highlighted, in initiative order, with a red square. (Some units may automatically hold back, due to battle limits, or to very low Morale.) The player then clicks on the square he wishes to place the unit, choosing a row and column in one of three rank zones: Charge, Attack, or Defend.

This procedure is followed until all units are placed. Players may instead let the game place the units using an automatic strategy by pressing the Auto button towards the bottom of the screen.

After both players secretly place their units, each clicks the Done button at the bottom right-hand corner of the screen, and the battle is resolved automatically. If a player's units exceed the battle limit, some units may begin Quick Combat in the Routed zone. Some units may have low Morale, and may immediately fall back to the Routed zone even if they were placed in a different zone.

Assaults and Counter-Assaults – Each firefight involves an *assaulter* and a *counter-assaulter*. During its turn, each unit tries to fire upon an opposing unit; units that cannot find an opposing unit move toward the center of battle. Assaulted units make a counter-assault at the unit assaulting them. This counter-assault does not constitute its turn; it still tries to make its own assault during its turn. Each assault and counter-assault deals Strength casualties and lowers Morale.

End of Combat – At the end of every round, there is a chance, equal to the percentage of a unit's Morale compared to the maximum, that each unit will flee to the Routed zone; when one side's un-routed units are outnumbered by another side's un-routed units, by more than a 4-1 margin, it breaks off fighting and flees from the field of battle, ending the combat.

The Quick Combat Grid – The grid on which Quick Combat occurs is divided into four different zones on both the attacker's and defender's sides of the grid. The zones are:

- **Charge** – Units here attack recklessly. Their deadliness is significantly increased, but so is their chance of becoming routed.

- **Attack** – Units here make normal attacks.

- **Defend** – Units here have a smaller chance of being routed than units in other zones, and may gain defensive bonuses in combat, though their attacks are greatly penalized.

- **Routed** – Units here do not fight, though each turn they have a chance to rally and re-enter battle, in the Defend combat area.

Unit Statistics – Right-clicking on a unit in Quick Combat will display info and stats for that unit: unit name and type, special abilities, Morale, supply level, attack and defense modifiers, and Upgrades where appropriate.


```
French 3rd Jager Inf.
+1 to attack
Morale: Experienced (6.00)
Out of Supply: -2 attack and defend

Applicable Upgrades:
MarchTraining I
Mixed Order
Skirmisher Training
Flanking Tactics
Esprit de Corps
Flanking Tactics
Esprit de Corps
```
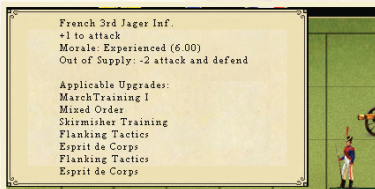
Calling Reinforcements – Reinforcements may be called by clicking Call Reinforcements, at the lower right-hand corner of the screen.

If other units are available in adjacent provinces, you'll see a list of available forces from which to choose. Some or all of the selected force's units will then appear on the Quick Combat screen, depending on the battle limits. At least half will first appear in the Routed area; the rest have a small chance to be placed elsewhere. If no reinforcements are available, no list will appear, and the button will simply disappear.

Top Three Generals – At the bottom are the generals each player brought into battle with the highest ranks, up to three for each side.
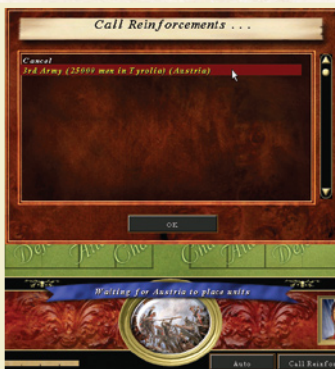
4.1 Quick Combat Resolution

1. Order of Combat: All units receive a random combat initiative score between 0 and 100. They make assaults in order of this score, from lowest to highest, until all units have either made an assault or moved, ending a turn. A new turn then begins, starting with the unit at the top of the initiative order. This repeats until the end of combat.

2. Active Units Target an Opposing Unit: Each unit in the initiative order targets the enemy unit directly across from it on the battle grid. (Howitzers may fire over other units.) If an enemy unit cannot be found directly opposite on the grid, the unit looks for a target in the row above and below it (in randomly determined order).

- Artillery in Defend cannot target enemy units in Defend

- Units in Charge will always fight enemy cavalry if one is found in the same row, the row above, or the row below

- Units in Charge will never attack an artillery if there are any other possible enemy targets

Units which cannot find a target move toward the center of the grid along a random path, possibly moving it into a new combat zone. This ends the unit's turn for that round of combat.

3. Base Assault and Counter-Assault Casualty Score Determined – Each opposing unit gets a casualty score from 1-10.

4. Modifiers Applied – The base casualty score is then modified by the following factors, though never more than 10 or less than 1. (These factors have been simplified below for quick reference.)

Counter-Assault Bonus – Each player gets a chance to win a Tactical bonus, with the collective scores of his three best Generals increasing the chance that he will win.

- The winner of this bonus gets a +1 to his own counter-assault results
- The loser gets -1 to all his own counter-assault results.

Zone vs. Zone Modifiers – Zones provide bonuses and penalties to each assault/counter-assault exchange. Assaults from a zone get one bonus/penalty, and counter-assaults from the opposing zone get their own bonus/penalty. The attacker units are always on the left, and the defender units are always on the right, but the assault modifiers apply to whichever unit is making the assault (whether attacker unit or defender unit) and the counter-assault modifiers apply to whichever unit is making the counter-assault (whether attacker unit or defender unit).

For example, when an attacker unit (on the left) in his Charge zone fires on a defender unit (on the right) in his Attack zone, the attacker unit first gets an assault at +4 to his casualty score. The defender unit then gets a counter-assault at +3 to his casualty score. As the turn progresses, it may later become the defender unit's turn to make an assault; he then gets +1 to his assault, and the attacker unit gets a +2 to his counter-assault.

So, when an attacker unit is active, the following modifiers apply to his assaults, and the counter-assaults on him:

Attacker Assaults			Defender Counter-Assault		
Defend	Attack	Charge	Charge	Attack	Defend
-	-	+4	+4	+3	+1
-	+1	-	+2	+1	+0
-1	-	-	+1	+1	-2

And when a defender unit is active, the modifiers are reversed:

Attacker Counter-Assault			Defender Assaults		
Defend	Attack	Charge	Charge	Attack	Defend
+1	+3	+4	+4	-	-
+0	+1	+2	-	+1	-
-2	+1	+1	-	-	-1

When choosing how to arrange your forces on the grid, consider the following:

- Place your units in **Charge** if you want to inflict heavy casualties, and are willing to take heavy losses in return.

- Place them in **Attack** if you want to inflict fewer casualties in exchange for taking fewer losses. Units in the front column of Attack fight first; units in the rear column fight later.

- Place them in the rear column of **Defend** if you want to keep them safe, or in the front column of Defend if you are keeping them in reserve.

We've also provided some tips below for placing your units, along with the additional score modifiers:

- **Some units are well-used in the Defend zone:**

  » Light Infantry and Cossack Cavalry get -1 assault

- **Some units are well-used in the Charge and Attack zones:**

  » *Jager* Infantry, *Nizam-i-Cedid*, Heavy Cavalry, and Lancers get +1 assault

  » Rifle Infantry and Heavy Artillery get +2 assault

  » Light Cavalry and Horse Artillery get +1 counter-assault

  » Light Infantry and Heavy Cavalry get +2 counter-assault

  » Guerrilla Infantry get +3 counter-assault

- **Artillery assaults are deadly for infantry**

  » Artillery assaults vs. all infantry get +3

- **Hold back if you force-marched or were out of supply: forced marches and poor supply penalize assaults.**

  » Force March: -1 to assault for units set to Force March

  » Out of Supply: -2 to assault for foraging units

- **If you have cavalry and your enemy doesn't, use them for offense: cavalry assaults are generally effective vs. infantry and artillery.**

  » For any cavalry assault vs. infantry, assault gets +2, counter-assault gets -1

  » For any cavalry assault vs. artillery, assault gets +3, counter-assault gets -1

-

- **If you're up against cavalry, put some infantry in Defend: infantry in Defend minimize cavalry assaults (but less so against Lancers).**

  » -5 to cavalry, Light Cavalry, or Heavy Cavalry assaults vs. infantry in Defend

  » -2 to Lancer assaults vs. infantry in Defend

- **Snow makes for quick battles: cold weather increases casualties for both assaults and counter-assault, though Charge is less effective in Ice.**

  » Snow: +2 to all Attack, +2 to all Defend

  » Heavy Snow: +1 to all Charge, +3 to all Attack, +3 to all Defend

  » Ice: -2 to all Charge

- **Wet weather makes for long battles: it reduces casualties (except for counter-assaults in Storms), but less so for cavalry.**

  » Rain: -4 to assault (-2 if cavalry vs. infantry in Defend), -2 to counter-assaults

  » Storms: -3 to assault (-1 if cavalry vs. infantry in Defend), +2 to counter-assaults

- **Fog makes for very long battles: it reduces all casualties except for Charge vs. Charge.**

  » Fog: -4 to all Charge, -4 to all Attack, and -4 to all Defend

  » If both units are in Charge, both instead get +3

5. Casualties – Casualties are determined by taking the Casualty score of the unit that fires, multiplying it by that unit's Strength, and dividing by 100. These casualties are lost by the unit being fired upon. Counter-assaults only do 50% of this damage, and none against artillery. Artillery assaults inflict 4x the amount, but only 1.3x against other artillery.

6. Rout Check – After the first combat casualties on both sides, if the counter-assault score was 1, or a 2 versus an assault score of 6 or more, or the assault score was a 10, then the counter-assault unit makes a Morale check, comparing its Morale to a random value on a scale of 1 to 10. If lower, it is placed in the Routed zone. If the Routed zone is full, then they surrender. If the reverse was true (the assault score was 1, or a 2 versus a counter-assault score of 6 or more, or the counter-assault score was 10) then the assault unit makes the same check.

7. Repeat 2-5 For Each Unit Until All Have Attacked or Moved

8. Rally Units – All units in the Routed zone with Strength above 1000 attempt to rally, regaining some Morale and rejoining combat. Each unit first has a basic 15%

chance to try to rally; this chance is increased by the Morale ratings of Generals present on its side. If it gets the chance, it tries to rally by making the same Morale check it made before it routed; if the check is successful, it gains Morale and returns to battle in a random Defend square.

9. Second Rout Checks – There is a chance for each remaining unit that it must make a second Morale check, even if it made it the first time. The basic chance is:

- 33% for units in Charge

- 20% for units in Attack

- 10% for units in Defend

If a side has 33% of its units in the Routed zone, then the chance is increased by +5%; if 66% of units are in the Routed zone, then the chances is increased by +15%. Infantry below 4,000 Strength must always make a second Morale check. Failing the check places the unit in the Routed area.

6. Determine Victory – If one side has 4x the number of un-routed units as the other side, then the side with fewer un-routed units "breaks" and retreats from battle.

7. Pursuit – Pursuit then commences, according to the same rules as for Instant Combat.

Casualties and Exit – After battle, casualties are displayed. The player exits combat by clicking the Exit button.

Strategic Disorder – Units that are forced to retreat from combat have a 50% chance to become disorganized at the strategic level. (This is true even for Instant Combat.) Units disordered strategically show "Disordered" below their unit name in their control box. Strategic Disorder causes the following penalties:

- -2 to attack rolls in Quick Combat

- -25% to Morale used to determine whether unit rallies in Quick Combat

The chance of reducing Disorder each turn is determined by the following:

- Units receiving supply: 60%

- Units successfully foraging: 30%

- Units unsuccessfully foraging: 15%

4.1.1 Terrain in Quick Combat

The Defending player may get a defensive terrain bonus, based on the worst terrain his units passed through on their way into the province, including any central terrain in the province. Remember that both sides of a border count as border terrain. For example, if attackers pass through Clear, Forest, and Mountains, and the province has a central terrain of Desert, the worst is Mountains. This terrain then provides the following bonus:

- Mountains and Marshes provide a defensive bonus of +2.

- Forests and Deserts provide a defensive bonus of +1.

- If attackers pass through a river, or province has a central river, add +1 to this value (for a maximum defensive bonus of +3).

Apply the defensive bonus to all Defending player counter-assaults in Quick Combat.

4.2 Naval Quick Combat

The zones on the naval quick combat grid are renamed Volley, Attack, and Melee. Naval QC is somewhat different from land QC: zones provide no bonus or penalty to counter-assaults. Instead, they affect counter-assault damage directly, as well as assaults made on them.

- **Melee** – Best for inflicting casualties, but very risky. Melee ships tend to attack last in the round: they add 50 to their place in the order sequence. They make assaults at +4, but enemies assault them in turn at +2. Counter-assaults do full damage to ships in melee.

- **Attack** – Less deadly at inflicting casualties, but less risky. Ships make assaults from Attack at +1, and assaults made on them likewise get +1. Counter-assaults do half the normal damage to ships in Attack.

- **Volley** – Good for routing the enemy with minimal casualties on either side. Ships make assaults from Volley at -2, but their assaulters in turn receive a -2 penalty. Counter-assaults do no damage to ships in Volley, but can still rout them.

Weather-Gage

At the start of every naval action, the *weather-gage* is calculated. The attacker has about a 66% chance of having the weather in its favor; the defender has about a 33% chance. The player who wins the weather-gage gets a +1 bonus to every assault his

units make throughout the naval action, and the opposing player gets a -1 penalty to each of his ships' assaults.

Second Morale Check – Ships below 5 Strength must always make a second Morale check.

Retreat from Naval Actions – Ships that are defeated in a naval action flee to an adjacent friendly port if one is available, otherwise to an adjacent sea zone, losing 20% of their Strength as they flee. The victorious fleet takes prizes from the defeated fleet—these prizes are ships taken from the defeated player. The victorious fleet then heals a number of its ships equal to the number of ships taken as a prize. If the defeated force was carrying troops, some may be expelled and lost at sea if the fleet capacity drops below the number of divisions it was carrying. Some special abilities may also be lost from ships taken as prizes.

4.2.1 Harbor Attacks

When a harbor attack is declared (see *Blockades and Harbor Attacks* in the above chapter), the attacking player gets a -2 penalty on all assaults with his ships. At the beginning of each turn, the defending player gets an assault on a random attacking unit for every level of Guns in the port province. Each such assault is equivalent to that of a Heavy Ship. Each such assault does an unmodified 1-10 points of damage. The defending player's ships have only 33% the normal chance for their Morale to break during the Second Morale Checks sequence.

5. Politics and Relations

5.1 Capital Provinces and Cities

Each nation and country has a capital province. Each province has a principal city. Principal cities of capital provinces are capital cities of the nation or country. National capitals feature their nation's seal on the main map. Country capitals feature a small star. (Note that some countries have the same name as their capital province—Bavaria, for example.)

5.2 Province Ownership (Conquest and Possession)

Every province is said to be *owned* by a nation or country.

Each nation has its own *core*, or homeland, territory, provinces which are owned by that nation, and not a country. Core provinces fly the solid flag of that nation in their control box.

Nations can also own provinces belonging to other countries or nations, and is said to have *conquered* those provinces. Some countries begin the game conquered, such as Lorraine (conquered by France). Conquered provinces bear the flag of their conqueror in their control box (unless they are occupied–see below), overlaid with a smaller flag of the original owner.

Countries and provinces can also be *protected* by nations; protectorate provinces bear a dotted outline within their borders on the main map. Some countries begin the game as protectorates, such as Switzerland (protected by France). Protectorates also bear the flag of their conqueror in their control box (unless they are occupied– see below), overlaid with a smaller flag of the original owner.

All provinces owned and protected by a nation are contained within a solid outline in that nation's color along their collective border. They are its *possessions*.

5.3 Province/City Control and Occupation

Normally, if a nation possesses a province, it controls the city. However, when neither that nation nor its allies have any troop units in the city or province, and there are enemy troop units in the province (for example, after a siege), then the possessor loses control of the city, it becomes captured and controlled by the enemy, and the province becomes *occupied*, unless the enemy gains control of the country's capital, in which case the province becomes conquered (see rules for *Occupation and Conquest* below). Occupation is represented on the map by an inner, solid outline in the occupier's color, drawn within the possessor's outline.

A nation can be said to control all unoccupied provinces it possesses, plus provinces it occupies; it controls the city, and may station units there and freely move units in and out of the province. Control is represented by the presence of the nation's flag, either alone or overlaid by the flag of the original owner. The larger flag indicates city control—so the occupier's flag always usurps the possessor's flag.

5.4 Declaring War, Surrendering, Alliances, and Subsidies

Nations can be at peace, in an alliance, or at war:

- **Peace** – The nations' units will not fight each other. During peace, nations may not enter each other's territory unless they first declare that they are violating the other nation's territory.

- **Alliance** – Nations' units may enter each other's territory freely. Allied nations may not declare war on each other until they first break the alliance. Allied nations do not automatically become at war with each other's enemies, however. Allied nations also share fog-of-war penetration at the strategic level (but not in Detailed Combat).

- **War** – Nations that are at war with each other may enter each other's territory and their units will fight each other. All outstanding treaties involving nations at war are also discarded.

5.4.1 Diplomatic Actions

Nations manage foreign relations by earning and spending Diplomatic Actions. Each nation begins each turn with one Diplomatic Action. The current number of actions available is shown at the bottom of the main screen, and on the Economy Advisor screen. Diplomatic Actions are different from Diplomat unit orders. They are spent on declaring war, surrenders, treaties, subsidies, and rumors.

5.4.2 Declaring War, Surrendering, Treaties, and Subsidies

War, surrender, alliances, and subsidies can all be declared from the main screen by right-clicking on a province controlled by the nation or country you wish to declare an action on. From the menu that appears, scroll down to the name of the country, and you'll see the Diplomatic Actions sub-menu for that specific nation or country, based on its relationship with the player nation. The possible diplomatic actions are as follows:

- **Declare War** – Cost is 1 Diplomatic Action. There cannot be outstanding peace turns (see the Surrender option below). Declaring war on a nation incurs a Glory penalty for the nation that declares war (See the Glory and Winning the Game chapter). Declaring war on a country does not incur a Glory penalty. When war is declared, a state of war is not entered into until the end of the following movement phase.

- **Total War** – Cost is 1 Diplomatic Action, but 2 if the nation has them to spend. Must also spend 50 Glory (see Glory below). Cannot already be at war with the other nation. A nation targeted by Total War may not surrender – war will only end when either all of the targeted nation's cities are captured, or when the aggressor surrenders. A nation targeted by Total War:

  » does not pay Upkeep costs for units

  » loses only 1/3x the normal National Morale for losing a battle

  » gains 2x the normal National Morale for winning a battle

  » receives additional guerilla support from its populace, and

  » has improving Attitude with AI-controlled nations (see the Attitude section below).

- **Offer Cease Fire** – Cost is 1 Diplomatic Action for a nation at war with another. If the other nation accepts, then the state of war between the two nations is suspended, and the war ends with neither a winner nor a loser. Three turns of peace are enforced. A small Glory penalty is incurred by each nation that ends a war with a cease fire.

- **Surrender** – Cost is 1 Diplomatic Action for a nation at war with another. When a nation surrenders the two nations return to a state of peace, all POWs are returned to their rightful controllers, and units are removed from enemy possessions–and players are given a list to choose where to return their units to. Eighteen turns of enforced peace follow. The nation that accepts the surrender is the victorious nation and receives Victory Points in the next turn with which it may impose a treaty on the defeated nation (see Victory Points below and the *Military and Diplomatic Advisors* chapter for more information). A nation that surrenders to one enemy is also forced to surrender to all the allies of that enemy as well.

- **Offer Limited Surrender** – Cost is 1 Diplomatic Action for a nation at war with another. Similar to a normal surrender, but the nation who is offered the surrender may choose to decline, and the surrendering nation does not surrender to all enemies. If the surrender is accepted, the victor earns only half the normal Victory Points. Only nine turns of enforced peace follow.

- **Offer/Cancel an Alliance** – Cost is 1 Diplomatic Action. If an alliance is offered, the other nation may refuse or accept. If a nation is already in alliance with another nation, they may spend the action to cancel the alliance. The alliance is canceled the next turn.

Diplomatic actions can be automated by turning on the Diplomacy Expert (details are provided in the *Military and Diplomatic Advisors* chapter).

Lapsed Wars – A war lapses between two nations if it has been fought for at least 18 turns, the total casualties between the nations average fewer than 1000 per month, and neither side has any military units occupying the other's territory. This rule does not apply to wars with Britain. When a war lapses, each nation formerly at war gains three peace turns with the other.

Forced Surrender – A nation whose National Morale (see the *National Morale* section below) falls too low may be forced to surrender during the movement phase. This is handled like a regular surrender: the nation simply surrenders to a randomly determined opponent, and is forced to spend the Diplomatic Action.

5.4.3 Free Actions: Surprise Attack, Subsidize, and Violate Neutrality

The following options are also included on the Diplomatic Actions menu–however, none of them require the expenditure of a diplomatic action.

Surprise Attack – A Surprise Attack is similar to a declaration of war, but war begins at the beginning of the following movement phase, rather than at the end. Surprise Attacks incur a much more severe Glory penalty than regular declarations of war.

Subsidize – Choosing the Subsidize option will display a pop-up box, asking how much the nation wishes to subsidize the country.

Click the amount on the scale which you wish to provide to the country (you can click repeatedly to increase or decrease the amount) and click OK. That amount of money will be deducted from your national income or stockpile, and given to that country. Subsidizing a country generally improves its Attitude towards a player's nation (see the *Attitude* section below). The amount of subsidy will be displayed on the main map. There is a limit to the amount that each nation or country can be subsidized each turn that varies by nation/country.

Pressing the 'u' key from the main map, while placing the cursor over any country, provides an automatic subsidy of 10 to that country. (Countries can also be subsidized from the Player Details screen; see the *Military and Diplomatic Advisors* chapter for details.)

Subsidies given to a country have a significantly reduced effect at larger levels of subsidy.

Violate Neutrality – Players may also choose to violate a nation's neutrality from the diplomatic actions menu. Violating a nation's neutrality permits a player to move his troops through that nation's territory; a cross-hatching will appear on the nation's territory to indicate this. Violating a nation's neutrality in itself incurs no penalty. However, moving military troop units through a nation whose neutrality has been violated gives that nation the right to declare war against the player. This is treated in more detail in the *Casus Belli* section just below.

5.4.4 ADDITIONAL ACTIONS: RUMORS

Every turn, nations are given a list containing bits of information that may have been otherwise unknown to the nations. It may include such secret information as the existence of secret treaties, army and fleet locations, and build locations of enemy ships. This list is available in the Rumor report.

In single-player games, the computer-controlled players can spread false rumors, as well as true ones. In general, perhaps 15-20% of rumors are false. In multi-player games, players have the option to spend a diplomatic action to attempt to plant rumors. See the *Economy Advisor* chapter below.

5.4.5 ADDITIONAL ACTIONS: TREATIES AND RALLY LOCATIONS

Treaties – Nations can spend a Diplomatic Action to draft a treaty proposal during their turn. Treaties are proposed the following turn to all the nations to whom the treaty is offered. A treaty accepted by all nations to whom it is offered becomes *ratified* and goes into effect after players end their turn. The *Diplomacy Advisor* section of the *Advanced Advisors* chapter provides detailed instructions on how to make treaties. If the Diplomacy Expert is turned on, treaties may be written up and ratified automatically. Treaties and their consequences appear on the Treaties report.

Rally Locations – A player may set a rendezvous point for allied military forces. See the *Military and Diplomatic Advisors* chapter for details.

5.5 VICTORY POINTS

When one nation surrenders to another the victorious nation, and any allies, receives a certain number of *Victory Points* over the defeated nation. The victorious nation may use these Victory Points to construct a treaty, which has clauses worth a total number of points less than or equal to the number of Victory Points, and then impose this treaty upon the defeated nation (see the *Diplomacy Advisor* section below for details). Each ally in an alliance receives the same number of VP.

Calculating Victory Points

- Base amount for Surrender:

4,000 victory points, or VP

- Base amount for Limited Surrender:

2,000 VP

The following modifiers are also added, which are halved for a Limited Surrender:

- Captured cities:

1000 VP for each city owned by the defeated nation that was captured by the victorious nation

-500 VP for each city owned by victorious nation that was captured by the defeated nation

- The victorious nation adds VP equal to the sum of its Diplomats' Legal scores, multiplied by 10, and subtracts VP equal to the sum of the defeated nation's Diplomats' Legal scores, multiplied by 5

- The victorious nation adds VP equal to its maximum possible number of diplomatic actions, multiplied by 1000, and subtracts VP equal to the defeated nation's maximum possible number of diplomatic actions, multiplied by 500

- Defeating an Empire is worth +3,000 VP (see the *Empire* section below)

- Empires gain +1,000 when they are the winners

- In order to receive the full allotment of VPs a nation must participate in a war to a sufficient degree. When defeating one of the nations listed below a nation must have caused, at minimum, the amount of casualties listed in order to receive the full allotment of VPs. Failure to have caused the required level of casualties causes the nation to receive proportionally fewer VPs.

Victor	Casualties
France	88,000
Britain	25,600
Sweden	4,000
Prussia	22,400
Austria	45,600
Russia	48,000
Turkey	25,600
Spain	12,800

For example, if you defeat France in a war but only cause 44,000 casualties to France during the course of that war, then you will receive only 50% of the normal VPs since 44,000 / 88,000 = 50%.

Modified VP cannot fall below the base amount for the type of surrender, nor can it be modified higher than 25,000.

5.6 Casus Belli: Violating Territory and Border Aggression

A *Casus Belli* (plural: *Casus Belli*) permits a nation to declare war without incurring the normal penalty to Glory (see the *Glory and Winning the Game* section below.) Furthermore, it does not require the availability of any political actions. There are two examples of *Casus Belli*: Violate Neutrality and Border Aggression.

5.6.1 Violate Neutrality

A nation can choose to violate the neutral territory of another nation it does not have an alliance with. This can be done legally, by treaty (see the *Military and Diplomatic Advisors* chapter below), or it can be done illegally, using the right-click menu. To begin or end violating another nation's neutral territory, first right-click on the nation and then choose *Violate Neutrality* or *Stop Violating Neutrality* from the pop-up menu. A cross-hatching will appear in that nation's territory indicating the provinces are open to movement. Moving units through that territory provides a *casus belli* that allows the violated nation to declare war on the trespasser without incurring any penalty to Glory. However, when peace turns are in effect, this *casus belli* is overridden.

Countries and Violating Neutrality – Note that countries (unlike nations) are permitted to violate the neutrality of nations and countries without penalty. In addition, nations may violate the neutrality of independent countries without penalty.

Violating Neutrality after a Surrender – So long as peace turns are in effect, violating the neutrality of a nation which the player has defeated in war does not provide a *casus belli*.

> *At the start of certain scenarios and in some situations a unit or army that is in another nation's or country's territory will not be able to move without a violation of neutrality or outright declaration of war.*

5.6.2 Border Aggression

Placing a large number of units in a province bordering another nation can constitute a *casus belli* as well, unless a player has a treaty or alliance with that nation permitting passage of the player's troops. It does not constitute a *casus belli* if the nation committing border aggression is at war with another nation.

5.6.3 Casus Belli Options

Whenever one of these cases provides a player's nation with a *casus belli*, the player will see a pop-up window at the end of the movement phase providing three options: Issue Ultimatum, Declare War, or Ignore.

- **Issue Ultimatum** sends a message to the other player committing neutrality violation or border aggression, warning him that he has provided a *casus belli*. The other player either removes his troops, canceling the *casus belli*, or else the nations enter a state of war the following turn.

- **Declare War** uses the *casus belli* to declare war without incurring a penalty to Glory, and does not use up any diplomatic actions.

- **Ignore** will ignore the *casus belli* and do nothing. However, the player will continue to receive this window at the end of movement phases so long as the *casus belli* is in effect.

A player may receive more than one such window, if there are multiple instances of *casus belli*. Note that ignoring Border Aggression activates Violate Neutrality for the nation committing border aggression. They may move their units freely into the nation that ignored their aggression. However, doing so still constitutes a violation of territory, which is its own *casus belli*, and the nation whose territory is being violated is then presented with an opportunity to respond to the new *casus belli*.

5.7 Occupation and Conquest

5.7.1 Occupying a Province

Whenever a province contains unopposed troop units from a nation at war with the province's possessor, and the city's garrison is empty (for example, after a siege), then the enemy captures the city, and the province becomes occupied (unless the capital becomes controlled by the enemy—see the Conquering Countries and Provinces below). Occupation is indicated by an outline in the occupier's color placed within the border outline of the province possessor. Occupiers may move their military units in and out of occupied cities. Occupation continues, even if the occupying nation's forces

leave the province, so long as it is also free of other nations' forces. The other effects of occupation are noted elsewhere, and include:

- the chance that guerilla units will appear in the province
- the opportunity for the occupying units to conquer the country (see *Conquering Countries and Provinces* below)
- elimination of unit and development production in a province
- elimination of resource income from a province

Control of a city is represented by the presence of the occupying nation's flag in the control box, behind the flag of the nation or country the province originally belongs to.

5.7.2 Conquering Countries and Provinces

A nation that goes to war with a country, or with its conqueror or protector, and successfully besieges its capital city, subsequently captures the city. Once the capital city has been captured, then the capital province, and the country itself, becomes *conquered*, along with any other of the country's provinces that the conqueror already controlled. Independent provinces belonging to the country also become conquered. Provinces controlled by other nations become conquered by those nations. Military units controlled by the country are immediately disbanded, all production queues are cleared, and all auto-join settings are reset. The nation may build new military units and set developments in conquered provinces just as it does in any other province it owns.

Conquered countries can be made into protectorates and liberated—see the sections below on *Protectorates* and *Liberation*.

Complete Conquest of a Country – To conquer all provinces in a country, either they must be independent when the capital is conquered, or they must be conquered or ceded individually, if they are possessed by another nation.

5.8 Protection

5.8.1 Creating Protectorates

If the Attitude of a country overwhelmingly favors that nation far and above all other eligible nations, that country may request the nation's protection, if the nation has units with at least 40,000 Strength in a province 4 or fewer provinces away from the border of the country. This is prone to happen when one nation is dominating the map, or when a country's neighbors are under attack. It will also happen when another nation declares war on that country, in which case the country will never ask

an ally of the aggressor nation to be its protector, nor will it ask if that nation has a treaty or peace-turns preventing war with the aggressor nation. Any nation occupying the country's provinces has its units expelled, unless it is at war with the protector, in which case those provinces remain occupied. The United States is an exception; it may never request protectorate status (see *The United States of America* below).

Conquered countries can be made into protectorates from the Player Details screen; see the *Military and Diplomatic Advisors* chapter for details. This is only possible when a nation controls the capital province of a country. Units may be expelled as explained above.

At the time the new protectorate is declared, the player is presented with a box listing the new protectorate's name, along with the names of any other of the nation's protectorates within two provinces of the selected country. Clicking on one of these other protectorates will join the new protectorate to one of those other protectorates, in which case both protectorates are treated as a single country from then onwards. Otherwise, the player may simply click "Ok" without selecting another protectorate, in which case the new protectorate is not joined to any other protectorate. (Selecting the selected country's own name from the list will do nothing.) The two countries then become one, under the protection of the nation. The capital of this new country is the capital of the country that was picked from the list (i.e. the one that was already a protectorate), while the country that was joined to it loses its status as an independent country, and no longer has its own capital.

In the event that all provinces belonging to a protectorate are given to other nations (by conquest or by treaty), the protector ceases to protect that country.

5.8.2 Controlling Protectorates

A nation collects some income from protectorates, but otherwise does not have economic control over their protectorates: it may not set unit build orders, nor begin new developments, for its protectorates. Protectorates will continue to build their own military units and to set their own development priorities. In addition, protectorates maintain their own feudal levies; the feudal levy of a protector does not affect its protectorates.

However, it does have martial control over its protectorates: it can treat its protectorates' territory as its own for the purposes of movement and building depots. It may give orders to its protectorates' military units, but may not remove the protectorates' divisions from a corps or army controlled by the protectorate. The nation may garrison its own units in the protectorate's cities. Nations are responsible for supplying their protectorate's troops, but do not pay Upkeep for them. Nations also lose martial control over occupied protectorate provinces, as with other occupied provinces.

5.8.3 Requests for Protection after Declarations of War

If a country requests protection after an aggressor declares war on it and the player agrees, he will see a pop-up window presenting three options similar to the *casus belli* options, but the third is slightly different:

- **Issue an Ultimatum** to the aggressor, giving them a chance to back down. However, if the aggressor ignores the ultimatum, both nations automatically enter a state of war.

- **Declare War** immediately on the aggressor. This counts as a *casus belli* and does not result in a glory penalty for the protector, nor does it require a diplomatic action.

- **Break with Protectorate**. The protectorate becomes an independent country once again.

5.8.4 Regions

Some areas of the map, like Germany and Italy, for example, constitute regions. A player who is the protector all the countries in a region receives bonus troops in every spring during the feudal levy. Further information, along with a list of regions, can be found in the Regional Bonus Units section in the in-game Appendix.

5.9 Liberation

A nation can end protection or conquest of a country by right-clicking on any province of the protectorate on the main map, and choosing *Liberate* from the pop-up menu. Countries can also be liberated from the Player Details screen (see the *Military and Diplomatic Advisors* chapter for details). The liberated country will own all the provinces it owned when it was made a protectorate or conquered, so long as they are still under the control of the liberator. Provinces which it formerly owned, but which are controlled by another nation, remain under the control of that other nation. Liberation is only possible when a player possesses the capital province of a country. When a country is liberated, all units of the former possessor's nation are removed from every province of the country, and the player is asked where to move them. Any units belonging to the country that are abroad are returned to the country's provinces.

5.10 Ceding Provinces

Provinces can be *ceded* from one nation to another in a treaty (as described below in the Diplomacy Advisor section), becoming conquered by the nation to which they were ceded.

5.11 Political Goals

Each nation has an intrinsic set of territorial goals, called *political goals*, consisting of a list of provinces that the nation desires to possess, keep independent, or retain possession of. Meeting or failing to meet these goals provides the nation Glory

bonuses or penalties each turn, as indicated on the list of goals. You can access these goals for each nation either from the Overview screen, the Diplomacy Advisor, or the Economic Advisor.

5.12 Attitude

Nations and countries have various levels of Attitude, favorable or unfavorable, toward each nation in the game. Attitude is used to determine whether computer-controlled nations and countries will accept reasonable offers made by another nation – treaty proposals, declarations of alliance, etc. Computer-controlled nations with low Attitude toward other nations will tend to declare war on them when they are able to do so and when it is otherwise in their interest. Attitude toward a nation is made more favorable by such factors as:

- Offering monetary subsidies

- Accepting treaties offered by a nation

- Being at a state of war with a nation's enemy

Actions that tend to lower Attitude toward a nation include:

- Being in a state of war with that nation's ally

- Refusing an offer by a country to form a protectorate with it (lowers the Attitude of that country and all other countries)

- Refusing to defend one's protectorate (lowers the Attitude of the protectorate and all countries)

- Trespassing in a country's territory (lowers the Attitude in that country and in all surrounding countries)

- Violating a nation's territory

- Being the nation with the highest Glory

The actions of Diplomats may also result in gain or loss in the Attitude that nations and countries have toward nations. Attitude is also sometimes adjusted at the end of the turn to keep it within maximum and minimum ranges.

Diplomats reveal the attitude of countries to which they are adjacent, either as a pie-chart overlay on the main map (displayed using Map ▸ Show Attitudes from the right-click menu), or from the Country Details list on the Diplomacy Advisor screen (see the *Military and Diplomatic Advisors* chapter below).

5.13 THE UNITED STATES OF AMERICA

The United States is an independent country which is not represented on the map. Nevertheless, it has a fleet of merchants, as well as a military fleet when it is at war. Each turn, there is a chance that the United States will send a merchant ship onto the strategic map, and it will then move about the sea zones and collect income. The US also has an opportunity to declare war on countries that are blockading ports. If it does so, it will send a military fleet, and will engage in war until its fleet is reduced to fewer than 6 ships total.

The United States cannot be conquered, and can never become any nation's protectorate.

5.14 EMPIRE

Each nation has an Empire Rating determined by the following factors:

- +1 for every Protectorate

- +1 for every 10 Colonies owned by the nation

- +2 for every Conquered province (including those with which they began the scenario)

- -3 for every Homeland province conquered by another nation.

If a nation accumulates an Empire Rating of 20, then, at the beginning of the next quarter (Jan/Apr/Jul/Oct), it will be prompted as to whether or not it wishes to declare itself an empire. The benefits of becoming an empire are:

- Adds .5 to the Morale of all units under the nation's control at the beginning of battle;

- Nation gains National Morale and Glory each turn it maintains Empire status (see *National Morale* and *Glory* below);

- The nation gains one additional Diplomatic Action each turn;

- The nation gains additional victory points when it wins a war;

- The nation's flag is decorated with an imperial symbol.

A nation that no longer qualifies for imperial status at the beginning of any quarter loses that status, as well as significant National Morale and Glory.

5.15 National Morale

A nation's *National Morale* (NM) represents the will and enthusiasm of a nation's citizens. It can help indicate how well a nation is progressing towards its goals, as measured by Glory. NM is measured on a scale from -1000 to +1000.

Battles are a common way to gain or lose National Morale:

- For each:
  - » 1000 Strength dealt in casualties in a land battle
  - » 20 ship Strength lost in a naval action, or
  - » each 500 Strength dealt in casualties in detailed naval combat
  - » the victor earns +1 NM. For each
  - » 1000 in casualties lost in a land battle
  - » 10 ship Strength lost in a naval action
  - » each 250 Strength lost in a detailed naval action, or
  - » each 500 Strength lost in a detailed naval action
  - » the loser takes an additional -1.

In addition, for every 20 ship Strength lost in a naval action, each side loses -1 NM.

Between 1792 and 1796, nations other than France lose twice the normal level of NM for losing a battle.

- This is multiplied x6 for troop battles with more than 100,000 total Strength, but battles with total forces less than 10,000 Strength have no effect on National Morale.

Winning a war earns a large bonus, and surrendering tends to make a nation's NM closer to zero:

- Accepting a Surrender earns +200 NM.
- Surrendering   halves a nation's NM (even if negative), then earns -100 NM.

Other bonuses and penalties include:

- Declaring Empire status (+25 per turn)

- Losing Empire status (-800)
- Capturing a city (+Money production of city)
- Losing a city by capture (-2xMoney production of city)
- If enemy forces >40,000 Strength are present in a nation's capital province, then -250 each month they are present (but only -100 for Russia)
- In the simple economy, nations are also awarded NM at a base rate of 25 each turn. This is doubled if the nation is not at war. It is halved if NM is above 500, and halved again if above 750.
- Plundering a province the nation controls (-5)
- NM is naturally increased by +1 to +10 per turn if negative, relative to the negative amount.

Other things that can affect National Morale include the Diplomat order Propaganda, some Historical Events (see *Historical Events* in the next chapter), the Total War action, and the Path of Napoleon option for Russia.

5.15.1 Effects of National Morale (NM)

- National Morale raises or lowers the Morale of units in the field by -.5 to +.5

Additionally, if the nation is at war, when NM is below -750, the nation has a 25% chance each month to surrender spontaneously to an enemy that has troops occupying that nation's territory, though this does not mean they also surrender to their enemy's allies.

Finally, when NM is below -750, the citizens of one or more provinces possessed by the nation may riot, destroying one area of development in the province. The presence of a nation's corps or army in a province will prevent rioting from occurring.

5.15.2 Insurrection

In addition, if a nation's NM falls below -750, there is a 25% chance each month that one or more of the nation's provinces will stage an insurrection, either liberating itself and becoming independent, or joining a foreign power. Only conquered provinces can undergo an Insurrection. The presence of a nation's corps or army in a province will prevent an Insurrection from occurring. In addition, low NM can cause rebellious guerilla units to appear in rebellious provinces. These rebellious guerilla units will be at war with the player nation until they are destroyed.

6. Military and Diplomatic Advisors

To manage armies and diplomacy, click the Military Advisor and Diplomatic Advisor buttons on the lower-left-hand corner of the main screen (or by right-clicking on the main map and selecting the "Screens" option, or by pressing ENTER to access the Military Advisor, and 'I' to access the Diplomacy Advisor). The other advisors—the Economy Advisor, and the Development Advisor, which is not shown when playing the simple economy—are not needed unless players wish to manage a nation's economy themselves, and are explained in the *Economy Advisor* and *Advanced Advisors* chapter below.

6.1 Military Advisor

Experts – Players may turn their nation's Strategic and Tactical Experts on and off from this screen.

- **Strategic Expert** – If a player's Strategic Expert is on, the artificial intelligence will move military units on the main map for the player.

- **Tactical Expert** – If the Tactical Expert is on, the AI will make all moves for the player in Quick Combat. (It has no function for Detailed Combat.)

List of Units – The main feature of the Military Advisor screen is a list of all units controlled by the player, including cities and Diplomats. It is similar to what you see when you pick the "Inspect Province" option from the right-click menu on the main map, but shows all a nation's units, rather than just those in a province. Players can use this list to set detailed commands for units, using the buttons on the control box for each unit, just as on the main screen.

Container units on the list may be opened and closed by clicking the plus ("+") and minus ("-") signs along the right-hand side of the list.

Open All / Close All – These buttons hide or reveal all attached units.

6.1.1 Attaching Units Using the Military Advisor Screen

Players may attach units to containers from this screen. To attach a unit, first select the unit (whether an individual unit, or another container unit) by left-clicking on its command box. Next, move the cursor over a container unit to which it may be attached. You will see a down-arrow appear if the unit can be attached, just as with an attachment box on the main map. Left-click to attach the unit.

6.1.2 Transferring Strength Between Units

Players may also transfer unit Strength from one unit to another. To transfer unit Strength, first select a unit by left-clicking on its unit box (you may need to open its container first). Next, left-click on the command box of another unit in the same province (even if in the same container). A pop-up box will appear, asking how much Strength the player wishes to transfer. Click a point on the green bar to select an amount, or click one end of it to move the bar incrementally, and then click OK. The transfer of strength will be indicated by the change in number of unit strength icons in the control boxes.

6.1.3 Allies and Rally Locations

The bottom left-hand corner of the screen shows the player's allies, if any, including their total unit Strength and a qualitative estimate of their Attitude. If there is more than one, the "Next Ally" button will cycle through them. Each ally also shows any Rally Locations that have been set. For AI-controlled allies, the player can spend a Diplomatic Action to set a Rally Location.
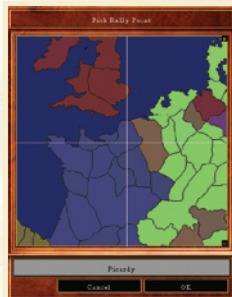
A computer-controlled player with a Rally Location set will move his units to the province indicated to the best of his ability. If an AI-controlled nation's National Morale ever falls below -350 then all Rally Locations are cleared. An AI-controlled nation will ignore Rally Locations if there are enemy troops in its capital city. Also,

if the ally's Attitude toward the player is too low, then the ally may politely refuse to accept the proposed location.

Experience – The player's current Experience and Naval Experience are also shown, as well as the expected increase next turn due to Barracks and Docks, respectively.

6.2 Diplomacy Advisor (including Treaties)

The Diplomacy Advisor is used to write all treaties, including Terms of Surrender. For instructions on Terms of Surrender, see the *Terms of Surrender and Treaty Clauses* sub-section below.

6.2.1 View Relations Button

[screenshot 151.tif]

The default view for the Diplomacy Advisor is the International Relations Tab, which can be reached from other tabs by clicking the View Relations button at the bottom of the advisor screen.

Table of Nations and Countries – Each nation and country is listed, along with its relationship towards each nation. Attitudes are also shown for countries adjacent to the player's diplomats. The table can be sorted by five criteria: *allies*, *enemies*, *hot list*, *friendly*, or *unfriendly*.

- *Allies* and *enemies* will sort the list according to alliances the nation has with other nations, or according to wars the nation has with other nations.

- *Friendly* and *unfriendly* will sort the list according to Attitude, from highest to lowest and lowest to highest, respectively.

- *Hot list* sorts the list according to the player's Hotlist.

The Hotlist – To the left of the row of each nation and country is a *Hotlist* toggle. If the toggle is pressed, the nation or country next to the box is added to the player's Events report regarding the country on the Hotlist that would otherwise be suppressed. For instance, if the player adds Denmark to his Hotlist, then efforts by other players to woo Denmark with diplomatic overtures or by economic subsidy will be reported in that player's Events report. Toggling the checkbox off will remove the nation or country from the player's Hotlist.

Banat
Batavia
Bavaria
Bosnia
Brunswic
Bulgaria
Cherson
Corsica
Courland
Croatia

Left-click on the name of a nation or country to open a pop-up menu of available diplomatic actions relevant to that power. The

list will vary by country, depending on the relation between the player nation and that power.

Countries that no longer own any provinces will still appear on the list, but any commands issued to them will not have any effect on the game.

Diplomacy Expert – Turn the Diplomacy Expert on to have the computer declare diplomatic actions, including drafting new treaties for you, and accepting or declining any treaties proposed to you. The Diplomacy Expert may also subsidize countries on your behalf.

Britain

Subsidize

Surrender

Limited Surrender

Offer Cease Fire
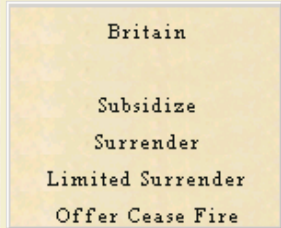
Victory List – This button opens a report showing each nation' Glory score.

> **Country Details – *This button opens up a list of information and controls for each country (and nation) in the game. Each power is listed at the side of the screen, and a details bar for each is shown in the center. Clicking on a power on the list will scroll the details bar list to the bar for that power, and select the details for it. You can also scroll down the details bar list and select the details directly. This screen may also be opened from the main map by pressing the 'p' key.***

- **Nation Details** – The details bar for each nation features five buttons:

» The first shows Glory history

» The second shows National Morale history

» The third shows a nation's current national orders

» The fourth shows all a nation's Political Goals

» The fifth opens the Training report, which lists Experience and Naval Experience and the Upgrades a nation has acquired.

Each nation has a numbered insignia representing its current ranking in terms of Glory. Also listed are the number of colonies that nation has, and its Empire score (out of 20). Finally, a nation's stockpile for each resource is noted. (Each resource is shown, but in the simple economy, only Money and Labor have any value.)

- **Country Details** (**including Liberating and Protecting**) – The details bar for each country indicates whether or not a nation controls that country. It also includes up to four buttons, whichever are appropriate.

The first is the **Protectorate** button (the blue "P"), usually listed for countries which a nation has conquered. Clicking this button turns this country into a protectorate. The player is asked to confirm the selection, and is then presented with a box listing other protectorates within two provinces of the selected country. The player may attach the selected country to one of those other protectorates, in which case the selected country is treated as a part of that protectorate from then onward. Otherwise, the player may simply click "Ok" without selecting another protectorate, in which case the selected country becomes its own protectorate.

The next button is the **Liberate** button (the yellow "L"), which liberates the selected country.

The third button (bottom-left) is the **Subsidize** button, allowing a player to make a payment to that country. After clicking this button, the player receives a pop-up

window asking how much he wishes to pay in subsidy. Click on an amount, then click "Ok".

The fourth button (bottom-right) is the **Declare War** button. Clicking this button declares war on the selected country.

- If there is an adjacent Diplomat, a pie chart is displayed, showing the relative Attitudes that country holds towards each nation. The Feudal Dues, if any, for each country is also shown, and lastly, the resource stockpiles for each country are displayed.

6.2.2 View Treaties Button

This opens the expanded Ratified and Proposed Treaties tab, showing all current ratified and proposed treaties.

Nation List – The player can toggle nations on/off in this list by clicking the nation name to highlight it or un-highlight it. If a nation is *on* then any treaty involving that nation will be shown in the treaties list. Otherwise, they will not.

My Treaties – Turns off all nations in the Nation List except the currently active nation.
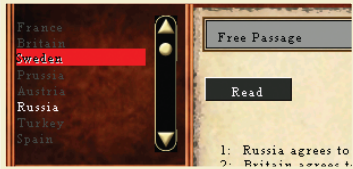
Clicking "My Treaties" again restores the Nation List to its previous state.

Treaties List – This shows all of the currently active and proposed treaties known to the player. Depending on the player's relation to the treaty, treaties may have one or more of the following options:

- **Accept** – the player accepts a treaty which has been proposed to him
- **Reject** – the player rejects the treaty which has been proposed to him
- **Counter** – allows the player to make a counter-offer to a proposed treaty.
- **Read** – opens a pop-up text version of the treaty
- **Cancel** – the player cancels an ongoing treaty to which he is a signatory, incurring a Glory penalty for doing so

6.2.3 Make New Treaty Button

This opens the expanded Propose New Treaty tab, allowing the player to construct a treaty. Select a clause from the list of clauses and then click on the "Add Clause" button, or double-click on a clause.

Clauses added to the treaty may have a number of text elements, highlighted with a black background, that need to be filled-in. Left-click on one of them and a menu will allow you to fill in the necessary details.
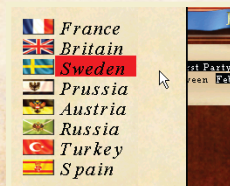
Cut or Copy a Clause – The "Cut" button in each clause removes the clause from the treaty. The "Copy" button adds another instance of the clause to the treaty.
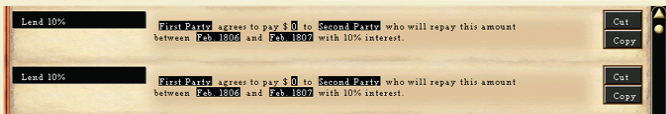
Treaty Title – This button allows you to change the title of the treaty.

> *Enter Title For Treaty*
>
> | |
>
> CANCEL   OK

Read – This button produces a completed text version of the treaty.

> *First Party agrees to pay $0 to Second Party who will repay this amount between Feb. 1806 and Feb. 1807 with 10% interest.*

Public / Secret Treaties – This button toggles between public and private, or secret, treaties. Public treaties are known to all the nations in the game. A nation can also designate a proposed treaty as "secret." The existence of a secret treaty is not made known to any nation to whom the treaty has not been offered. The Glory penalties for violating or canceling a secret treaty are half the penalty for violating or canceling a public treaty, since the damage to a nation's international reputation is less.

> Secret Treaty

> Public Treaty

Duration of Clause – Some treaty clauses have a starting date and/or an ending date. These dates give either the duration over which the clause is active.

Political Value of Treaty / Clauses – Each clause added to a treaty has a certain political value that measures the cost to the nation to whom the treaty is proposed. Beyond a certain cost, nations become less likely to accept treaties. The Diplomacy Advisor shows this likelihood at the bottom of the screen.

6.2.4 Terms of Surrender and Treaty Clauses
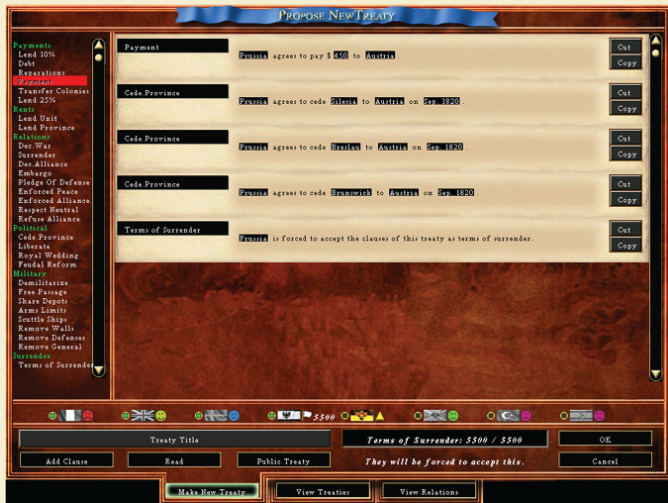
Terms of Surrender – *When one nation surrenders to another, the victor has the chance, beginning the turn after the surrender, to draw up Terms of Surrender treaty with the defeated player, and will be prompted to do so each turn until he does. The player must go to the Diplomacy Advisor and select the Make New Treaty button; at the bottom of the Propose New Treaty tab, he will then see the Victory Points he earned from the war (see Politics above). These are spent by adding a Terms of Surrender clause, and one or more clauses, to the treaty. Any treaty whose value in Victory Points is equal to or less than the amount of Victory Points can be imposed as terms of surrender.*

- **Terms of Surrender Clause** – When proposing a Terms of Surrender treaty, the Terms of Surrender Clause must be included to automatically impose the treaty. Otherwise, it will be treated like any other treaty, and the other nation may reject it.

- **Automatic Payment Clauses** – Any Victory Points remaining when a treaty is proposed are automatically used to add a *payment* clause to the treaty. For example, if the Austrian player earned 5500 Victory Points by defeating Prussia, and sends a treaty worth 5300 points to the Prussian player, a *payment* clause will be added automatically equivalent to 200 VP, so that the Terms of Surrender are worth exactly the amount of Victory Points that Austria has over Prussia.

No Separate Peace – A separate peace is not possible with a surrender treaty. Surrendering to a nation means surrendering to all the nation's allies which your nation is at war with. Each ally gets to impose his own treaty.

Canceling and Violating a Treaty – Nations can cancel any treaties to which they are signatories at any time, excepting treaties imposed as Terms of Surrender. A nation that violates the terms of a treaty, whether intentionally or unintentionally, loses Glory depending on the extent or nature of the violation. Note that if a treaty is accepted with contradictory or impossible clauses, they count as violated clauses.

6.2.5 Treaty Clause Descriptions

The following is a list of clauses that can be included in treaties. Note that treaty clauses cannot be applied to either protectorate units or surrendered units.

Payments

- **Lend 10%** – A specified nation receives a specified amount of money from another specified nation and repays this amount over the duration of the clause with 10% interest.

- **Debt** – A specified nation pays specified amount of money to another specified nation with 10% interest.

- **Reparations** – A specified nation pays another specified nation a specified percentage of its income for the duration of the clause.

- **Payment** – A specified nation pays specified amount of money from its treasury to another specified nation.

- **Transfer Colonies** – The specified number of colonies is transferred from one specified nation to another.

- **Lend 25%** – As Lend 10% but at 25% interest.

Rents

- **Lend Province** – A specified nation lends a specified province to another specified nation.

Relations

- **Declare War** – The specified nation declares war on another specified nation.

- **Surrender** – A specified nation surrenders to another specified nation.

- **Declare Alliance** – An alliance is declared between the specified nations.

- **Embargo** – A nation's provinces do not provide Merchants with income.

- **Pledge of Defense** – A specified nation agrees to declare war on all the enemies of another specified nation for the duration of the clause.

- **Enforced Peace** – Specified nations may not declare war on one another for the duration of the clause.

- **Enforced Alliance** – An alliance is declared between the specified nations. This alliance may not be broken for the duration of the clause.

- **Respect Neutral** – The specified nation agrees not to declare war on a specified independent country for the duration of the clause.

- **Refuse Alliance** – The specified nation may not enter into an alliance with another specified nation for the duration of this clause.

Political

- **Cede Province** – The specified conquered province or provinces are given by their owner to another nation. The player proposing the treaty chooses the province from a pop-up map; only island provinces or provinces adjacent to the other nation may be chosen.

- **Liberate** – The specified possessed country or protectorate is returned to independent status. This will include all provinces originally belonging to that country that are controlled by the liberator; provinces originally belonging to that country, but controlled by another player, will not be returned, and will remain or become conquered by that player.

- **Royal Wedding** – Specified nations arrange a royal wedding on a given date. Additional Glory is lost if either nation declares war on the other for the duration of the treaty.

- **Feudal Reform** –Specified nation must set its Feudal Level to the specified value during the specified duration.

Military

- **Demilitarize** – Specified nation must limit its total troop strength in the specified provinces to the specified amount or suffer a Glory penalty.

- **Free Passage** – Specified nation can move through territory possessed by another nation without providing a *casus belli*, nor does buildup of military units by the specified nation on the border of the other nation provide a *casus belli*.

- **Share Depots** – Specified nation can use another nation's depots for its own units' supply. Nations must still pay their own supply costs.

- **Arms Limits** – Specified nation must adhere to specified level of Military Readiness between the specified dates (see the *Economy Advisor* section in the *Advanced Advisor* chapter for an explanation of Military Readiness).

- **Scuttle Ships** – Specified nation destroys a specified number of ship units including Privateers, Transports, and all other types of ships. The ships to be removed are chosen randomly from all of the player's ships.

- **Remove Walls** – Specified nation must remove specified number of Walls developments, divided among its provinces as equally as possible.

- **Remove Defenses** – Specified nation must remove specified number of defenses, i.e. Guns developments, divided among its provinces as equally as possible.

- **Remove General** – Specified General is removed from the game.

Surrender

- **Terms of Surrender** – The treaty is imposed upon the surrendering nation as terms of surrender.

7. Economy and Historical Events

The economy governs a nation's production of resources, developments, units, income, and so forth. A nation's economy can be managed hands-on using the advanced advisors, but it can also be automated by using the Experts found on the Economy Advisor screen (see the *Economic Advisor* chapter below for details).

7.1 Resources

Resources are goods that are produced by each province a player controls. There are several types of resources. Each turn, a player's nation produces a certain amount of each resource, which is spent on the various needs of the nation or stockpiled. Production and income totals are provided on the Economy report. A nation's resources are produced at the provincial level but pooled in a single national resource pool that can be drawn from as needed. A player collects all the income from provinces a nation controls directly, but only 33% the income from protectorate provinces.

Enemy Troops Eliminate Income – Resource income is reduced to zero for provinces with 3 or more enemy troop units present.

Resource Stockpiles – After resources are spent, remaining resources are placed in the nation's *stockpile* for later use. Resources are displayed on the Resource Bar at the very bottom of the main map at the strategic level. For each resource type, there is an icon and a numeric value for the amount that has been stockpiled by the player.

| 🐎 400 | 🐎 30 | ⚒ 30 | ⚑ 0 | 🌿 30 | 🍖 30 | 🍶 30 | 🍷 30 | 🔨 30 | 🏺 30 |
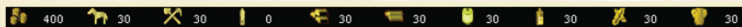
Moving the mouse over a resource icon shows the expected net stockpile increase in that resource for the next turn (not including voluntary expenditures, such as unit purchases). Left-clicking on the Resource Bar will toggle the display to show the nation's expected net stockpile increase the next turn for all resources. (Note that real income obtained during the subsequent turn may vary from the expected amount due to occupation, unit production, and so on.)

| 🐎 -67 | 🐎 +20 | ⚒ +2 | ⚑ +0 | 🌿 +16 | 🍖 +21 | 🍶 +0 | 🍷 +23 | 🔨 +15 | 🏺 +20 |

Stockpile Limits – A nation may not stockpile more than:

- 10,000 Money
- Labor equal to twice the current Labor production per turn

Due to game events, it is sometimes possible to temporarily exceed these values.

Labor is needed for completing city developments, and for producing military units.

Money – This is money held by the nation to be spent on producing new military units, subsidizing foreign powers, maintaining troops via supply and Upkeep, etc. Money is different from other resources in that it is not merely produced by provinces, but is also collected via other means each turn, such as Merchant income, loans, taxes, and so on. (Details can be found in the *Economic Advisor* section of the *Advanced Advisors* section.)

7.2 Developments

In the simple economy, there are four areas in which provinces may be developed: Guns, Walls, Barracks, and Docks, which provide various economic

bonuses. When an area is developed, there is a cost to the nation in resources, which is provided on the Economy report. Each development level costs resources, viewed by moving the cursor over the development button for a development area (such as

Guns)—the player will then see a tooltip with the resource cost for the next level of development in that area.

The normal time in monthly turns to build a new level of a development is the new level + 3. So, to build from level 1 to level 2, takes 5 turns normally (2+3), and developing from level 2 to 3 will normally take 6 turns (3+3).

7.2.1 Guns

Guns increase the city's ability to resist Charge the Walls sieges. They also inflict casualties on besieging units and attack enemy ships staging harbor attacks, if the Guns are in a port province.

- **Sieges and Harbor Attacks** – Each level of Guns, on average, prevents up to 15,000 enemy Strength from succeeding at a Charge the Walls siege, and increases the casualties caused by defending troops by 20%. During harbor attacks, each level of Guns deals the damage of a Heavy Ship unit. (See the *Quick Combat* and the *Naval Detailed Combat* chapters for details.)

7.2.2 Walls

Walls increase the maximum strength of troops that can be garrisoned in the province's principal city.

- **Garrison Limit** – Each level of Walls allows one division to be garrisoned in the city.

7.2.3 Barracks

Barracks provide military benefits.

- **Troop Morale Increase** – Barracks increase Morale of units created in the province. Each level of Barracks increases the morale of troop units created there by .1.

- **Experience Points and Upgrades** – Barracks produce Experience, which permit the purchase of Upgrades and Special Abilities. Experience is earned every quarter, each province contributing 10% of the square of the Barracks level.

- **Advanced Unit Production** – Barracks are also a pre-requisite to building certain types of units:

Level of Barracks	Provides Unit
2	Infantry
3	Light Infantry, Army
4	Heavy Cavalry
5	Guard, Heavy Artillery, Corps
6	Horse Artillery
7	Rifle Infantry

7.2.4 Docks

Docks speed production of naval units, merchant income, and repair damaged ships.

- **Ship Construction Time and Morale** – Every two levels of Docks reduce the building time of a ship by one month. Docks and Barracks improve the Morale of ships built in a province by (Barracks/ 20) + (Docks/5).

- **Experience Points and Upgrades** – Docks produce Naval Experience, which permit the purchase of naval Upgrades. Naval Experience is earned every quarter (Jan/Apr/Jul/Oct), each province contributing 10% of the square of the Docks level to Experience.

- **Ship Repair** – Docks also heal damaged ships located in the same province. Every month, each level of Docks has an 80% chance of rebuilding one Strength-factor in a damaged ship located in its province.

- **Doubling Merchant Income** – Docks of 7 or more doubles Merchant income received at the port. (See the section on Merchants below.)

7.2.5 Plundering in Core Territory

Units are capable of plundering in their own core territory, and will do so if they are ever set to Plunder and move to a home province for any reason. If a unit ever plunders in core territory, each unit attempting to plunder there lowers their player's level of National Morale by -5.

7.2.6 Blockades

Provinces being blockaded produce only half their normal Money income.

7.3 Colonies

Colonies are off-map holdings of land owned by a nation which produce certain resources (the amount of which is provided on the Economy report). Several nations begin the game with colonies. Colonies provide a certain amount of Money per turn, shown on the Economy advisor screen. Blockading a nation's ports reduces its income from colonies. A nation that controls Egypt reduces the colonial income of all its enemies by 50%, because of the ability to block overland trade routes.

Colonies can be given to other nations with the *Transfer Colonies* treaty clause. Colonies are also useful for a nation attempting to acquire or maintain Empire status.

7.4 Merchants and Privateers

Merchants and Privateers provided related, though separate, levels of income from sea zones. Income due to Merchants and Merchant-related activity is also provided on the Economy report (as is the amount of resources stolen by Privateers).

7.4.1 Merchants

Merchant Income – A Merchant ship unit in a sea-zone provides Money income to the nation that controls it. The level of income in Money provided by a Merchant ship is related to the level of Money production in all provinces adjacent to the merchant's sea-zone. The level of expected income for a Merchant unit is displayed on the strategic map when the unit is selected, as well as the control box for the unit (though the actual income can vary from this amount, due to battles, new blockades, and so forth). High levels of Docks modifies this income as described below in the Docks development section.

Income Lost to Competition from Other Merchants – The income available in a sea-zone diminishes with the number of Merchant ships and Privateers located in the sea-zone.

Income Given to Ports/Income Taken from Ports – A nation that owns a port adjacent to a sea zone containing a merchant ship from any other nation receives a small amount of the income that the merchant ship generates. Each port collects this amount, and it is deducted from the merchant ship's income.

Income Lost from Blockades and Embargoes – Provinces containing blockaded ports, and provinces containing ports possessed by players that have declared an embargo with the nation controlling the Merchant ship, do not contribute toward this income.

7.4.2 Privateers

Privateers steal resources from merchants operating in sea zones. Privateers cannot be put into fleets.

Merchant Income Lost to Privateers – Privateers lower Merchant ship income in the sea zone in which they are located.

Anti-Privateer Patrols – After unit movement frigates have a chance to destroy one non-allied privateer unit located in the same sea zone. The chance of destroying one privateer is 20% for frigates attached to fleets, and 33% for frigates not attached.

7.5 Supply and Upkeep Costs

Nations must pay Upkeep in Money to maintain their units in the field, and the costs of Upkeep and supply typically consume a large percentage of a nation's budget. Information regarding these costs are summarized in the Supply report.

7.5.1 Supply

A division receiving supply from a depot uses Money from its nation's stockpile of resources. The base cost to supply a unit is 1 Money.

Unlike Upkeep costs, supply costs apply towards both a nation's units and units belonging to its protectorates, so long as they are being supplied.

- **Large Stack Penalty**: Each unit beyond twenty in a province requires an additional 2 Money to supply.

- Each unit in enemy territory costs an additional .5 Money to supply.

- Weather can affect supply, as outlined in the *Military and Diplomat Options* chapter.

- Units in a besieged city do not incur any supply costs.

7.5.2 Depots

Depots are very costly. Players are encouraged to deploy them judiciously. They may be destroyed by a variety of factors, as outlined in the *Military and Diplomatic Options* chapter.

Enemy/Neutral Territory – The cost of depots located in neutral or enemy territory is doubled. They cost the same in allied territory as in a nation's possessions.

Supply Costs for Shared Depots – Even when sharing depots (via the *Share Depots* treaty clause), nations must pay the supply costs for their own units.

7.5.3 Upkeep

In addition to supply costs, each unit has a basic Upkeep cost that must be paid each round by the nation that controls it, except for protectorate units. These costs are provided in the *Military and Diplomat Options* chapter and in the *in-game Appendix*. Failure to pay the Upkeep cost causes desertions from military units, which lose Strength at a rate of roughly 15%, plus a small amount of Morale.

Plundering units require no upkeep payment, and units garrisoned within a city require only 50% the normal upkeep cost.

If a nation's *Military Readiness* (see *Additional Parameters* below) is less than 100%, upkeep costs decrease proportionally.

50% of a nation's *Feudal Dues* (see *Additional Parameters* below) level goes toward defraying any upkeep costs which the nation incurs.

7.6 POW's

Units captured as POW's at the end of a battle are automatically transported to the capturing nation's capital province, and lose some Morale. They may not be freed until the war ends, at which time all POW's will be returned and any empty POW corps will be destroyed automatically. POW's do not forage, do not require supply or Upkeep, and never suffer March Attrition.

POW units may not be disbanded. However, POW units which were originally created by or from a protectorate or conquered country are automatically disbanded after they are captured.

> *If a nation captures cavalry as POW's, the horses will be stripped from the POW's, who then become infantry units. 20 Horses will be added to the nation's stockpile for every cavalry unit captured.*

7.7 Unit Cost Increase and Additional Parameters

A few more parameters can affect economic behavior. These are found on the Economy Advisor screen, and are explained in detail in the *Economic Advisor* chapter.

7.7.1 Unit Cost Increase (UCI)

Nations also experience economic inefficiency based on the purchases they make. Each nation has its own UCI factor: for every UCI factor a nation spends, the monetary cost of units increases by 1%. Unit Cost Increase (UCI) decreases automatically by a total amount of 1% a year. UCI effects are always included in the current price of

units and developments. A nation's UCI can be found at the bottom of the main screen, and on the Economy advisor screen (along with the nation's UCI factor). Nations may begin scenarios with a pre-determined level of UCI. UCI is meant to represent the affects of inflation, scarcity, war-weariness, and so forth.

7.7.2 Military Parameters

- **Military Readiness** – Lowered Military Readiness can decrease Upkeep costs, and increase the supply of Labor. (Don't forget that Military Readiness below 100% cancels any spring feudal levies that otherwise might occur.)

- **Military Draft and Training** – Nations can spend money to draft their population as replacements to replenish the strength of depleted units already in the field. Nations can also adjust the training time to choose whether to emphasize quantity of unit strength or quality of the units to be recruited.

7.8 Historical Events

Historical Events are historically-based changes to a variety of military, political, or economic factors, which can happen on some turns for each nation. Historical Events occur at random, but some are more random than others. Some nations (such as France) have many more Historical Events than others (such as the Turkish player). When a Major Event occurs, there will be a pop-up during the turn, informing the player of the Major Event. There will first be a warning screen, telling the player what the consequences of the Major Event will be, and, if applicable, what the consequences of avoiding the Major Event will be. A second screen will give the player a button; for some Major Event, there is no choice, and the player will have to click the button to accept the Major Event. Some Historical Events require the player to make a choice, with different consequences for each.

8. Economy Advisor

Players have the option of choosing between an advanced economy, and a much more basic economic system that involves fewer resources and less overall management, permitting a greater focus on military and diplomatic initiatives. Those who wish to stick to this simpler option need only familiarize themselves with this chapter; those who prefer the greater challenge of the advanced economy must read both this and the *Advanced Economy* chapter, since the contents of this chapter apply to the Advanced Economy as well.

8.1 Overview

8.1.1 The Economy Expert

The Nation tab contains most of the economic controls for a player's nation.

Economy Expert – As with military and diplomatic matters, a nation's economy can be managed automatically by turning on the Economy Expert. Clicking the Economy Expert checkbox at the lower left-hand corner of the screen turns the Economy Expert on and off. If the Economy Expert is on (indicated by an 'X' in the checkbox), then the computer will manage the economic options present on this screen, and the player does not need to adjust them. With the Economy Expert turned on the player can still change the values of national parameters, but the Economy Expert may undo any changes the player makes.

8.1.2 Borrowing Money

Nations may borrow money, which is received directly as income, in a lump sum. A minimum payment on the balance is due each month. At the upper-left-hand corner of the Economy Advisor is the Loans box, showing the current total amount borrowed, and the Lending Rate. To take out a loan, click on the Borrow Money button. You'll be able to pick an amount from the window that pops up by clicking on the scale and clicking "OK". Clicking on the Repay button lets you repay an amount, selected in the same manner.

The annual interest rate, compounded monthly, fluctuates according to:

- the total number of wars declared
- the total number of wars declared in which the nation borrowing the money is involved
- a nation's National Morale: low National Morale can raise the interest rate by as much as 8%.

Minimum Payments – The minimum payment that must be made on a loan each month is the current Amount Borrowed /20, but is limited to 33% of the player's Money stockpile. These payments are deducted automatically from the player's Money income and/or stockpile before the end of each turn.

8.1.3 Spread Rumor

Below the Loans box is the Spread Rumor button. A player may spend a Diplomatic Action to spread a false rumor; these are only effective in multiplayer games. Clicking the Spread Rumor button will bring up a text entry box. The player may enter any message, and click OK to send it. In multi-player games, this message will appear in other players' Rumor reports. There is roughly a 25% chance that a player will be caught planting a rumor, in which case the player will be identified in the Rumor report as the culprit. To plant convincing rumors, players should examine the Rumor report to copy the style in which rumors are written.

8.1.4 Progress Reports

Next appear the buttons for progress reports. The player may find these useful, even when the Economy Expert is turned on.

Morale History – This opens a report showing which factors or events have affected the nation's National Morale over the last few turns.

Glory History – This opens a report showing those factors or events that have affected the nation's Glory over the last few turns.

Political Goals – The Political Goals button opens a report showing the political goals of the nation.

Military Training – This opens a report showing the Upgrades the nation currently has as well as the total number of Upgrades for which the nation is qualified. A nation that qualifies for more Upgrades than it currently has will automatically be prompted to choose a new Upgrade at the end of the first turn each quarter (Jan/Apr/Jul/Oct).

8.1.5 National Parameters

If a player is managing a nation's economy himself, the Economy Advisor screen allows the player to adjust two National Parameters: Military Readiness and draft-related parameters. Players may also borrow and repay money from this screen.

> *When a player gives an order to adjust a national parameter, the value of the parameter will slowly change over several turns, until it finally arrives at the desired value. The exact rate of change of each parameter varies by nation—typically, it varies between one month and one year. If the player changes it again before it has reached the desired level, it will likewise change slowly over time to the new desired level.*

8.1.6 Military Readiness

Military Readiness affects the Strength of units: lowering Military Readiness below 100% decreases the Strength of units and newly-built units proportionally, but also decreases their Upkeep costs proportionally, and increases resource production.

> *Lowering Military Readiness below 100% for human players also eliminates all spring feudal levies.*

8.1.7 Draft

Nations draw recruits from their provinces to replenish the Strength of existing units using the draft. A nation's population is drafted into military units as follows:

Draftees are drawn from a nation's population and placed into a training pool. They are then trained for a number of months.

As they finish training, draftees are removed from the training pool and placed into the draft pool. When the combined pools reach a maximum, the draft stops. So long as the combined pools are below the maximum, the draft continues.

The draft pool is then used to re-supply Strength to a nation's diminished troop units.

- **Draft Size** – The player can also adjust the units of Draft Strength that are drafted each turn. The Draft Size is multiplied by the Draft Strength to determine the total number of draftees placed into the draft training pool per month. This has no effect on their Morale.

- **Months of Training** – Nations can also adjust the Training Time of draftees. Increasing the Training Time slows the rate at which draftees are moved from training into the draft pool—the training-to-draft rate—but it increases the Morale of draftees.

Each movement phase, draftees from a nation's draft pool are removed from the pool and distributed to the weakened troop units controlled by that nation as follows:

- divisions within a nation's possessions receive the largest disbursement of draftees

- divisions that are outside a nation's possessions but in supply receive an intermediate amount

- divisions outside of a nation's possessions and out of supply receive only a minimal amount of draftees

- divisions inside a besieged city do not receive draftees

Statistics – The following draft statistics are provided as an aid:

- **Combined Pool Target** is the desired sum of Strength in the training pool plus Strength in the draft pool—if the actual sum is less, the draft will continue; if more, it will cease.

- **Draft Morale** is the average Morale of the Strength of the new troops produced by the draft.

- **Current Training Pool** is the number of draftees currently in training.

- **Training-to-Draft Rate** is the number of draftees that are moved from the training pool to the draft pool each month.

- **Draft Pool** is the total amount of trained draftees, ready to replenish existing troop units.

Draft Costs – A nation's draft requires Money expenditures to maintain. This amount is raised and lowered depending on the levels of the settings described above. Draft costs are included among a nation's expenses, as described below in the *Income and Expenses* section.

8.1.8 Income and Expenses

On the right side of the screen a nation's net income and expenses are provided. For detailed breakdowns of these data (where applicable), see the appropriate reports on the main strategic screen.

Current/Selected – There are two columns for both Income and Expenses: *Current* and *Selected*. The Current column is what your expected Income and Expenses will be this turn, based on the National Parameter settings you began the turn with, barring any unexpected effects (e.g. occupation, major events, etc.) The Selected column is what your expected Income and Expenses should eventually change to, based on any changes you make to your parameters. This change may make many turns, as noted above in the *National Parameters* section.

Income – A player's net Money income (Current and Selected) is listed, from each of the three areas of income:

- **Taxes** (i.e. Money income—the nation's taxes on its populace)
- **Colonial Income**
- **Merchant Income**

Expenses – A player nation's Expenses, both Current and Selected, are also shown. These include:

- Expenses for **Military Upkeep**
- **Treaty** payments (see the *Diplomacy Advisor* below)
- **Draft** costs
- Payments made to **Repay Loans**

Net Income

Expenses are subtracted from Income, and the result (whether positive or negative) is displayed as Net Income, i.e. net Money Income.

- **Factors Not Included on the Economy Screen** – Note that in the advanced economy, neither Current nor Selected Income and Expenses on the Economy advisor screen include unforeseen factors, such as the effects of weather, or the effects of enemy units in a province. Furthermore, they do not include the cost of build orders the player has given that turn, such as orders to build new units, or orders to increase the level of developments. Final income and expenses for a turn, including weather effects, unit production, and so forth, are displayed on the economic reports during the following turn.

8.1.9 National Morale, Mobilization Level, and Diplomatic Actions

A nation's current National Morale is also shown, followed by current Unit Cost Increase (UCI), showing how it is calculated for that nation, current mobilized units compared to the Mobilization Limit, and current remaining Diplomatic Actions compared to the current maximum.

9. GLORY AND WINNING THE GAME

Glory is a measure of each nation's game score. The nation with the highest glory at the end of the game is the victor. Similar to National Morale, nations earn and lose Glory based on their performance in the areas of war, diplomacy, economy, and culture.

Battles are the easiest way to win or lose Glory:

- For each 7500 Strength or each ship in a battle, the winner earns +1 Glory and the loser earns -1 Glory.
- Both are doubled for troop battles with more than 100,000 total Strength.

Winning a war earns the largest bonus, and surrendering earns the largest penalty:

- Accepting a Surrender gives a nation up to +32 to Glory, and +3 for each city the surrendering nation still controls. Limited Surrenders provides up to +16 Glory, and +1.5 for each city the surrendering nation still controls.
- Surrendering costs -40 Glory, or -20 for a Limited Surrender.
- If surrendering player's Glory is positive, he loses 50% of his total Glory, and 25% for a Limited Surrender, if greater than -40 and -20 respectively.

So, if Russia surrenders and has Glory of 100, she would lose -50 Glory.

Other bonuses and penalties include:

- Declaring Total War (-50), war on a nation (-20), or war on a country (-10)
- Declaring Empire status (+2 each turn)
- Losing Empire status (-24)
- Conquering a country (+10), capturing a capital (+9), or any city (+1*city's Money/10)
- Losing a conquered or protected country by conquest (-5), or a national capital by capture, i.e. occupation of capital city (-9), or any other city (-1*city's Money/10)
- Liberating a country (-12)
- Declaring an alliance (+5)

- Canceling an alliance (-15)

- +1 if National Morale >500 (+2 if >900), and +1 for highest morale (each turn)

- -1 if National Morale > 500 (-2 if >900) (each turn)

- Canceling a treaty (-32)

- Political goals, as indicated on a nation's Political Goals list

9.1 Path of Napoleon

"Path of Napoleon" is a victory condition that human players of France may select. It may be applied to any of the scenarios in the game. When selected, the Path of Napoleon goals are listed on the Political Goals menu (accessible from the Economic Advisor.) Using the 'M' button on the main screen, above the mini-map, the player can also scroll through the overlays to find the Path of Napoleon overlay.) If the French player conquers or liberates all the labeled provinces, has (along with his allies) more ships-of-the-line (1st/2nd rates and 3rd rates) than Britain, and is at peace with Russia, then he wins on that turn. The French player loses automatically if he is forced to surrender, or if the scenario timer runs out before accomplishing the victory condition.

With the "Path of Napoleon" victory condition in effect:

- France gains an additional +200 VP when defeating a major power that has not yet lost a war

- Russian National Morale loss, from any source, is halved, and Russia does not lose National Morale from an occupied Moscow if its National Morale is below -250.

9.2 EUROPE ALARMED

If a nation is winning a game by an overwhelming margin (a combination of territory controlled and glory points accumulated), the other nations of Europe become alarmed, and tend to declare war on the winning nation and to form coalitions against it, and countries are much less likely to ask the nation that is winning to form protectorates with them. At the easiest 2 levels of play, the AI does not do this.

10. ADVANCED ECONOMY

The Advanced Economy chapter can be found in the Advanced Rules Appendix .pdf document, and also in the in-game help (<F1> key).

11. ADVANCED ADVISORS

The Advanced Advisors chapter can be found in the Advanced Rules Appendix .pdf document, and also in the in-game help (<F1> key).

12. Detailed Combat

Detailed combat battles are fought on a 40x40 hexmap (each hex representing an area about 600 yards wide) randomly generated based on the terrain, levels of development, and population present in the province where the battle takes place. The attackers and defenders begin on opposite sides of the map.

Units in regular Detailed Combat represent divisions (which may be split into two brigades). Players control their units in a turn-based system, issuing orders to move, fire, charge, deploy skirmishers/screeners, rally, re-supply, change formations, etc. Orders are executed immediately upon being issued. During daylight, each turn of battle represents 1 hour of simulated time. Nighttime turns represent 3 hours. Daytime and nighttime vary by latitude.

Units in Brigade-Level Detailed Combat already represent brigades, and cannot be split further. Rules are similar to those for regular Detailed Combat, with a few changes that will be outlined at the end of this section.

12.1 The Detailed Combat Screen

Attacker, Defender, and Will-to-Fight – At the top of the screen, each nation is labeled either the Attacker or Defender, as in quick combat, followed by its Will-to-Fight value. When a player's Will-to-Fight reaches zero, the combat ends and the other player is the victor. Will-to-Fight is based on several factors, including total unit Strength and Morale. National Morale also affects the Will-to-Fight of individual units, as follows:

- NM<-750: -3
- NM<-500: -2
- NM<-250: -1
- NM>250: +1
- NM>500: +2
- NM>750: +3

The number of units on each side is also shown as a row of small colored squares; These show what the current Morale is for a nation's units, and are an indicator of a nation's Will-to-Fight. Green squares indicate high Morale and Will-to-Fight; white are neutral; and red represent low Morale, and show the danger of retreat. Once red squares outnumber green squares, Will-to-Fight begins to drop, and the player edges closer to retreat. Will-to-Fight drops faster as the ratio between red squares and green squares grows larger.

Reinforcement Delay – This shows the number of turns before the first reinforcements begin to arrive (whether due to battle limits, or to a player's call for reinforcements—see the *Unit Commands* sub-section below).

Fog of War – Each player can see all the terrain on the map, but enemy units, however, are only visible if within sighting distance and line-of-sight of one of the units the player controls (see *Sighting Rules* below). Hexes that do not lie within sight of a player's units are shaded in Fog-of-War.

Tactical Intelligence – In detailed combat, enemy units in Fog-of-War have a random chance to be partially revealed to the opposing side. When a unit is revealed by tactical intelligence, the opposing player sees a flag belonging to that unit's nation placed in the hex, and a gray blinking pixel appears on the mini-map. This displays the unit's

approximate location at the beginning of the turn, either within or adjacent to the indicated hex.

Messages – Messages about battle events are shown near the top of the map.

12.1.1 Terrain in Detailed Combat

Each hex is assigned a terrain type, determined somewhat randomly by the terrain in the province that the battle takes place (including edge terrain). The terrain types, and brief summaries of their properties, are as follows:
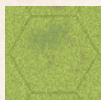
Clear – standard terrain type

The remaining terrain types are all considered *rough* terrain:
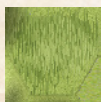
Tall Grass – blocks sight

Height – allows sight over lower obstacles, various combat bonuses/penalties

Woods:
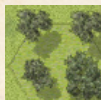
Forest – blocks sight, provides a defensive bonus, slows movement, and hinders formation changes
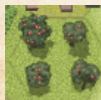
Orchard – lighter forest
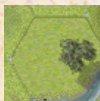
Copse – very light forest

Farm – small defensive penalty
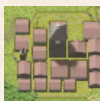
Village – blocks sight, provides a defensive bonus, slows movement, and provides minor re-supply to units there
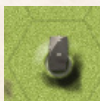
Tower – adds to sighting distance of units there

Fortress – defensive bonus, provides artillery to units stationed here, provides some re-supply to units there
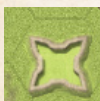
Chateau – strong defensive bonus, provides some re-supply to units there

Mud – inflicts various penalties
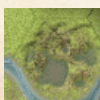
Swamp – inflicts defensive penalty

Lake (or Sea) – blocks movement except in winter (Nov-Mar); in winter, inflicts defensive penalty

Mountain – impassable terrain

Roads and Rivers – In addition to terrain, roads run through hexes, and rivers run along the edges of hexes. Roads aid movement, while rivers hinder it. Details are provided below in the *Movement and Rallying* section.

Victory Locations – A few hexes are marked with a star symbol. When the attacker occupies all Victory Location hexes with units, the defender loses 4 Will-to-Fight points each turn.

12.1.2 Fortresses

Maps for battles that occur in provinces with levels of the *Guns* development may contain one or more Fortresses. Fortresses are garrisoned with extra Militia units, under the control of the player who controls the province in which the battle occurs. (This is unrelated to the city garrisons shown on the main strategic map of Europe; if a city garrison is rallied to combat, they will appear as units on the hex map, though if their city had Guns then they may also appear in the Fortress hexes.)

12.1.3 Units

In standard "3D" view, units are drawn in patterns of small dots appropriate to their formation: Line, Column, Square, or disordered. (There are also separate patterns for skirmishers and cavalry screens.) Additionally, each comes with an appropriate figure representing the unit type (infantry, cavalry, artillery, etc.). The presence of a general is represented by a waving flag above the figure.

The figure also changes with the status of the unit: it becomes wobbly with increased disorder or low Morale, and turns transparent when a unit becomes disordered.

12.1.4 Chit View

In "chit view," units are drawn as a collection of four military icons shaded to the color of the controlling nation or country: boxes with lines through them for infantry, boxes half-shaded for cavalry, diamonds for artillery, and circles for supply caissons.

12.2 Beginning Combat

12.2.1 Setup Advantage

Before a detailed battle, each side totals its Rank-Initiative Combo, the sum of all his generals' Rank x Initiative bonuses. The general with the highest Rank x Initiative bonus on each side counts for 10x his Rank x Initiative. Each then gets a random value between 0 and the Rank-Initiative Combo, and the side that gets the higher value gets to choose a setup advantage from the following list:

- **Close Setup** – opponents start closer to each other

- **Far Setup** – opponents start farther away from each other

- **Extra Road** – more roads on the map

- **Surveillance** – removes Fog of War for first turn of the battle

- **Extra Supply** – +2 supply caissons to that player

- **Morning** – battle starts at 8am

- **Rendezvous** – lowers that player's reinforcement delay

- **Interior Lines** – raises the enemy's reinforcement delay

- **Flanking** – allows military groups to be setup along either the left or right flank of the map. Requires the *Grand Strategy* Upgrade.

- **Easy March** – negates the effects of Force-March for that player, and adds +.25 to each of his unit's Morale for the duration of the battle.

12.2.2 Unit Separation

Units begin in line along opposite sides of the map. Supply caissons are placed to the rear. Units that cannot be placed in a line due to impassable terrain are placed at a random location within that side's starting area. Units in corps will tend to enter near roads.

12.2.3 Group Placement

Any corps or army that has a 2-, 3-, or 4-star general attached can choose its setup location at the start of detailed battle. This setup only applies to units directly attached to the army or corps. A large swath of the map is highlighted, and the player clicks on any of the highlighted hexes to set a center, around which the corps or army instantly redeploys.

12.2.4 Initial Supply Caissons

Each side begins with a certain number of supply caissons. A side whose units on the main map are adjacent to a friendly supply depot begins the detailed battle with a few free supply caisson units, while a side whose units are not adjacent to any friendly supply depots begins the battle with fewer supply caisson units. The *Quartermaster* special ability brings an extra caisson along with the unit. However, each side begins battle with no more than 5 supply caissons, though reinforcements can bring more.

12.2.5 Assignment of Generals

Generals are randomly assigned to units in their own corps or army.

12.3 Unit Properties

Some unit properties are represented graphically, and some only appear on the control box, underneath the unit nation's flag.

Others are represented graphically on-screen, as described below.

12.3.1 Strength and Morale

- **Strength** – Unit Strength is displayed on its control box (and on the unit information overlay, if it is turned on) and is the same as it is at the strategic level. The damage a unit inflicts depends on its Strength. Units lose Strength during attacks.

- **Morale** – Unit Morale is displayed on its control box (and on the unit information overlay, if it is turned on) and is the same as the strategic level Morale. A unit's combat performance depends on the Morale it entered battle with, averaged with its current Morale. Units lose Morale when they suffer casualties, or are 3 or fewer hexes from a friendly unit when that unit becomes *routed*. (When a unit's Morale falls below 0, it becomes routed at the beginning of its turn. See the *Brokenness and Routing* sub-section below.) Units gain Morale by skipping part or all of their turn (see *Movement and Rallying* below), or from proximity to friendly Guard units.

Morale can also be represented on the screen by a slight "jitter" in proportion to the unit's loss of Morale.

12.3.2 Movement

Movement Sequence – Units are assigned a place in a movement sequence each turn; a unit becomes active when it begins its turn in the movement sequence. Caissons always move first. The player who controls this unit then becomes the active player, and on this player's screen the map becomes centered on the active unit. Non-active players are free to look about their map and inspect units, but may not issue orders until they become the active player.

Movement and Movement Points (**MP**) – A blinking cursor is drawn around the active unit to highlight it. Each unit is assigned a certain number of MP (MP), making certain hexes available to it for movement. All of the hexes to which the unit can be ordered to move are outlined in green (or red, if in a *threat zone*—see below) and the number of MP that would remain if the unit is moved to a hex is shown near the bottom of those hexes. (These points and costs are described in detail in the *Movement and Rallying* section below.)

12.3.3 Threat Zones

Some hexes available to units for movement may be outlined in red, rather than green. This indicates the presence of enemy units nearby, and is called a Threat Zone. The word "Threatened" also appears on the unit status area when a unit is under threat. Threat zones affect formation and disorder, as explained below. Infantry threat zones extend 1 hex; cavalry 2 hexes; and artillery 3 hexes.

12.3.4 Formation, Facing, Skirmishers, and Screens

Units can have one of three basic formations: *Line, Column, or Square*:

Square

Line

Column

Units can change their formation using the formation buttons on their control box, as described in the *Unit Commands and the Control Box* section below. Units located in chateaus ignore their current formation. Units can also have no formation, as described below.

Facing – In addition to formation, units in Line or Column formation have *facing* along the direction of one hex side. Facing can be changed by right-clicking on a hex anywhere in the desired direction of facing. Changing facing does cost MP, however.

Skirmishers – Light Infantry and *Jager* Infantry units in formation may deploy and recall *skirmishers*, using the button on the control box, as may

regular infantry if the player has the *Skirmisher Doctrine* upgrade. Skirmishers retain the formation of their unit, but are more spread-out.

Cavalry Screen – Instead of skirmishers, cavalry units in formation may deploy and recall *cavalry screens*. Cavalry screens extend several hexes along one or more ranks roughly centered on the original unit. Terrain can affect their lines.

12.3.5 Order and Disorder

- **Ordered** – Units in formation are said to be *ordered*, or well-ordered or in good order. However, units can lose their formation and become *disordered*. They can also become *shaken*, in which case they remain in formation, but are less organized (see *Shakenness* below).

- **Disordered** – Disordered units have no formation; their dots become dispersed, and their unit icon turns transparent.

(If No Unit Jiggle is turned on, their dots disappear altogether, though they remain transparent.)

A unit can become disordered when it

- Takes sufficient casualties in combat

- attempts a change of formation inside a threat zone and fails

- charges an enemy unit (and automatically becomes disordered if it charges an enemy unit in formation)

- falls below zero Morale

If more than one applies, the unit still has only one chance to become disordered. Disordered units suffer extreme combat penalties, particularly when defending from an enemy charge. Furthermore, disordered units cannot be re-supplied.

Displacement – A unit that has been charged can become displaced to an adjacent hex. It then automatically becomes disordered.

12.3.6 Routed and Unrouted

- **Unrouted** – Units that begin a turn with positive Morale are *unrouted*.

- **Routed** – If a unit begins its turn with negative Morale, it becomes *routed* and flees from the field of battle, moving towards the edge of the map by the quickest possible route and suffering severe combat penalties. Players lose complete control over routed units, but routed units have a 33% chance to stand and do nothing, during which they may be given orders to skip their turn and try to rally.

12.3.7 Broken and Unbroken Units

- **Unbroken** – Units in formation with positive Morale are *unbroken*, and *un-routed*.

- **Broken** – When a unit's Morale falls below 0, it becomes disordered, and is said to be *broken*, though it is still un-routed; it does not become routed until it begins a turn broken. Corps and army Generals give broken units a chance to rally before they rout; if successful, their Morale returns to a positive value—see the *Generals* section below.

- Disordered units with positive Morale are *neither* unbroken *nor* broken, and are also un-routed.

The chart below shows the overlapping relationships among these statuses:

FORMATION	MORALE	
Well-Ordered	Unbroken	Un-routed
Disordered	Neither Unbroken nor Broken	
	Broken	
		Routed

Low Strength – The Morale of a unit whose strength falls below 1000 automatically drops below zero, and the unit becomes routed.

Cascading Morale Loss – Units with negative Morale that are 3 or fewer hexes from other units with negative Morale lose up to -1 Morale each turn. It's best to keep units with negative Morale far apart from one another.

Formation, Morale, and Will-to-Fight – The square dots at the top of the screen represent the Morale of a player's units: green dots are unbroken units; white dots are neither unbroken nor broken; and red dots are broken units. Once broken units begin to outnumber unbroken units, a player's Will-to-Fight begins to drop. The more broken units outnumber unbroken units, the faster Will-to-Fight decreases.

12.3.8 SHAKENNESS

- **Shaken and Unshaken** – Regardless of formation, units can also become *shaken*. Shaken units in formation are still considered to be well-ordered, though they are more likely to become disordered (in which case they remain shaken). A shaken unit suffers small penalties on attack and defense and when changing formation. Units that skip part or all of their turn can make a rally attempt and become *unshaken* (see the *Movement and Rallying* section).

Regardless of formation, shaken unit icons and dots jiggle even more (in addition to the jiggle due to Morale), unless the "No Unit Jiggle" option is turned on, in which case their dots disappear and they display a red exclamation point.

12.3.9 Freshness and Fatigue/Entanglement

Over and above order/formation, Morale, and shakenness, units can also be fresh, fatigued, or un-fatigued.

- **Fresh** – A *fresh* unit is one that has just entered battle and has not yet attacked, nor suffered significant casualties, nor engaged in forced march on the way to the battle. The freshness of regular cavalry, Light Cavalry, and Lancers is not affected by forced marching. Fresh units display the label "Fresh" underneath the flag on their control box. They receive significant bonuses when attacking and changing formation.

- **Fatigued**/**Tangled** – Units that force-march before or during combat (except for regular cavalry, Light Cavalry, and Lancers) or that participate in combat, have a chance to become *fatigued*. Fatigued units display the label "fatigued" underneath the flag on their control box. They suffer penalties to movement, attacks, and formation changes. Units can become *un-fatigued* by making a rally attempt, skipping part or all of their turn.

Artillery do not become fatigued but instead become *tangled*. Tangled artillery cannot move at all, though they may change facing. Tangled artillery always become untangled after skipping part of or all of their turn during a rally attempt.

- **Un-Fatigued** – *Un-fatigued* units are neither fresh nor fatigued. Such units do not display either "fresh" or "fatigued" on their control box. Units that are un-fatigued have a chance to become fresh by rallying during a night turn.

12.3.10 Supply

Units have 10 levels of *supply* in detailed combat. Each time a unit attacks it uses 1-3 levels of supply. The supply level for each unit is displayed whenever a supply caisson is the active unit.

If a unit's supply falls to zero, it is *out-of-supply*. Units out-of-supply deal drastically fewer casualties and lose much more Morale. Out-of-

supply status is indicated by a flashing supply caisson symbol at the bottom of the unit's hex.

Units can restore supply either through the actions of friendly supply caisson units, or by starting a turn in a chateau, fortress, or village, which provides a minimal amount of re-supply each turn. Supply caissons themselves can run out of supply, in which case they cannot re-supply for the remainder of combat. See *Re-Supply Units, Re-Attach Generals* below for details about re-supplying.

12.3.11 Special Abilities

If the unit has any special abilities, these are shown at the bottom of the control box, by the same icons as on the strategic-level control box. You can mouse-over them to view a tooltip describing each.

12.3.12 Surrendered Units

A unit that surrenders either voluntarily or spontaneously (as a result of an enemy charge, for example) comes under the control of the other side in the battle. Surrendered units may not attack. At the beginning of every turn there is a 50% chance that a surrendered unit disappears from the field of battle.

12.4 Unit Commands and the Control Box

The bottom portion of the screen shows information about the active unit and any generals attached to it, as well as buttons for issuing orders to the unit. Each button has a tooltip that pops up when the cursor is held over it. Each also has an equivalent keyboard command; some keyboard commands are keyboard-only.

12.4.1 Move Commands

Left-click on numbered, shaded hex

- Active unit moves to this hex. The unit's facing is along the direction of motion.

Left-click on un-numbered, un-shaded hex

- Sets hex as a destination target for active unit. The hex is marked with a chit appropriate for the unit type, and unit will continue to move there automatically the next time it becomes active, returning control to the player once it arrives. A target graphic is placed below the unit to indicate it is moving automatically towards its target.

Left-click on any auto-moving unit at any time

- Turns off the auto-move order; the player regains control of the unit when it reaches its next slot in the turn sequence.

<CTRL> + Left-click on any hex

- Sets a destination target for all units in unit's group to move towards. The lower-left hand corner of the screen shows the current group level; if group level is "Division", then only the unit is selected. (Note that setting a target within a unit's movement range is the same as issuing a regular movement order to that hex.)

'e'

- Toggles among division, corps, and army for selected group, for purposes of setting group destination targets.

'm' or Force-March button

- Unit gains additional MP, but loses Morale, and has a chance of losing its Fresh status and becoming Fatigued (see below).

12.4.2 CHANGE FORMATION AND FACING

Pressing a formation button orders the unit to try to form that formation. The formation, skirmisher, and cavalry screen buttons show the approximate chance that the order will be successful. Failure to change formation ends a unit's turn.

Line Button

- Orders a unit to try to form the Line formation. Line formation can only be formed in Clear terrain.

Column Button

- Orders a unit to try to form the Column formation.

Square Button

- Orders a unit to try to form the Square formation. Divisions in Square formation cannot move (unless they have the *Mobile Square* upgrade).

'k' or Skirmish/Screen button

- Deploys or recalls skirmishers if infantry (or cavalry screen, if cavalry). Failure to deploy still uses up MP.

Right-click on hex

- Active unit faces in direction of this hex.

12.4.3 Attack Options

Left-click enemy unit

- Fire at enemy unit, if possible. Even when an enemy unit can be seen by some of a player's units, a unit may only attack it if that particular unit has a line of sight to the target—that is, if there are no units or tall terrain in-between. (Howitzer units may, however, attack units to which they have no line of sight.)

'c' or Charge button

- Attack enemy by charge-attack, if possible. Charge-attacks are made against the adjacent enemy unit in the direction of the active unit's facing.

12.4.4 Re-Supply Units, Re-Attach Generals

Left-click allied unit when out-of-supply

- If a unit is

1) out of supply

2) not disordered

3) occupying a hex that would otherwise be within a caisson's movement range

and 4) the caisson is facing it

then a small, white circle will appear on the unit when the cursor is moved over it. Click on the unit to re-supply it. If not dot appears, the unit cannot be re-supplied. Terrain that would block a caisson's movement also blocks it from re-supplying. Caissons may not move within two hexes of enemy units, and so enemy units can also block re-supply.

'g' – Re-Attach General

- Units with an attached General may attach the General to another unit. When the unit with the attached General is active, move the cursor over another unit within that unit's movement range and press the 'g' key to attach the general to the new unit. A unit may have at most one General attached to it.

12.4.5 OTHER COMMANDS

's' or Split button

- Splits a unit into two units of equal Strength. Only units with a minimum of 8,000 Strength may split. This ends the unit's turn, and the new unit created may not move until the next turn.

Surrender Button

- Orders a unit to surrender. Since units can be eliminated in battle, but surrendered units are returned after combat, it may be advantageous to surrender heavily-damaged units, rather than permitting them to be destroyed.

Spacebar or Skip Turn Button

- Active unit passes the rest of its turn without performing any actions. This gives the unit a chance to rally, recovering some Morale, and possibly becoming un-routed, un-fatigued, or un-shaken.

Skip All Button

- Skip turns for all your units till the end of the turn.

'w' – Wait

- Unit waits, or delays. A delaying unit moves later in the turn order but loses 3 MP while waiting.

'y' – Sentry

- Unit does not become active again until it is awakened, enemy units move within its line of sight, or it is attacked. Sentried units will also try to rally. This can help to manage units more easily, and speed up battles.

'f' – Fortify

- Like sentry, but unit does not become active again until awakened. Fortified units take 10% fewer casualties but also deal 10% fewer casualties. Fortified units will also try to rally. A fortified unit is indicated by a slight contraction of the unit's icon.

Left-click allied unit when sentried or fortified

- Wakes unit up, i.e. un-sentries or un-fortifies unit under cursor.

'u' – Wakeup

- Also un-sentries or un-fortifies unit under cursor.

'#' – Reaction Radius

- Sets edge of Reaction Radius on the hex that is covered by the mouse cursor, for the active unit. The radius will be shown as a red circle surrounding the unit. Infantry and artillery will automatically fire on units entering the radius; cavalry will move towards them. (See *Reaction Radius* sub-section below.)

<CTRL> + '#' – Facing Reaction Radius

- Sets Reaction Radius, but instead of firing or moving, units automatically try to face towards other units entering the radius.

12.4.6 DISPLAY OPTIONS

Right-click on any unit

```
French 13th Infantry
V Corps
Strength: 9420
Morale: 6.79
Supply: 10
Moves: 0
Fresh
```

```
Austrian 15th Cavalry
4th Army
Approx Strength: 8000
Approx Morale: 4.00
Flankers: 0
```

- Information regarding unit is displayed (enemy unit information is estimated).

TAB

- Toggles an information overlay on and off, with information about the units on the map.

Disordered Display

- Shows whether or not unit is disordered.

12.4.7 Detailed Battle Menu

Near the lower left corner, above the ribbon displaying the unit's name, is the "Menu" button. Clicking this box brings up a menu with options to save the game, end the game, resolve combat instantly, toggle the chit-view on and off, set the game delay, and exit the menu (resume the game).

- **Save Game/End Game** – From the Menu, players may save a game during the middle of a detailed battle, or may simply end the game from the middle of a detailed battle. Saving a game from within Detailed Combat will create a save game file, which the player may then load when beginning a new game at a later time. When the save game is loaded, the player will be returned to the Detailed Combat screen at the point from which the game was saved.

- **Instantly Resolve Combat** – After a prompt, instantly resolves the rest of combat. Provides a casualties report, just as with Instant Combat at the strategic level.

- **Toggle Unit Graphics** – Toggles between the unit figure view and the chit view.

- **Set Game Delay** – Controls the speed at which action occurs on the screen, including how fast messages are displayed. Click on the bar at the

level of speed which you wish the battle to be displayed at; the shorter
the bar, the faster the speed (and the longer the bar, the slower the speed).

Delay

- **Battle Report** (<F3>) – Players can view a report of each attack which
  has occurred during the current battle by pressing <F3>.

Battle in Upper Palatinate

It is now Day: 1, 4:00 PM

Lt. Cav. attacked Grenzer Hussars

Attack Roll: 36%

Attacker Strength: 7703

Total	Modf.	
126		Base Damage = Strength*Attack Roll/22
141	15	Effective Attacker Morale=5.602 (x(morale-5)/5)
211	70	Attacker is Fresh
143	-68	Attacker Moved (9/25)
14	-129	Distance=1
7	-7	Attack vs Cavalry
6	-1	Attacker Facing Relative to Direction of Attack
8	2	Defender Facing Relative to Direction of Attack
5	-3	Attacker Formation (Column)
6	1	Defender Formation (Column)
4	-2	Defender Terrain
2	-2	Attack Across River
4	2	Increased Damage at Division Scale

TOTAL DAMAGE: 4

Defender New Strength: 6917

Base Morale Lost: -0.008 = -Casualties/500

Adjustment For Battle Scale: -0.012

NEW MORALE FOR DEFENDER: 6.446

12.4.8 Positioning the Screen

Arrow Keys

- Scroll map

SHIFT + Drag Mouse Cursor

- Scrolls map along direction mouse is dragged

ENTER

- Centers screen on active unit

Left-click on Thumbnail Map

- Centers main map on the location clicked

12.4.9 Battle-Wide Commands

Reinforce Button

- Calls reinforcement armies and corps from adjacent provinces, if available. The player will then be presented with a list of available units, as in Quick Combat. If no units are available, the list will be empty. Not all reinforcements that are called may be able to arrive; reinforcements may only exceed battle limits by a certain amount. The number of turns before reinforcements begin arriving is shown at the top of the screen, after they are called. Once reinforcements begin arriving, one or two will arrive together at the same place in the movement sequence, at the edge of the map, each turn until all have arrived (subject to battle limits) or the battle ends. There is a chance that a reinforcement caisson will appear with each turn of reinforcements. Reinforcements affect Will-to-Fight.

Retreat Button

- Orders a Retreat. All your units will be routed and flee to the edge of map. After three turns the battle will end with the victory falling to your opponent.

F1 Key

- Opens in-game help in Detailed Combat as well

F2 Key

- Toggles "Fast Mode" on and off; in Fast Mode, movement is instantaneous and alert messages are turned off.

12.5 Beginning the Turn

12.5.1 Movement Sequence Position

At the beginning of each turn, places in the movement sequence are assigned to units. Units in a corps are clustered together in the sequence. Caissons move first, followed by other units.

- As in Quick Combat, reinforcements may be called into battle, but may also arrive due to battle limits. One or two units will arrive together at the same random place in the movement sequence, at the edge of the map. The remainder will arrive in a similar manner, at a somewhat random rate, until all have arrived or the battle ends. The number of turns before reinforcements arrive is shown at the top of the screen.

12.5.2 Surrendered Units/Local Supply

At the beginning of every turn, there is a 50% chance that any surrendered unit will be removed from the map. Units in a Fortress, Chateau, or Village also receive a small amount of supply at the beginning of a turn.

12.5.3 Victory or Retreat

At the beginning of every turn, when a player's Will-to-Fight reaches zero, that side collapses into global disorder (all units become disordered, except for cavalry), issues a Retreat, and is routed from the field, losing the battle. Players always have the option of issuing a Retreat during their turn manually.

12.5.4 Special Rally Attempt for Generals

Generals provide an additional, automatic chance for broken or routed units to rally at the beginning of every turn, for whichever group the General has authority over (army, corps, or in the case of certain Generals, all the units in battle). The General's Rally Bonus (based on his Morale rating) is the percentage chance of success; if successful, he rallies one random routed unit under his command to positive Morale, and column formation.

12.5.5 Global Morale Loss

All units on the attacking side lose -.05 Morale at the start of each turn. If a side has more broken units than unbroken units (more red dots than green dots at the top of the screen), then each unit on that side loses -.25 Morale. If the number of broken

units is 2x the number of unbroken units, then each unit on that side loses -.5 Morale. Units in Fortresses or Castles only ever lose -.1 Morale.

12.5.6 Guard Units Raise Morale

Guard in formation raise the Morale of all adjacent friendly units in formation by +.2. A unit may gain this benefit from no more than one Guard each turn. Guards may not raise a unit's Morale greater than 4.0, and each day of battle decreases this maximum by -1.0.

12.5.7 Newly-Routed Units Lower Morale

Broken units become routed when they become the active unit. When a unit becomes routed, it affects the Morale of all units within 3 hexes at the start of the turn it becomes routed (but not in subsequent turns):

- Friendly units whose beginning Morale was lower than the routed unit's lose -1.0 Morale

- Other friendly units lose -.5 Morale

- Enemy units gain +.25 Morale

12.5.8 Unit Turns

Units then resupply, move, and attack in movement sequence order. Orders are executed immediately, and the next unit becomes the active unit.

12.5.9 Allied Unit Turns

Allied units controlled by the AI will prompt the human player to order them either to engage the enemy (in which case they will take offensive action) or to fall back (in which case they will take defensive action).

12.5.10 Ending the Turn

Play continues in this way until all units have completed their moves, at which point a new turn begins.

12.6 Sighting Rules

The sight distance for each unit is calculated and displayed automatically.

Base Sighting Distance is 6

- Each unit can see a base distance of 6 hexes

Weather and Night Worsen Sighting

- Weather can lower base distance (to a minimum of 2, depending on weather type)
- Nighttime base visibility distance is 1 hex

Units Block Sight; Light Units See Farther

- Infantry and cavalry units block sight for units at their same height
- Light Cavalry, Light Infantry, and *Jager* units have increased sighting distance of 1 hex, day or night.

Some Terrain Blocks Sight

- Tall Grass, Woods (but not Copses), Villages, Fortresses, and Chateaus block sight for units not on a Height.
- High Forest and Mountains block sight of all units

The *Advanced Scouting* upgrade and the *Scouts* special ability improve sighting; see the in-game Appendix for details.

12.6.1 Smoke

As a result of combat, especially fire-combat, hexes that contain attacking and defending units begin to fill clouds of smoke, which can obscure sighting into or out of the hex. At the beginning of new turns smoke might drift to adjacent hexes, or dissipate. Smoke dissipation is faster under certain weather conditions, such as Storms.

Smoke Can Block Sight

- Hexes containing too much smoke block sight of all units on the same height or a lower height.

12.7 Changing Formation

12.7.1 Morale Check for Changing Formation

Changing formation normally costs 2 MP at division level. The chance to change formation is shown under the button for the formation. There is a chance to fail if:

- the unit is in a threat zone
- the unit is already disordered
- the unit's initial Morale (at the start of Battle) was less than 3.0
- the nation does not have the *Formation Drilling* upgrade

Otherwise, the formation chance is 100% and the formation attempt succeeds. If one or more of the above conditions apply, the chance of success is mostly affected by the formation type (Line is harder than Column or Square), and unit Morale (higher Morale is better). Other less important factors are as follows:

Increase chances of success:

- Fresh units
- A General's Formation Bonus increases the chances

Some upgrades and special abilities also improve the chances; see the in-game Appendix for details.

Decrease chances of success:

- Fatigued units
- Skirmishers deployed outside of fortresses
- Rough terrain besides Heights
- Bad weather, particularly Heavy Snow and Storm
- Disordered cavalry have an immensely difficult chance to regain formation—you should use cavalry charges judiciously.

If the formation change fails, and the unit was in a threat zone, the unit will become either shaken (but still in formation), or fall out of formation into disorder. Either way it loses the rest of its turn. The chance to become shaken while retaining formation is based on Morale; if the check fails, the unit becomes disordered. If the unit is not in a threat zone, it simply loses the rest of its turn.

12.7.2 Deploying and Recalling Skirmishers

In general, skirmishers provide defensive bonuses and increase the Morale lost by assaulted units. Skirmishers suffer some movement and formation penalties, except for Light Infantry and *Jager* Infantry. It normally costs 6 MP for infantry units to deploy or recall skirmishers, excepting Light Infantry and *Jager* Infantry, for which the cost is only 2 MP.

Chance of success is 10%+5x(unit Morale). Militia have half this chance. Disordered units may not deploy or recall skirmishers. Units have a 50% chance to become shaken or disordered if they fail to deploy/recall skirmishers, excepting Light Infantry and *Jager* Infantry, which cannot become shaken or disordered after failing to deploy/recall skirmishers.

12.7.3 Deploying and Recalling Cavalry Screens

Cavalry units can deploy (and recall) cavalry screens, using the 'Screen' button. A unit must have at least 9 MP remaining to deploy or recall a screen, and doing either of these uses up all remaining movement of the unit for the turn.

The screen extends a certain number of hexes from the unit. The length in hexes of a cavalry screen depends on the type of unit:

- **Light Cavalry and Lancers: Longer** (3+Morale)
- **Cavalry: Medium** ((3+Morale)/2)
- **Cossack and Irregular Cavalry: Shorter** (2+(Morale/3))

Cavalry operating at reduced strength have their screening distance reduced proportionally.

Cavalry screens block line of sight and line of fire through the hex containing the screen, although units on a height can see and fire over the screen. It costs 4 additional MP for any unit to enter a hex containing a cavalry screen.

Cavalry units employing cavalry screens cannot attack by fire or charge, nor can they be directly attacked. Cavalry screens cannot be rotated via the right-mouse-button, and each change of facing they make costs an additional 20 MP.

While a screen is deployed, the cavalry unit has a "Screen Cohesion" statistic, which is a percentage between 0 and 100%. Cohesion is lost when any portion of the screen is adjacent to an enemy unit at the end of the turn (especially when those enemy units are cavalry units). As the Screen Cohesion declines, the size of the screen also declines proportionally; when Screen Cohesion is reduced to 0, the screen collapses.

As a screen loses cohesion, the cavalry unit also loses some Strength and Morale (up to a full point of Morale). Cossack units lose cohesion more slowly than other units.

12.8 Movement

Each type of unit has a base amount of *Movement Points* (MP), and each hex in general has a movement *cost* of 2 MP to move into, modified further by terrain. The cost for the active unit to move into a hex is provided for the player on the screen. The points and costs are determined as follows:

12.8.1 Base MP per Unit Type

The basic number of MP awarded to each unit is as follows (a detailed list is found in the in-game Appendix):

- **Infantry: 12**
  - » Militia and *Landwehr* move shorter
  - » Nizam, Cossack, *Jager*, and Guerilla move farther
- **Cavalry: 20**
  - » Heavy Cavalry moves shorter
  - » Irregular, Cossack, Light, and Lancers move farther
- **Artillery and Supply: 10**
  - » Horse Artillery move farther

12.8.2 Terrain Properties and Rough Terrain

All terrain besides Clear is considered *rough*. The effect of terrain types is summarized below. A table is also provided.

Movement – Clear terrain does not affect the basic cost of 2 MP. Other terrain affects movement as follows:

- **Slightly Difficult**: Mud, Farms, Villages, and Fortresses and Chateaus
  - » Tall Grass and Mud are more difficult for artillery
- **Very Difficult**: Woods, Copses, and up/down Heights
  - » Units in Line must end movement in Woods and Swamps (but not Copses), except for Light and *Jager* Infantry.

> » Moving along a Height or High Forest does not cost extra, but moving up into Height or High Forest from a non-Height/High Forest hex adds +5 MP, and moving down out of Height into a non-Height/High Forest hex adds +2 MP.

- **Most Difficult**: Swamps
- **Impassable**: Lakes and Mountains

  > » In winter (November-March) lakes and shorelines freeze and become passable Frozen Lake/Shore.

Defense – Some terrain types protect a unit from casualties, or inflict more severe casualties on them. They are as follows:

- **Slightly Safe**: Tall Grass
- **Safer:** Woods, Copses, and Villages
- **Very Safe:** Fortresses and Chateaus
- **Slightly Deadly**: Farms
- **Deadlier:** Mud, Swamp, and Frozen Lakes

Rivers: Difficult – Units in Line formation may never cross a river. If a unit not in Line moves across a river, and there is no road across the river, the additional cost is 6 MP.

- Units cannot cross a river if either the hex they occupy or a hex they wish to move into is adjacent to a well-ordered enemy unit.
- Crossing a river automatically ends a unit's movement for the turn.

  > » Rubble covering a river indicates a ford. Units can cross rivers at fords at a cost of 2 MP. Crossing at a ford does not end a unit's turn. All other river rules (such the above rule for well-ordered enemy units preventing units from crossing rivers) are in effect across fords.

Roads: Easy – If there is a road in both the source and destination hexes, then MP cost is only 1. Roads have no effect in Mud, or for units in Line formation.

12.8.3 Terrain Modifier Table

The specific values for the above descriptions are as follows:

Terrain Type		Move Cost in MP			Modifier to casualties suffered		Sight
		Inf.	Cav.	Art.			
Clear		2			-	-	-
Height		2			-	-	
		+5 cost to move up					
Woods	High Forest	+2 cost to move down			Safer	70%	No
		4	4				
	Forest						No if not on Height
	Orchard					80%	
Units in Line must end movement in Woods, except Light and Jager Inf.							
Copse		3	6	8	Safer	80%	-
Tall Grass		2		3	~Safer	90%	No if not on Height
Farm		3	4		~Deadly	110%	-
Village		4	4		Safer	60%	No if not on Height
Fortress					Very Safe	30%	
Chateau							-
Mud		3	4	6	Deadlier	150%	-
Swamp		8	16			140%	
Units in Line must end movement in Swamp, except Light and Jager Inf.							
Lake (Frozen Lake /Frozen Shore)		– (2)	– (2)	– (2)	(Deadlier)	(200%)	
Mountain		–	–	–	–		No

12.8.4 Modifiers to MP or MP Cost

Lost MP

- Each unit has a 30% chance to lose half its MP each turn. This chance is reduced by 10% if the unit is attached to a corps, and by the Initiative rating of any Generals attached to the unit's group, if it has one.

Minimum MP

- Units receive a minimum number of 9 MP if their modified MP would fall below 9, and it was below 9 the previous turn. This ensures that units under adverse conditions (e.g., terrain, weather, formation) can move, fire, or change formation at least every other turn.

Guerilla Units Reduce MP Cost

- Guerilla subtract -1 from MP cost when moving into rough terrain.

Formation Can Restrict Movement

- A unit's MP in Line formation are proportional to its initial Morale (at the start of battle).

- Units with skirmishers deployed increase cost by 1 MP, unless Light Infantry or *Jager*.

- Squares cannot normally move, but get MP of 1 with *Mobile Squares* upgrade—however, they can never enter rough terrain or cross rivers.

- Tangled artillery cannot move.

Facing Costs MP

- Each change of facing for units in Column formation costs 1 MP per hex-side.

- Each change of facing for units in Line formation costs 4 MP per hex-side .

- Squares and disordered/routed units do not pay change of facing costs, as they do not have facing.

Some upgrades and special abilities affect MP costs; see the in-game Appendix for details.

12.8.5 Zone-of-Control Rules for Movement

Most units must obey zone-of-control (ZOC) rules. Well-ordered units exert ZOC over all hexes immediately adjacent to them.

- ZOC is not exerted up or down Heights, or across unfrozen rivers.

- A unit cannot pass from a hex under an enemy unit's ZOC into another hex under the same unit's ZOC.

- Cavalry can ignore the ZOC's of enemy infantry, but not the ZOC's of enemy cavalry.

- Guerilla and Light Cavalry can ignore all ZOC's but must pay more than double the normal MP cost when doing so.

- Units cannot pass through friendly disordered units.

- Units that are disordered can ignore enemy ZOC's.

- Movement costs an extra 4 MP if source hex is next to an un-routed enemy

unless moving unit is Guerilla or cavalry next to any infantry

or unless it is next to a disordered enemy unit.

- Supply caissons may not move within two hexes of enemy units.

- A unit may not enter an undamaged fortress into an enemy ZOC hex.

12.8.6 Pinned Units

When a well-ordered infantry unit begins its turn facing a well-ordered enemy infantry unit that is also facing it, then it must make a successful Morale check, or be pinned and lose the ability to move. The chance to succeed is the percentage of Morale a unit began combat with, minus half its current Morale. Generals provide their Rally Bonus rating as a bonus to the check (see *Generals* below). A pinned unit will automatically fire at the enemy and then end its turn.

12.8.7 Misinterpreting Movement Orders

Each time a unit is ordered to move it must make a successful Morale check similar to the one above, or else it may misinterpret the movement order and move to a hex adjacent to the original movement order destination, though generally of the same basic terrain type as the original hex. Units ordered to move on a road remain on the road. At night, the chance to misinterpret an order is doubled. Generals apply their Command rating as a bonus.

12.8.8 Group Destinations

<CTRL> + Left-Click sets a destination, displayed as a fuzzy chit icon, towards which all units in the selected group will automatically move until they arrive, or until their auto-move is turned off (by left-clicking on the unit). Units currently moving towards a destination will show a target icon.

12.8.9 Reaction Radius

Using the '#' key, an active unit can set a Reaction Radius, shown for the unit by a red circle at the selected radius. The unit will then fire automatically on units entering the radius. Reacting cavalry will instead move toward the unit that triggered them. Holding down the <CTRL> key while setting the radius orders a facing change as a reaction: units will attempt to turn towards enemy units entering their reaction radius, rather than fire. Each unit has a maximum reaction radius:

- Most infantry have a limit of 1 hex; Light, *Jager*, and Guerrilla Infantry have a limit of 2 hexes

- Heavy Cavalry and all artillery have a limit of 3 hexes

- Regular cavalry have a limit of 4 hexes; all other cavalry have a limit of 5 hexes

12.8.10 Routed Units

Broken units become routed as soon as they become the active unit. A routed unit with no General attached has a 33% chance to be given an opportunity to skip its turn and rally. (See the *Rallying* subsection below). Otherwise, a routed unit moves automatically toward the edge of the map behind its starting position. A routed unit that begins its turn at the edge of the map is removed from Detailed Combat.

Surrender of Routed Artillery – Routed artillery will automatically surrender to the enemy if they are adjacent to an enemy unit.

12.9 Firefights

Range – A unit can fire at an enemy unit to which it has a clear line of sight and is within firing range of the unit.

- Rifle and *Jager* units have a range of 3 hexes.

- Regular, Light, and *Landwehr* Infantry have a range of 3, but are only really effective at 2.

- Artillery have a range of 3, except Howitzers, whose range is 2.

- Cavalry have a range of 2 but are poor at firing, and are best used to charge.

If an active unit can fire at another, the player will see a pair of crossed swords over the enemy unit, indicating that it is in firing range.

Firing costs 6 MP, and generally ends a unit's turn, though Guerilla and Light Cavalry can sometimes move after firing. As in Quick Combat, for every firefight in Detailed Combat, there is an *assaulter* and a *counter-assaulter*. First the active unit (the assaulter) deals casualties and loses supply, and the assaulted unit (the counter-assaulter) loses Morale. Then, the counter-assaulter deals casualties and loses supply, and the assaulter loses Morale. The counter-assault does not use up the assaulted unit's turn; it awaits its next turn in the turn order.

12.9.1 Factors Determining Casualties

Basic Casualties Determined by Strength

- The basic casualties caused by the assaulter are about equal to a random amount of the assault unit's Strength/20 (usually about half; sometimes more, sometimes less). The basic casualties are doubled for artillery. Casualties from a single fire attack may never exceed half the Strength of the targeted unit.

Morale Affects Casualties; Generals Boost Morale

- Casualties are modified by the average Morale (current Morale averaged with initial Morale) of the assaulter. Generals commanding the unit add their Combat Bonus.

Movement Penalizes the Assaulter

- Casualties are reduced according to distance the assaulter moved before making an assault – *i.e.*, if assaulter only has 50% move points remaining before it made an assault, then damage is reduced by 50%.

Fresh Units Deal More, Fatigued Units Deal Less

- Fresh units deal +50% casualties.

- Fatigued units deal -25% casualties.

- Cavalry cannot lose their fresh status nor become fatigued as a result of fire attacks.

Out-of-Supply Units Deal Fewer Casualties

- Units out-of-supply deal -25% damage.

Off-Axis Assaults Are Weaker

- Units making an assault deal -16% fewer casualties for every hex-face they are turned from their target, and assaulted units take +33% more casualties for each hex-face that they are turned from the direction of fire. (Disordered and Square units are not considered to have facing and so this penalty does not apply to them.)

Flanking Deals More Casualties

- A unit flanks an enemy unit if it is (1) adjacent to it, (2) on the same height level, (3) facing it, and (4) not separated from the unit by an unfrozen river. If an assaulted unit has at least three such flanking units then it suffers an increase in damage in proportion to the number of flanking units. In addition:

  » Square formations ignore 2 flankers.

  » Flanking is only 50% effective against units with deployed skirmishers outside of fortifications.

  » Combined Arms: If a unit is being flanked by an infantry, a cavalry, and an artillery unit, this effectively adds 3 to the number of flankers.

> » A unit that is part of a corps can flank more precisely in coordination with units in the same corps—units in the same corps as a unit making an assault each count as 2 flanking units.

> » Some upgrades and special abilities also affect flanking; see the in-game Appendix for details.

Bad Weather Lowers Casualties

- Weather modifiers apply (except in some cases, such as artillery vs. units in Chateaus).

Rough Terrain Affects Casualties; Artillery Are Poor At Different Heights

- The terrain in the assaulted unit's location modifies casualties as noted in *Movement and Rallying* above.

- Assaulted Guerilla units apply terrain bonus twice, if it lowers casualties.

- Except for Light Infantry, units in rough terrain get a -25% penalty when making assaults. If the unit has skirmishers deployed, this penalty changes to a +20% bonus.

- Assaults at range 1 across unfrozen rivers deal -50% casualties.

- If the assaulter is on a Height and the assaulted unit is not:

  > » Artillery deal -80% damage

  > » Other units deal +10% damage

- If the assaulter is not on a Height and the assaulted unit is:

  > » Artillery deal -80% damage

  > » Other units deal -20% damage

Fortification Reduces Damage

- Fortified units both take and deal 10% fewer casualties.

In addition, firefight assaults and counter-assaults use the following factors:

Unit Type—Artillery are More Deadly, Cavalry are Less Deadly (firefight only)

- In addition to the basic casualties, artillery deal the most firefight damage, +1000% or more than Infantry.

- Cavalry deal the least firefight damage, -80% or more than Infantry.

Formation (**firefight only**)

- **Lines Are More Deadly**: Lines deal nearly +50% the casualties of Columns.

- **Squares And Disordered Units Are Less Deadly**: Squares and disordered units deal about -25% the casualties of Columns—squares a little less, disordered a little more.

- **Lines Are Less Vulnerable:** Line take about -15% fewer casualties than Column

- **Squares Are More Vulnerable**: Squares take about +10% more casualties than Column

- **Skirmishers Get Bonus in Rough Terrain**: Skirmishers making an assault out of any terrain besides Clear deal +20% more casualties.

- **Skirmishers Are Penalized in Chateaus**: Skirmishers defending in Chateaus deal -50% fewer casualties.

Each Range Hex Halves Casualties (**firefight only**)

- Casualties are reduced according to the range of the attacking unit. Generally each hex reduces casualties by half. *Jager* and Riflemen are more powerful than other infantry at longer ranges. See the chart in the in-game Appendix for exact range damage modifiers.

Unit Type vs. Unit Type (**firefight only**)

- Rifle Infantry vs. Artillery deal +100% damage.

- Artillery vs. artillery deal -90% damage.

- Any assault vs. cavalry deals -50% damage.

- Any assault vs. a supply caisson units deals +20% damage.

Smoke Lowers Casualties (**firefight only**)

- Smoke in either the fire-defender's hex or the fire-attacker's hex lessens the effectiveness of the attack, up to -50% each.

Upgrade and Special Ability Bonuses (**firefight only**)

There are numerous upgrades and special abilities which increase casualties. For example, the *Sharpshooter* special ability increases casualties dealt to artillery in firefights by 50%, and by 100% for casualties dealt to artillery by Rifle Infantry in firefights. See the in-game Appendix for other bonuses.

12.9.2 Counter-Assault

The assaulted unit then makes a counter-assault on the unit that assaulted it. This follows almost exactly the same procedure outlined for an assaulting unit except as noted above.

12.9.3 Morale Loss

Each unit loses Morale points based on the casualties it took.

- **Enfilading/Flanking Worsens Morale Loss**: Non-Squared units under enfilading or flanking fire lose -33% more Morale for each such unit assaulting them.

- **Skirmishers Spare Morale Loss**: Units with skirmishers deployed suffer only 66% Morale loss.

- **Supply Caissons Suffer More Morale Loss**: Supply caissons suffer +100% Morale loss.

- **Low Supply Worsens Morale Loss**: Units out-of-supply lose +100% Morale loss.

- **Chance For Extraordinary Morale Loss**: There is a small (2-3%) chance that a unit suffers quadruple the normal Morale loss.

Modifiers to combat damage are cumulative with each other. For instance, say a unit's attack has a basic casualty level of 100. If the unit is fresh it receives a +50% bonus, causing instead 150 casualties. If the nation controlling the unit has the Target Practice I upgrade, then the unit receives a +10% bonus on fire-attack damage: in this case, +15 casualties, for a total of 165 casualties.

12.9.4 Losing Supply

Units at full supply normally have 10 supply points (some upgrades and special abilities affect this). Each time a unit makes an assault or counter-assault it loses 1-3 levels of supply in proportion to how well it fared.

12.9.5 Morale Collapse

There is also a chance that each unit involved in combat that receives more than 50 casualties will experience a sudden Morale collapse. If the enemy unit's average Morale ((current Morale + initial Morale)/2) exceeds the unit's own average Morale, and the unit is not in a Chateau and the unit is not a Guard unit, then there is a 10% chance that the unit's Morale

collapses and falls below zero. The unit then becomes broken. The check is made more difficult for higher levels of casualties. It is also more difficult for divisions in Line formation, but is easier for divisions in Square formation or for non-skirmishing divisions in a Chateau.

12.9.6 Disorder Check

If a unit takes enough casualties, there is a chance it may fall into disorder, even if its Morale is still positive. (Units with negative Morale automatically fall into disorder, and don't forget that if a unit's Strength falls below 1000, its Morale collapses and it likewise falls into disorder automatically.) Higher Morale makes this less likely; lower Morale makes it more likely.

12.9.7 Freshness and Fatigue

Each unit making an assault loses its fresh status. The counter-assaulting unit loses its fresh status if it takes at least 25 casualties. Infantry or cavalry involved in firefights also have a chance to become fatigued; the chance of fatigue for infantry is 25%, and for cavalry is 8%. Fatigued infantry and cavalry units have a penalty to movement and attack until they become un-fatigued. Fatigued artillery cannot move until they become untangled. Artillery making assaults do not become tangled as a result of casualties, but artillery taking at least 200 casualties do have a chance to become tangled. Attacking or defending artillery have a chance to become tangled when they deal more than 25 casualties.

12.9.8 Driving Back Skirmishers

When skirmishers are fired upon, there is a chance they will be recalled. Assaults that inflict 25 or more casualties have a 50% chance to do this.

12.9.9 Killing Generals

Every assault that deals at least 25 casualties has a chance of killing an attached General. The chance is equal to 33% the casualties dealt by the assault, divided by the current Strength of the unit.

12.10 Charging

Units may charge, instead of assault, when adjacent to and facing an enemy unit (though charges cannot be made across an unfrozen river). Charge attacks cost 9 MP. Charges are resolved similar to firefights:

- Instead of a counter-assault, there is a counter-charge

- Morale and supply losses are then calculated

- The charging unit automatically becomes disordered (with some exceptions—see below), and the charged unit makes a disorder check (or becomes disordered automatically if enough Strength or Morale is lost)

- Freshness is lost

- Skirmishers may be recalled (see below) and generals killed

Basic Charge Casualties – Charges generally use the same modifiers, where applicable, as firefights. However, basic charge casualties are doubled, to about half the charging unit's Strength/10 (sometimes more, sometimes less). Like firefights, casualties due to a single charge are limited to 50% of the defending unit's Strength.

Other Modifiers – Casualty modifiers are the same for charging as they are for firefights in the following areas (as noted above): Morale, Movement, Freshness, Supply, Facing (charging unit is always on-axis), Flanking, Weather, and Terrain. Unique to charges and counter-charges are the following factors:

Formation—Line Are Best For Charging; Squares Best for Defending (charging only)

- **Columns Are Less Effective**: Charging units in Column formation deal -20% fewer casualties than units in Line

- **Square/Disordered Units Are Ineffective**: Similar to firefights, disordered or Square units making a charge deal -90% fewer casualties than Line. This is true for counter-charges as well.

- **Ineffective to Charge Squares**: Squares take -95% fewer casualties than Line. It is unwise to charge squares.

- **Columns Are Vulnerable**: Columns take +40% more casualties than Line from a charge.

- **Disordered Units Are Very Vulnerable**: Disordered infantry units take +75% more casualties than units in formation. Disordered cavalry units take +100% more casualties than units in formation.

Charging When Fatigued Reduces Casualties Dealt (charging only)

- Charging while fatigued reduces casualties by 50% (instead of 25% as in a firefight).

Cavalry Take the Fewest Charge Casualties, But Deal More to Other Cavalry (charging only)

- All cavalry take -66% casualties from charges and counter-charges than other units.

Heavy Cavalry take -77% of casualties from charges and counter-charges than other units

- All cavalry deal +50% casualties when charging Light Cavalry.
- Lancers deal +25% casualties when charging other cavalry

Infantry Charges Can Be Avoided (**charging only**)

- If infantry make a charge, then charged cavalry, Light Cavalry, Cossack Cavalry, and Guerilla units have a 50% chance to avoid the charge by retreating into an open adjacent hex, if available. Light Cavalry and Cossack Cavalry have two chances to make this check.

- In addition, any unit being charged, by an infantry unit that would deal 2000 or more casualties, has a 50% chance to avoid the charge if it has an open adjacent hex available, but becomes disordered if successful.

Units Can Be Displaced and Skirmishers Recalled (**charging only**)

- For every charge, the charger and the charged unit each generate a Charge-Power result based on terrain, their respective formations, their Morale ratings, unit vs. unit factors, and random elements. If the charging unit's Charge-Power exceeds that of the charged unit, then the charged unit is displaced from its hex and becomes disordered, and the charger moves into the hex formerly occupied by the charged unit.

- Skirmishers are always recalled when charged, unless the charge degenerates into a firefight (see below).

Charging Unit Can Avoid Disorder (**charging only**)

- Normally units become disordered automatically after they make a charge. Units with Morale of 7 or more have only a 33% chance to become disordered.

- Charging cavalry units have a chance of avoiding disorder.

- If the unit being charged is disordered, the charging unit has a chance of avoiding disorder.

Disorder Prior to Casualties (**charging only**)

- Infantry in either Line or Column formation being charged by cavalry may become disordered *before* they counter-charge. For infantry in Column, the basic chance is 10%; for infantry in Line the basic chance is 20%. Units with low Morale add up to +25%; any Generals attached to the charged unit subtract up to -15%, based on their Morale Bonus. +10% is added for each facing. In addition, the chance is halved if the charge-defender is not in Clear terrain. This affects the casualties dealt by the counter-charge accordingly.

Charges Can Degenerate Into a Fire-Fight (**charging only**)

- When infantry charge, and casualties would be >1000, there is a chance that the charge degenerates into a firefight, based on the unit's current Morale. This causes the charging unit to become shaken.

Infantry Can Form Spontaneous Squares (**charging only**)

- Charged infantry will spontaneously try to form a Square against enemy cavalry. Their chance of success is proportional to their average Morale ((current Morale + initial Morale)/2). Infantry can only attempt this if they are unbroken. If the spontaneous square succeeds, the charging cavalry loses MP and calls off the charge. Skirmishers are always recalled when a unit forms a spontaneous square.

Lancers Are Good at Breaking Squares; Other Cavalry, Less So (**charging only**)

- In normal weather, Lancers have a 50% chance to break Squares; other cavalry have a 10% chance. In rain, the chance is 90% for Lancers.

Infantry and Cavalry Screen Artillery From Charges (**charging only**)

- A unit adjacent to a well-ordered enemy infantry or cavalry unit cannot charge an enemy artillery unit.

Severely Damaged Units May Surrender Spontaneously (**charging only**)

- Charged units may spontaneously surrender before casualties are dealt, if the casualties will be too great.

- Already-disordered units may also surrender spontaneously when charged. If they do, the charger has only a 33% chance of becoming disordered.

Artillery and Supply Can Be Captured by Charging (**charging only**)

- Artillery and supply caissons that are charged and fail the opposed charge-power check have a chance to become captured by the enemy unit, instead of being displaced. If captured, they are immediately placed under the control of the attacking player, and their Strength is reduced to a minimum. Note they may be in disorder when captured. Artillery units have a 50% chance of being destroyed (disbanded) instead of captured.

Terrain and Winter Make Charging Difficult and Deadlier (**charging only**)

- Mud and Swamp are very difficult to charge out of: charge-attackers have only 1/3rd charge-power and deal only 33% normal casualties when attempting to charge from Mud or Swamp hexes.

- Charging into or out of rough terrain imposes a (cumulative) 50% penalty to charge-combat. Light Infantry ignore the penalty for charging out of rough terrain.

- Charges up Heights or across unfrozen rivers (that is, across bridges) give considerable advantage to the charge-defender.

- Charging is deadlier in winter (November-March) for both the charging unit and the defending unit, though charge-defenders in winter have a greater advantage and have double the charge-power.

Upgrades and Special Abilities Make Charging Deadlier (charging only)

Numerous upgrades and special abilities provide charging bonuses. For example the _Wild_ special ability grants a bonus charge under certain circumstances during a firefight. See the in-game Appendix for other bonuses.

12.11 Rallying

The Skip Turn command ends a unit's turn. If the unit had at least 6 MP remaining, it has a chance to rally. When a unit has at least 6 MP left and is ordered to skip its turn, it has a chance to gain the following bonuses:

Morale Gain – A unit with sufficiently low Morale will automatically gain a base amount of +.1 Morale, plus a bonus from the Rally Bonus rating of any Generals attached to them (see _Generals_ below). limit to this boost is the Morale a unit began combat with, minus 2.0. This limit decreases by 2.0 for each additional day of battle. At night, this Morale gain is doubled (see the _Weather and Night_ section below).

If a unit's Morale goes from a negative to positive in this manner, it remains disordered. If it was shaken before it originally broke, then it returns to shaken status when rallying, though there is a chance it will become unshaken. Players regain control over units that return to positive Morale.

Becoming Well-Ordered – A disordered unit that tries to rally has a small chance to return to column formation, but only if a general is attached.

Becoming Unshaken – A shaken unit that tries to rally has a small chance to become unshaken.

Becoming Un-Fatigued/Un-Tangled – Units that are fatigued have a basic 25% chance to become un-fatigued when trying to rally. Generals attached can increase this chance by adding their Rally Bonus rating (see _Generals_ below). Again, artillery that try to rally always become un-tangled.

- **Becoming Fresh** – During night turns, un-fatigued units have a chance to become fresh by making a rally attempt.

12.12 Generals

Generals that are present in a province on the strategic map will join the battle on the detailed hex map, entering attached to randomly assigned units at the beginning of the battle. A General that is attached to a corps or army on the strategic map will be attached to a division on the detailed hex map that belongs to that corps or army. Generals are not independent units during a battle, but are always attached to a unit during the entire course of the battle, though they may be transferred from one unit to another. A unit may have, at most, one General attached to it. The presence of a General attached to a unit is shown by a flag drawn on the unit's icon, and the General's portrait appears in the lower-left corner of the screen. If the player moves the mouse cursor over this portrait the General's stats will pop up.

12.12.1 Stats for Generals

A General aids the performance of units in several ways. In a charge combat, the best Generals can increase combat damage by as much as 30%; in a fire combat, the best Generals can increase damage by about 15%.

Attribute Bonuses for Generals

- A general's Bonus Move rating in detailed combat is based off his Initiative rating at the strategic level. In general, this is added to the Initiative of units under his command, in order to increase their MP.

- A general's Combat Bonus rating in detailed combat is based off his Tactics rating at the strategic level. This helps increase casualties dealt by units that the general commands.

- A general's Rally Bonus rating in detailed combat is based off his Morale rating at the strategic level. In general, it is added to the Morale of units under his command when they are rallying.

- A general's Formation Bonus rating in detailed combat is also based off his Morale rating at the strategic level. In general, it is added to the Morale of units under his command when they are changing formation, or during checks to avoid disorder.

- A general's Cavalry Charge rating in detailed combat is based off his Cavalry Multiplier at the strategic level. This increases casualties caused by charging cavalry he commands.

Rallying Bonuses

- A routed unit normally has a 33% chance for the player to regain limited control and give it a rally order. A routed unit with an attached General automatically stands and does nothing, and automatically tries to rally.

- Units with an attached General have a greater chance to become unfatigued when rallying.

- Disordered units with an attached General have a small chance to return to column formation when rallying.

- Attached Generals provide a bonus to Morale gained when rallying.

Special Rally

- If a General has authority over more than one unit (an army, a corps, or occasionally all the units on one side in a battle) then every turn, one of those units has a chance to regain an unusually large amount of lost Morale when rallying. This unit is more or less selected at random, and there is a chance that no unit will receive the special Morale bonus that turn. Units that have more than one such General (for example, a unit in a corps with an attached General, which in turn is in an army with an attached General) receive multiple chances to receive this special bonus, one for each such General.

Leadership Abilities – Generals can have additional leadership abilities as follows:

- **Heroic Leader:** +20 to National Morale (at the strategic level)

- **Displace Defender:** A charging unit this General is assigned to is more likely to displace the unit it is charging.

- **Cavalry Re-Form:** A charging cavalry unit this General is assigned to get a 50% chance to avoid becoming automatically disordered or shaken when charging an unbroken unit.

- **Stand Against Charge:** A unit this general is assigned to is much less likely to become disordered or displaced when targeted by a charge attack.

- **Great Devotion:** A unit under this General recovers double the normal amount of Morale when rallying.

12.12.2 Ranks for Generals

4 Stars – National Commander – This General is the supreme ruler of his nation. At the beginning of each turn of combat any routed friendly unit on the battlefield has a chance to become rallied.

3 Stars – Army Commander – This General has the authority to command an entire army. At the beginning of each turn of combat any routed friendly unit attached to the same army as this leader has a chance to become rallied.

2 Stars – Corps Commander – This General has the authority to command corps. At the beginning of each turn of combat any routed friendly unit attached to the same corps as this leader has a chance to become rallied.

1 Stars – Division Commander – This General can command divisions directly but the influence of his command does not extend to other divisions. He has no special rallying abilities, though he does his bonuses to the unit he is assigned to.

12.13 Fortresses

- Units in a Fortress receive a substantial bonus against assaults and charges.

- They in turn assault as if each were a Heavy Artillery unit, regardless of their actual unit type.

- They not affected by the Morale of broken units outside the fortress.

- Fortress units that the AI took from a city's garrison do not affect the Morale of other units when they rout; instead, they are disbanded.

- Assaults against units located in Fortresses may result in damage to the Fortress, either at the hex the assaulted unit is in, or in an adjacent hex. The chance of damage is related to the assault unit's type (artillery and units with the *Engineers* special ability have the greatest chance), the distance from the fortress, and whether either the attacking or defending player has the *Engineering Corps* upgrade. Damaged Fortress hexes provide lower defensive bonuses to units located in them, and assaults from these locations are less effective. A damaged Fortress hex that receives further damage becomes a destroyed fortress hex and provides only a small benefit to any unit located in it.

- A unit may not enter a fortress into a hex adjacent to a well-ordered enemy unit located in the fortress, but may enter a destroyed fortress hex adjacent to such an enemy.

12.14 Weather and Night

12.14.1 Weather

Provincial weather will often be seen in detailed combat, providing the effects noted below (an exact table is provided in the in-game Appendix). The pattern may not be present during every turn of battle.

MP are reduced:

- **Slightly** in Rain and Fog (approx. -15%)

Fog also reduces sight to 2 hexes

- **Moderately** in Ice and Snow (approx. -45%)
- **Severely** in Flood and Storm (approx. -65%)

Firefights are:

- **Deadlier** in Ice, Snow, and Heavy Snow (approx. +50%)
- **Less** deadly in Flood and Rain (approx. -25%)
- **Much less deadly** in Storm and Fog (approx. -50)

Charges are:

- **Deadlier** in Ice (approx. +30%)
- **Less deadly** in Snow, Heavy Snow, and Flood (approx. -25%)
- **Much less deadly** in Rain, Storm, and Fog (approx. -75%)
- Non-Lancer cavalry have a 60% chance to break infantry Squares if they charge them while it is raining. Lancers in the rain have a 90% chance to break infantry Squares.

Supply caissons run out of supply:

- **2x** as fast in Ice, Snow, and Flood
- **3x** as fast in Heavy Snow and Storm

12.14.2 Night

Combat may continue throughout the night; however, movement is severely restricted, casualties are significantly decreased, and line of sight is affected. Rallying also is more effective at night (see the Rallying section below).

12.15 Winter and Desert Combats

Winter – During winter months (November-March) battles fought in northerly provinces may be *winter battles*. In winter battles, the hexes show Snow and Ice.

- Water in Lakes and on shorelines freezes over. Frozen Lakes/Shore costs 2 MP to move through, and doubles casualties taken by units on it.

- Rivers freeze over and become passable terrain; frozen rivers add 1 to their MP cost.

- Units lose 16% of their basic MP.

- All casualties are increased by 50%

- Displacement from charges is a little less likely to happen.

- Infantry charges may degenerate into firefight if casualties would be >500.
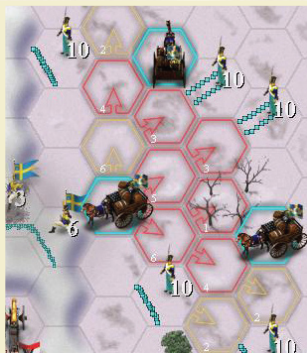
Desert – For detailed battles in desert provinces, the terrain changes to show a desert area.

- The cost of movement for every terrain type is increased by 1.

- All casualties are increased by 50%.

12.16 Ending Combat

Combat ends when a player's Will-t0-Fight falls below zero. The players are then returned to the strategic map, casualties are displayed, and the defeated player's units retreat using normal rules. Morale and POW rules also apply. Note that unlike Quick Combat, the defeated player's units do not have a chance to spontaneously surrender after Detailed Combat. (As in Quick Combat, however, units that were routed are no longer available as reinforcements for the remainder of the turn.)

Pursuit – Pursuit following detailed combat is different from quick and instant combat. The victorious side generates a Pursuit value based on its remaining units; the retreating side generates a Withdrawal value based on its remaining units. Cavalry and Guerilla provide 100 points; Heavy Cavalry provide 25 points, and Irregular cavalry provide 50. Light and Cossack Cavalry provide 200 points, and Lancers provide 200 for Withdrawal, but 400 for Pursuit.

A check is made on each value, and the two checks are compared. So, a higher Withdrawal or Pursuit value provides a greater chance for a higher check. If the Withdrawal check is higher, then maximum casualties are 7% for the retreating side, and about 2% for the victorious side; if the Pursuit check is higher, maximum casualties for the retreating side are 22% for the retreating side and about 5% for the victorious side.

The effective maximum is then based on the total Strength that a player brought to battle compared to the total battle Strength; if each side brought equally opposed forces, for example, effective maximum casualties would be 3.5%/1% or 11%/2.5%, since each side brought one-half of the total.

If the Withdrawal check is 5x greater than the Pursuit check, there are no casualties. If the Pursuit check is 5x greater than the Withdrawal check, maximum casualties are 40% for the retreating side and 10% for the victorious side, which is then multiplied by their respective Strength ratios to get the effective maximum.

Strategic Disorder – As after Quick Combat, units that are forced to retreat from combat have a 50% chance to become "Disordered" at the strategic level. Strategic Disorder also causes the following penalties to Detailed Combat:

- Unit receives -25% Morale in Detailed Combat
- Units receive only 5 Supply at the start of Detailed Combat
- Penalty to Will-to-Fight in Detailed Combat

The chance of reducing Strategic Disorder is the same as after Quick Combat.

12.17 Brigade-Level Detailed Combat

Players can choose to fight Detailed Combat at the brigade level. Units enter combat divided into brigades, based on strategic-level Strength; up to three brigades for infantry, or two for cavalry (but only one for artillery). Brigade units are identical to their divisional counterparts in terms of starting Morale and special abilities, but are smaller in Strength. Specialty infantry units (Light, Riflemen, *Jager*, and *Nizam-i-Cedid*, as well as Guard-level infantry units) split into one brigade of the same type, and one or two regular infantry brigades, reflecting the presence of these elite units among the rank-and-file within these divisions.

Overall

- Turns represent 20 minutes at brigade level and hexes 150 yards (rather than one hour and 600 yards)

Movement and Formation

- Threat zones are tripled; 3 for infantry, 6 for cavalry, 9 for artillery.
- Brigades never lose half their MP due to a failed initiative check.

- Formation changes are more difficult, and cost 6 MP, or 3 MP if Light Infantry (2 MP with the *Disciplined* special ability).

- Units in Square formation may move in brigade-level Detailed Combat.

Morale

- Guard only provide +.1 Morale boost to adjacent units.

- Cascading Morale Loss is only one-third as potent (from -.16 to -.33 each turn).

- At brigade-level Detailed Combat, Cascading Morale Loss affects brigades 12 hexes or fewer from brigades with zero or less Morale

- Brigades automatically become broken when they drop below 333 Strength

Assaults and Casualties: Division Bonuses/Penalties Often Roughly Doubled

- Line brigades deal about +200% more casualties than Column.

- Square brigades deal about -15% fewer casualties than Column; disordered brigades deal about -50% fewer casualties than Column.

- Line brigades take -30% fewer casualties than Column brigades; Line squares take about +15% more casualties.

- Infantry effectively increase their range by +2; artillery by +3

- Rifle Infantry deal +300% casualties to artillery, rather than +100%

- Out-of-supply penalty to dealt casualties doubled to -50%

- Off-axis penalties are increased: assaults deal -33% fewer casualties per facing distance, and assaulted units take -50% fewer casualties per facing distance from direction of attack.

- Flanking bonuses are provided when only two units flank an enemy unit.

- The *Sharpshooter* special ability doubles casualties dealt to artillery in firefights, and triples casualties dealt to artillery by Rifle Infantry.

Losing Eagles – Units that suffer more than 300 casualties as a result of an enemy charge have a chance to *lose their eagles*. Such units display the label "Lost Their Eagles" below the flag on their control box. A unit that loses its eagles recovers only 50% of the normal Morale gained by rallying.

Centers of Operation – Brigades cannot operate effectively if they are too far separated from the other brigades in their division. Movement away from the center-

of-mass of a division, and into a hex greater than 10 hexes away from that center-of-mass, adds 1 to the total movement cost, and always costs at least 4 MP.

13. Detailed Naval Combat

Naval battles can also be fought using detailed combat. Naval detailed combat is fought on a 50x50 hex-map; each hex represents 100 yards, each turn represents five minutes, and each unit represents a single vessel. The Attacker's ships and the Defender's ships begin on opposite sides of the map.

The User Interface for detailed naval combat is much the same as that of detailed land combat. At the very top of the screen there is information about the location, time of day, days elapsed since the battle began, and weather conditions.

Attacker/Defender and Will-to-Fight – The Attacker and Defender is determined the same way as in naval quick combat (the defender is the first fleet to occupy the sea zone). The overall Will-to-Fight (WTF) of the Attacker and Defender are provided just below the day and time. When a player mouses-over this area a breakdown of this information appears, indicating WTF derived from Unit Quality, Unit Strength and National Morale. To the left and right the fleets themselves are represented as rows of squares: green squares represent unbroken units and red squares are broken units.

Map and Controls – Just below this is provided an overview of the Attacker's and Defender's respective situations; the majority of the screen is taken up by the hex-based map on which units are moved by means of the mouse, over which messages concerning developments in the battle regularly appear. The bottom-left corner is devoted to essential data for the unit currently selected; the bottom-right corner features a small map of the entire battlefield. The bottom-middle is devoted to the buttons one needs to press in order to have the unit or one's entire force engage in an activity, and there is an options menu just above the right corner.

Movement and firing in detailed naval combat work essentially the same way as in detailed land combat, though with minor differences.

13.1 Starting Naval Combat

13.1.1 Types of Battles

Naval combat will always take place in one of three types of settings: off a coast, out in the deep sea, or outside a harbor. The first two are determined randomly, while the third occurs only during a port/harbor attack.

- **Blue Water Battles** – The most common environment for a naval action is the deep sea, where there is no land in sight. At these depths there is no option of using an anchor.

- **Coastal Battles** – Sometimes a battle fought in a sea zone will occur just off the coast. Such battles are like those fought further out at sea, except that the water is shallow enough for ships to drop anchor and the encroachment of land can limit the ability of larger fleets to maneuver.
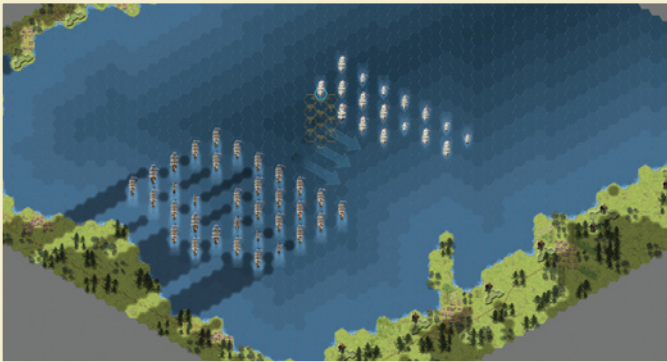
- **Port Attacks/Harbor Battles** – Fleets set to attack ports at the strategic level have the option of resolving the port attack at the detailed level. Detailed port attacks take place in a harbor, with the attacking fleet at risk of coming under fire from harbor defenses. Harbor battles are a mixture of naval and land detailed combat: the two fleets engage as usual, but the defender's shore batteries also get turns to fire at enemy vessels that come within a range of 20 hexes.

The number of artillery units firing as harbor defenses is proportional to the level of "Guns" development that the port city has.

13.1.2 Initial Distance

At the beginning of a detailed naval battle a player has the option of choosing the initial distance of engagement for the battle. The options are:

- Near Start: The fleets will be just out of gun range but fully within line-of-sight, allowing the player to engage in combat within a turn or two.

- Middle Start: The fleets will be far enough away that there is some opportunity for maneuver before they close, and some ships may be out of line-of-sight.

- Far Start: The fleets will begin near the opposite edges of the map and mostly out of each other's line-of-sight, providing ample opportunity to maneuver and change formation before they engage.

While the minimum number of nationalities involved in a naval battle is two, it is possible for each side to have one or more allies involved. However, the AI controls any allied fleet(s) in a battle.

13.1.3 Overview

Ship Name and Properties – The name and properties for the currently-selected ship are found in the lower-left corner of the screen. The same information can be shown for any ship in the battle by right-clicking on it, which brings up a tool-tip.

Overview Map – The small map in the lower-right corner enables the player to see at once the positions of all friendly ships as well as enemy vessels in line-of-sight. The part of the battlefield currently shown in the main part of the screen is represented by the small brown box within the Overview Map. It is possible to jump to another part of the battlefield by clicking on that area in the Overview Map.

Menu – Just above the Overview Map is the "Menu" button, provides the same options as in detailed land combat.

Buttons and Hotkeys – All of the actions undertaken by ships involve the buttons at the bottom of the screen, which are discussed in their respective sections. Many of these actions can be performed by means of a hotkey instead.

Save Game
End Game
Instantly Resolve Combat
Toggle Water Graphics
Set Game Delay
Battle Report <F3>
Resume Game
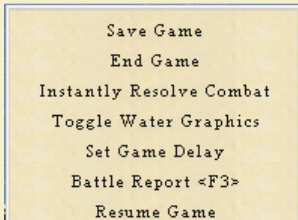
13.2 Ship Properties

The capabilities and condition of a ship are shown in the lower-left corner of the control box. Players may also right-click on any ship to open a display of its properties.

Name – Many ships present at the start of a scenario are named for a historical vessel of that class.

Ship Type – Indicates whether the ship is a 1st/2nd-Rate Ship, 3rd-Rate Ship, 4th-Rate Ship, Frigate, Privateer or Merchant vessel.
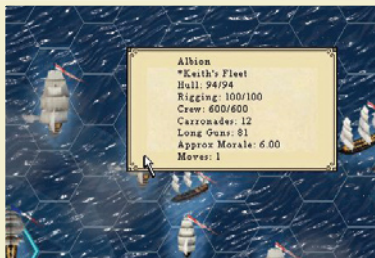
Fleet – Identifies the nationality of the ship and the name of the fleet to which the ship is attached, if any.

Albion
*Keith's Fleet
Hull: 94/94
Rigging: 100/100
Crew: 600/600
Carronades: 12
Long Guns: 81
Approx Morale: 6.00
Moves: 1

Hull and Rigging – The integrity of a ship's hull and its masts and sails are represented in terms of **hit points**, with both the current level and maximum number being provided. Note that the maximum varies according to ship type and nationality, with larger vessels and those constructed by nations with superior engineering skills having more hit points. A ship is sunk when its hulls are reduced to zero. Damage to rigging (i.e., masts and sails) hurts maneuverability and movement (see *Movement* below). Both hull and rigging damage cause loss of crew Morale.

Crew – Each ship's current and maximum crew complement is shown. A ship that still has its full crew is able to move and maneuver without any penalties, while the loss of crew adversely affects movement and maneuverability.

Marines – Each ship's current and maximum marine contingent is shown. Marines can be used to deal casualties to enemy crew at close range.

Leaders – A ship under normal leadership levels has a Leader Score of 10. Leader Score affects movement, the number of Action Points a ship receives (see *Actions*

below) and the chance of successfully tacking (see *Movement* below) or boarding an enemy vessel (see *Grappling, Boarding, and Capture* below). Leader Score can be reduced by critical hits or during boarding attempts.

Carronades and Long Guns – Warships are armed both with Long Guns and Carronades. Carronades are smaller cannons used to augment a ship's firepower at short range. Both Long Guns and Carronades can be damaged during assaults.

Morale – A ship's Morale is of fundamental importance to its performance in battle. This statistic, which rises or falls according to how the ship is faring in battle, is employed in the calculations determining the number of Action Points available each turn, the chance of reducing a fire that has broken out aboard the ship or of effecting repairs, the amount of damage caused during an assault, and the chance of successfully grappling an enemy ship or capturing it by means of a boarding party. In addition, high Morale also can boost the chances of extra movement or successful tacking (see *Movement* below). Finally, and of paramount importance, Morale is the chief determinant in whether a ship surrenders.

Moves – The current number of MP available and the maximum possible based on ship type and existing modifiers are provided.

Action Points – The current number of Action Points available and maximum possible based on current circumstances are provided.

Speed – Current Ship Speed, which represents the types of sails being employed and their positioning, is shown. There are four levels of Speed: No Speed, Low Speed, Medium Speed and High Speed. By pressing one of the two "Speed" buttons the player can increase or decrease Speed by one level.

Speed functions as a modifier to the number of MP that is applied after all other modifiers. Combined with the inertia rule (see *Movement* below) it has the effect of propelling the ship in a forward direction.

Can/Cannot Tack – This line indicates whether a ship succeeded or failed at making its "stays check" at the beginning of the turn, making it possible or impossible to turn into the wind (see *Movement* below).

Sail State – A ship's Sail State, which is an important factor in determining how many MP it gets and also modifies the amount of damage done by enemy cannon assaults, can be at one of five levels:

- Furled: A ship has no sails hoisted.
- Fighting: A ship is using the minimum sail necessary for maneuvering during combat.
- Half: A ship is using a substantial amount of its sail capacity, so as to achieve a decent speed and be harder for an enemy to target effectively.
- Plain: All of a ship's sails are deployed.

- Full: A ship uses its sails at maximum capacity, straining to get extra movement (and receiving 50% of +1 MP each turn).

Unlike the other Ship Properties, Sail State is indicated directly on the buttons one would press in order to initiate a change, instead of being provided in the list on the left side of the control box.

Damage Reports and Reports of Ongoing Actions – In addition to the unit properties listed above, the left side of the control box will announce damage and other information about the ship's current situation.

- **Types of Special Critical Hit Damage and Other Problems**

Sails Jammed: If the sails become jammed as the result of a critical hit, a ship's Sail State cannot be changed until this problem is resolved.

Sails Fouled: A ship's rigging has tangled with another ship's rigging and therefore unable to move.

Rudder Destroyed: Loss of the rudder due to enemy fire will prevent a ship from changing its facing, except for turning in the direction the wind is blowing.

Fire: Ships that are on fire – either because of a critical hit or nearby exploding ship – suffer hull and rigging damage based on how great the level of fire. (See *Naval Firefights below* for details.)

Loose Cannon: Sometimes an assault will dislodge a cannon, reducing the damage that ship can do in assaults until a repair is made (see *Actions* below).

- **Types of Continuing Actions**

Towing and Grappling: When a ship is towing or grappling another vessel its target's identity is provided. Ships that are towing another receive modifiers to their MP, while those that are grappling do not receive MP. Note that if one's ship is being towed or grappled the graphic showing this will be a different color from the one used to indicate that the ship is the one engaged in towing or grappling.

Anchors Left/At Anchor: If a battle is set in waters shallow enough for anchors to be employed, the number of anchors available is always indicated. This number decreases every time a ship that is at anchor cuts its anchor line, since anchors are left in the depths rather than hauled back onto the deck. When a ship has dropped its anchor the message indicates that it is "At Anchor," and this is also indicated graphically by means of an anchor chain hanging from the ship. Ships that are at anchor may only move within three hexes: the one where the anchor was dropped and two hexes that are downwind from it.

Special Abilities – The Special Abilities that the player is able to obtain for ships by spending Experience Points are shown by means of square icons to the left of the two rows of buttons. The effects of each ability can be determined by mousing-over the icon.

13.3 Movement

Units are placed in a movement sequence each turn, becoming active one by one, at which time they can be given movement or combat orders. A unit's turn ends when a player has taken all possible actions, or when the player ends the unit's turn by hitting the spacebar.

If a ship runs aground it is possible to tow it back to sea (see *Actions* below).

13.3.1 Wind Speed

There are four levels of Wind Speed: Light Breeze, Moderate Breeze, Strong Breeze, and High Winds. Wind direction is shown by the large arrow (or arrows) superimposed over the waves. The number of wind arrows shows the speed of the wind: 1 for Light Breeze, 2 for Moderate Breeze, and so forth. Naval actions normally do not take place under High Wind conditions, but a Strong Breeze may temporarily increase to High Wind during the course of a naval action.

13.3.2 Movement Points

Hexes into which the active ship can move are surrounded in a yellow outline. They also contain a small number showing the number of MP (MP) the ship will have remaining if it moves to that hex, and an arrow that shows the direction the ship will be facing if it moves to that hex. Unlike detailed combat on land, a ship's facing cannot be changed by right-clicking in the desired direction.

[screenshot 204.tif]

Ships must have one or more MP to move. Each ship type has a basic MP, modified each turn by wind speed, the ship's direction relative to the wind, sail state, speed, rigging condition, and crew Strength. In addition, each ship type belongs to a class, either Large or Medium.

Basic MP by Ship Type

Type	Basic MP's	Class
1st/2nd-Rate Ship	5	Large
3rd-Rate Ship	6	
4th-Rate Ship		
Frigate	7	Medium
Privateer	8	
Merchant	6	

MP Modifiers by Direction to Wind

Direction	Medium Ships	Large Ships
Luffing (facing directly into the wind)	+1 MP base movement	+1 MP base movement
Close Hauled (1 face off luffing)	+1 MP + 50% of base MP	+50% of base MP's
Broadreached (2 faces off luffing)	+100% of base MP's	+100% of base MP's
Running (opposed to luffing)	-1 MP	-1 MP

MP Modifier by Wind Speed

Wind Speed	Effect
1 Light Breeze	+1
2 Moderate Breeze	+2
3 Strong Breeze	+2, +3 if running, +4 if running and Medium size
4 High Winds	-1 MP

Sail State and Rigging Modifiers – A ship's sails can be in one of five different states.

MP Modifier by Sail State

Sail State	Effect	Turning
Furled	Drift with wind 1 hex per turn, rotating toward direction of wind	No penalty
Fighting	-3 MP	
Half	-2 MP	
Plain	Normal	1 MP penalty to turn port or starboard
Full	Morale check to get +1	

Medium size ships have an easier time maneuvering than Large size ships: Medium ships pay +1 MP for each move that involves a one-step change-of-facing, whereas Large ships pay +2 MP's for such moves.

Damaged rigging affects a ship's MP according to the percentage of the ship's rigging score remaining:

MP Modifier by Rigging Damage

Rigging Remaining (% of maximum)	Effects on Large Ships	Effects on Medium Ships
80%-90%	-1 MP	-1 MP
60%-79%	-3 MP	-2 MP
40%-59%	MP=1	MP=+2 (Only Medium ships get wind modifiers. Sailing Close Hauled is not possible.)
20%-39%	MP=0	MP=+1+Wind Speed Modifier + Direction to Wind Modifier (Sailing Close Hauled is not possible.)
0%-19%		MP=0

- **Blocked Wind Modifier** – If a ship begins its movement directly downwind from another ship of the same or larger size, then that ship receives -1 MP.

- **Towing/Grappling Modifiers**

Ships that are towing another ship usually receive -2 MP, though medium-sized ships towing large-sized ships move at a -5 MP penalty.

Grappling ships receive no MP and do not move on their own (though they may drift).

- **Extra Leaders Modifier** – If a ship has more than 10 Leaders, which is only possible with the "Legendary Captain" special ability, it will occasionally receive an extra MP.

- **Crew Strength Modifiers** – As a ship's crew complement takes casualties in combat there are fewer men to work the sails, ultimately reducing the ability to move. Once a ship's crew strength has dropped to 50% or less a ship is virtually immobilized, receiving 1 MP every other turn.

- **Speed State Modifiers** – This modifier is applied after all of the preceding modifiers. Ships have four Speed States that determine the degree to which they are fully utilizing the wind. Speed States also simulate sailing inertia: since Speed State can only be changed one step per turn, it takes a ship three turns to come to full speed from rest.

MP Modifier by Speed State

Speed State	Effect on MP
Low Speed	1/3rd movement
Medium Speed	2/3rd movement
High Speed	Full movement

13.3.3 Inertial Effects on Movement

At the beginning of its turn a ship may move forward a certain number of hexes – depending on such factors as type and nationality of the ship and its speed – in the direction it is facing because of inertia. Note that the cost of this movement is subtracted from the number of MP a ship begins the turn with.

13.3.4 Maneuvering: Backing and Tacking

In addition to heading on a course straight forward ("luffing") or turning with the wind ("wearing"), ships may attempt to move backwards ("backing") or turn into the wind ("tacking"). The latter two maneuvers are difficult to execute, and thus the player may or may not be able to have one of his ships succeed, due to the factors indicated below.

Backing – A ship at a speed of None can perform backing, and may move one hex to the rear in lieu of any forward movement. Ships may not back directly into the wind.

Tacking – In order to be able to turn directly into the wind each turn a ship first has to make a "stays check." This check is made automatically for the ship each turn. If successful, the ship is allowed to rotate into the wind, and such movement options

will be presented to it during the course of its turn. If the ship fails its stays check then any movement options that would allow the ship to turn into the wind are forbidden to it. The calculations for the stays check are based on ship type, wind speed, and one or more other modifiers:

Base Chance to Tack Based on Wind Speed*

Ship Type	Light Breeze	Moderate Breeze	Strong Breeze	High Winds
1st/2nd-Rate Ship	20%	50%	70%	50%
3rd-Rate Ship	30%	50%	70%	50%
4th-Rate Ship	30%	50%	70%	50%
Frigate	50%	70%	80%	60%
Privateer	40%	60%	70%	50%
Merchant	20%	40%	60%	40%

* Note that this table gives average values for the Tacking Check. Within the game there are slight variations from this table based on the nationality of ships.

Modifiers to Tacking

Modifier	Effect
Towing another ship	-20%
Leaders < 5	-10%
Crew < 50%	-10%
Crew < 25%	-30%
Rigging condition	Multiply by percentage of maximum rigging remaining
Morale of 6.0 or higher	+10%
Morale of 7.0 or higher	+20%
Morale of 8.0 or higher	+30%

13.3.5 Drift

Unless at anchor, ships whose rigging is more than 90% destroyed and ships with furled sails will drift in the direction of the wind 1 hex per turn, also rotating one face change per turn into the wind. This will occur at the beginning of their movement.

13.3.6 Destination Targets

One can set a destination that will take multiple turns to reach by clicking on an unnumbered hex. The destination hex will then feature a gray oval that remains in that hex after the turn ends. At the beginning of each subsequent turn until the ship reaches its objective, the ship will automatically move towards the destination until it arrives, using available MP, unless the player cancels the order. To cancel a long-range movement order, left-click on the ship, either during its turn or another ship's turn.

13.3.7 Group Destinations

One can use CTRL+Left Mouse Button to give a long-range movement order to the entire fleet to which the active unit is attached.

13.4 Actions and Action Points

During combat, ships may engage in a wide range of actions involving firing, maneuvering, adjusting the sails, etc. Actions are initiated by means of left-clicking on an enemy target (for assaults) or left-clicking on one of the buttons at the bottom of the screen. The number of actions possible each turn is determined by the number of Action Points.

13.4.1 Action Points (AP)

Just as MP limit the number of hexes that a ship can move each turn (see above), Action Points (AP) limit the number of actions a ship can take in a turn. The base number of Action Points per turn is 2, but certain circumstances can add or subtract from this:

Bonuses:

- Ships with more than ten Leaders have a chance to receive +1 AP's per turn AP's.

- Every 12-Morale turns, a ship receives +1 AP's. (For example, if a ship's Morale is 8.0, this occurs every 12-8=4 turns.)

- A ship can never receive more than +1 bonus AP.

Penalties:

- Ships that have used more than half their starting MP have their remaining AP's reduced to 1. Ships with 2 or more AP's should take care to consider using one of their AP's before moving too far.

- Ships with Morale less than 2.0 have a base of 1 AP per turn.

- Ships with their crew reduced below 50% receive -1 AP per turn.

- Ships with their crew reduced below 25% receive 0 AP.

- For ships with a Leader Score less than 10, every (10-[Leader Score]) turns, a ship receives a -1 AP's penalty. (For example, if a ship has four Leaders left this penalty applies every 10-4=6 turns.)

- If a Grapple is successful, its cost is -1 additional AP.

13.4.2 Actions

The types of actions available all fall into the following categories: Increase/Decrease Sails, Firing, Grapple/Board, Tow/Untow, Damage Control, and Drop/Cut Anchor. With the exception of Untow, which requires no AP's, each of these actions uses a single AP. Each of these actions requires using the buttons in the lower-right corner.

Increase/Decrease Sails – Increasing or decreasing the sails by pressing one of the two "Sails" buttons moves to the next higher or lower Sail State, respectively. Sail State is an essential modifier for calculating the number of MP.

Firing – Most offensives in naval combat are assaults; indeed, the other types of offensives are unlikely to succeed unless the enemy target has first been "softened up" by firing from one or more ships' Long Guns, Carronades, and Marines. Assaults are the only type that can be performed while a ship is two or more hexes away from its target, and also are the only type that involve left-clicking on a target instead of selecting a button.

Grapple/Board – Grappling and boarding, which are initiated against adjacent enemy vessels by pressing two different buttons (one showing a grappling hook, the other a marine), are combat actions that require the two ships involved to be adjacent. Before a marine contingent can attempt to board an enemy ship, it is necessary for one ship to be grappling the other. Neither grappling nor boarding is always successful, with the chance of succeeding being based on various factors (see the *Grappling, Boarding, and Capturing* section below).

If there are two or more adjacent enemy vessels, when the player presses the "Grapple" button the mouse cursor will turn into a "grappling cursor," enabling him to select which vessel to grapple. It is only possible for a ship to grapple one enemy

vessel at a time, and therefore impossible to attempt to board two or more ships simultaneously.

Tow/Untow – By pressing the "Tow" button, the player can instruct a ship to begin towing an adjacent ship or enemy vessel, usually because it is badly damaged. The ship that is being towed, which no longer receives MP each turn but continues to receive Action Points, will always move into the hex from which the towing ship just moved and will always face toward that ship. A ship can only tow either friendly or captured ships that are unable to move on their own (though these ships can still make assaults). In addition, in coastal battles it is possible to tow a ship back into the water if it has become stuck on land.

To stop towing, press the "Tow" button again.

If there are two or more adjacent ships that can be towed, pressing the "Tow" button will turn the mouse cursor into a "towing cursor," making it possible to select which one to tow.

> *Ships that are already towing a ship cannot tow another, and ships that are being towed cannot themselves tow another ship.*

Damage Control and Repairs – The player can instruct a ship's crew to engage in damage control by pressing the "Repair" button. Damage control repairs a small amount of Hull and Rigging damage, and/or it may also cause an attempt to repair one special type of damage. Problems are prioritized as follows:

- **Fire**: When a ship is on fire and an attempt is made to extinguish it, there is a chance of reducing the fire by 1 level. (See *Naval Firefights* below for a description of fire damage.) There is a base 25% chance for doing so, plus 10%*Morale. For example, a ship with its Morale at 6.0 has a 75% chance of reducing the fire. In rain or a storm the overall chance of success is doubled.

- **Loose Cannon**: Enemy assaults can dislodge a cannon, which the crew must attempt to secure in order to regain its maximum fire power. (There is a base 40% chance for doing so, plus 3%*Morale.)

- **Sails Jammed**: When a ship's sails are jammed and it is unable to change Sail State, the crew must attempt to restore the sails before the ship can regain full maneuverability. (There is a base 25% chance for doing so, plus 5%*Morale.)

- **Fouled**: If a ship gets stuck on another and its sails are fouled, the crew must attempt to unfoul the sails in order for the ship to maneuver. (There is a base 25% chance for doing so, plus 5%*Morale.)

- **Rudder Destroyed**: When enemy fire destroys the rudder, preventing a ship from changing its facing independent of the wind, the crew can attempt a repair, though the chance of doing so successfully is quite

small. (There is a base 1% chance, plus 1%*Morale.) For this reason, fixing a rudder requires repeated attempts over several turns. Note that if one attempts to repair the rudder this automatically causes damage to the hull and rigging to be repaired as well.

- **Hull/Rigging Damage**: If no more critical problem is affecting a ship, its crew can set to work at repairing its hull and the rigging, **unless** either has been reduced below 20% and is thus irreparable. Each turn such repairs will restore 1-4 points of rigging and 1-2 points of hull.

Drop/Cut Anchor – When a naval battle occurs off a coast, this means that the water is shallow enough for ships to drop their anchors, which can be done by pressing the "Anchor" button. Doing so limits a ship to three hexes in which it can move and prevents it from drifting with the current or wind, enabling its gunners to aim more accurately and thus fire more effectively. However, when they are at anchor ships are relatively stationary targets for enemy vessels and are therefore easier to hit.

In order for a ship to be able to begin moving again, it must cut its anchor line, using the same button. Cutting the line means that the anchor is lost, leaving the ship one less anchor for use later in the battle. (A ship's supply of anchors is replenished between battles.)

> *Since anchors can only be used in coastal waters, the "Anchor" button is not visible during "blue water" battles.*

Other Options – The last four buttons on the right are used for selecting options that involve an individual ship or one's whole fleet.

- **Pass Turn:** Has a ship skip its turn.

- **Pass All Turns:** Has an entire fleet skip its turn, which enables the enemy fleet to close more quickly.

- **Surrender:** If a ship's condition is such that it is no longer able to fight effectively and is on the verge of breaking, the player has the option of surrendering it to the enemy. The desired results of such a decision would be to prevent one's Will-to-Fight and National Morale from being significantly affected, and also to leave a chance of recapturing the ship later in the battle. Ships that have surrendered function the same way as captured ships (see *Grappling, Boarding, and Capturing* below).

- **Retreat:** If the player recognizes that he has little or no chance of victory he can withdraw from the battle and try to preserve what is left of his fleet. The enemy does get an opportunity to pursue and cause further harm (see the next section for details).

13.5 End of Combat

13.5.1 Will-to-Fight

Combat continues until one side either decides to retreat, or its Will-to-Fight is reduced to zero, whereupon it begins to flee and the Pursuit Phase begins. At the beginning of a battle, Will-to-Fight is derived from four factors:

- **Unit Quality:** Twice the average quality of the fleet
- **Disposition:** Each ship that is disordered at the strategic level (**i.e.,** before the battle begins) receives a -2 quality penalty
- **Unit Strength:** Total strength of ships (on a 10-point scale, divided by 30)
- **National Will:** Modifier between -3 and 3

As the battle continues, this number drops based on the number of unbroken versus broken units in the fleet, as well as loss of crewmen and marines. Once the majority of a fleet's ships are broken, Will-to-Fight starts to drop precipitously.

A "broken" ship, by definition, is one meeting one or more of the following criteria: rigging below 25%, hull below 25%, crew below 50%, or morale below 0.0. Only in the last case does a ship automatically surrender; otherwise, it still can be controlled but is little threat to the enemy fleet.

There is no maximum length of time that a battle can last, but it will be extremely rare for one to extend into a second day because the Attacker begins to lose Will-to-Fight beginning at 8:00 p.m., starting with a -10 penalty for that first day and -5 for any subsequent day.

13.5.2 Pursuit

Once one side is defeated there is an instantaneous pursuit phase, during which it is determined how many of escaping fleet's ships are captured by the victor, to be added to its own fleet or converted into resources. Ships that are crippled – that is, their hull or rigging are extremely damaged – as well as grappled shapes with badly damaged rigging are automatically captured, while others have at least some chance of escape.

Due to their greater speed and maneuverability, frigates are especially valuable during the Pursuit Phase, as cavalry are in land combat.

13.6 Sighting

Detailed naval combat, like detailed combat on land, models fog of war based on factors that make it easier or harder for units to look around and spot the enemy. Hexes into which the player's fleet cannot see are darker than the ones that are visible to the fleet. The presence of an enemy ship in one of these darker hexes will sometimes – though not always! – be signaled by one of its flags, which alerts the player to the danger without allowing him to learn what type of vessel has been spotted. The distance at which ships penetrate fog-of-war can be decreased by weather effects, so that ships sight at a shorter distance in rain than in clear weather, and at very short distances in fog. Both other ships and sufficiently dense smoke also block line-of-sight.

13.7 Naval Firefights

Assaults in detailed naval combat in certain basic respects function the same way as those in detailed land combat, with a few differences. The most notable difference is that targeted units do not give automatic counter-fire.

> *Just because the enemy is in range does not mean that an assault will have a noticeable effect and make the expenditure of an Action Point worthwhile – always be mindful of your ship's capacity for long-range firing.* **Range tables can be found in the in-game Appendix.**

13.7.1 Aiming and Ammo Type

As in detailed combat on land, the player can have a unit fire on an enemy unit by mousing-over it and, if the crossed-swords indicate that the enemy is in range appear, left-clicking to fire. However, in contrast to land battles, the player must decide what part of an enemy ship to target, and what type of ammunition to have the Long Guns fire. This is a critical decision, and must be made carefully depending on the situation.

Aiming High/Low – When firing at the enemy, ships' guns may "Aim High" or "Aim Low" by pressing the button at the bottom of the screen (which changes when pressed):

- **Firing High**: Targets rigging and sails, as well as crew and marines stationed in the rigging

- **Firing Low**: Targets the hull, as well as crew and marines stationed on or below deck

Ammo Type – Based on the decision of which part of the ship to target, the player should press the "Ammo" button (which changes when pressed) to choose the type of shot that will achieve the desired effect from the Long Guns (i.e., shot choice can function as a modifier for fire from the Long Guns):

- **Round Shot**: Standard assault values

- **Chain Shot**: Represents bar shot, link shot, and similar projectiles, and is far more effective against rigging than hull. Damage is calculated using the same standard assault values as for round shot, but with modifiers applied for the respective parts of the ship. (If any damage is done to the rigging during an assault, this type of shot does +50% rigging damage; if any damage is done to the hull, it does -50% hull damage. Note that this type of shot cannot cause critical hits to the hull.)

- **Canister Shot**: Intended primarily for close-range assaults on a ship's crew and marines, canister functions like round shot at a range of more than one hex (**i.e.**, it does not modify the base damage), but becomes more deadly to crew and marines and less effective against hull and rigging when fired at an adjacent vessel. (At a range of 1 hex, if any crew/marine damage is done it is increased +50%, but hull any damage is reduced to 0% and any rigging damage that is done is reduced by -25%.)

Therefore, in every situation some combinations of elevation and shot type will be more effective than the others, and the Player must determine which is best. If, for example, it is desirable to decrease an enemy vessel's maneuverability while still several hexes away, it would be best to aim high with chain shot and try to reduce the rigging significantly. If one wants to reduce hull integrity and perhaps get a critical hit, round shot aimed low might be the best option. Or, if one is more concerned with reducing

the size of a crew and lowering its morale, canister shot fired low – where the majority of the crew and marines are stationed – from an adjacent hex will be most effective.

Unlike assaults in land detailed combat, in naval detailed combat there is no automatic return of fire by the enemy vessel.

13.7.2 Casualties

After every assault a message appears reporting how much damage has been done to the enemy vessel. Similarly, messages appear after grappling or boarding attempts, the dropping of anchors, and other types of actions. The length that the value remains on-screen can be set by means of the Game Delay Bar on the Options menu.

Types of Guns – Every assault uses Long Guns. Assaults within 5 or fewer hexes also use Carronades, and assaults within 2 or fewer hexes also use marines.

Types of Basic Casualties – Each assault deals up to three types of damage: 1) damage to hull (including guns) 2) damage to rigging and 3) damage to crew. Long Guns and Carronades deal damage to all three, but marines can only damage crew Strength.

- Each type of damage from Long Guns and Carronades gets a basic, random value from 1-8 that is then modified by multiple factors, including range, wind speed, facing, crew morale, and so on. Long Guns and Carronades each get a value, if both are used.

- Damage dealt by marines gets a random value from 0-100%, which is modified by various factors as described below, and the resulting percentage is removed from the target crew Strength.

Modifiers to Casualties – Assault damage is modified by a wide range of factors. In addition to ammunition type and whether a ship is aiming high or low, these include factors that are always present, such as range and crew Morale, and temporary factors, such as a ship being "fresh" or at anchor.

- **Range** – The single most important modifier for assaults is range, with the damage dealt by a ship's Long Guns, Carronades and marines directly linked to how many hexes away the target is.

The effects of range on the base combat "dice roll" are calculated by means of six tables that separately determine the effects of the Long Guns and Carronades on rigging, hull, and crew. These tables are provided in the in-game Appendix.

Range is especially important for the role of marines in assaults. At range 1, marines do 0-18% of their number in damage to the enemy vessel's crew and marine Strength; at a range of 2 hexes, marines cause only 0-6% of their Strength in damage, and beyond that range, marines are completely ineffective.

- **Assaulter's Crew Strength** – If a ship's crew is not at 100% strength, the amount of damage it does will be reduced by a simple formula: damage

is multiplied by the percentage of the ship's maximum crew complement still active (that is, a ship that has 70% of its crew remaining will do 70% of normal damage.).

- **Assaulter's Crew Morale** – During every assault there is a chance that a crew's Morale, if high enough, will provide a +25% damage bonus.

- **Assaulting When Fresh** – When a ship fires for the first time in a battle the freshness of its crew provides a +50% bonus for any type of damage inflicted on the enemy.

- **Assaulter's Speed** – When ships with a base movement of 5 or greater assault, they receive a -1 penalty to their damage value because they are moving too fast to take aim properly.

- **Assaulter or Defender At Anchor** – Ships at anchor are able to take steadier aim when firing but become stationary targets when fired upon: therefore, if the assaulter or defender is at anchor an assault deals +25% damage. If both the assaulter and defender are anchored, a +50% anchor bonus applies both ways.

- **Number of Long Guns and Carronades** – If a ship has more Long Guns or Carronades than the basic values of 74 Long Guns and 6 Carronades, it receives a bonus to damage, whereas if it has fewer than these values it fires at a penalty.

Usually a number of guns greater than the base is due to nationality or ship type, or both, but there is also the option of increasing the number of Long Guns by applying the "Extra Guns" special ability to a ship.

- **Firing High or Low** – The effectiveness of the Long Guns is adjusted based on whether they were aiming high or low: if firing high at a range of 1-5, Long Guns do +50% damage to the rigging, but -25% hull damage and -25% crew and marines damage. Firing high also causes a slightly greater proportion of crew damage to be done against enemy marines. Firing low does normal damage.

- **Assaulter Facing** – The relative facing of the assaulter and target ships is an important considerations in resolving combat damage. In the Age of Sail, ships' guns were concentrated on the larboard (left) and starboard (right) sides, and ships were most vulnerable to enemy fire on their fore (front) and aft (back) ends: thus, in order to cause the greatest amount of damage while receiving the least, a ship should fire on an enemy vessel when the fore or aft (bow or stern) of the latter is pointing towards the guns mounted on its larboard or starboard.

Full Broadside: Due to the position of the assaulter's guns, the most damage will be dealt to an enemy vessel when it is situated within an invisible 90-degree cone extending from the two hexes on the side of the ship that is firing.

Reduced Field of Fire: If the target vessel is located to the larboard or starboard, but is not within the 90-degree cone, there is a reduced field of fire that deals only ½ normal damage.

Fore and Aft: However, if the assaulting ship fires from its fore it does only 1/6th regular damage and from its aft only 1/8th regular damage. Refer to the accompanying screenshot as a reference (hexes on the line may fall within one or the other zone in real gameplay).

- **Target Facing** – Just as the target vessel's direction relative to the assaulting ship has a large effect on the amount of damage it receives, the direction in which that vessel is facing greatly impacts the effects of the assault. Since the greatest damage is done when firing into one of a ship's ends rather than its sides, firing into a ship's bow causes +25% damage and firing into its stern causes +50% damage. Therefore, raking the bow or stern is far more deadly to an enemy vessel than shots on one of its sides. (The arcs for target facing are the same as for assaulter facing.)

This bonus damage for raking the bow or stern only applies at ranges of 1-4 hexes.

- **Defender's Sail State** – A vessel that is being fired upon is more or less susceptible to rigging damage depending on how widely spread its sails are. Sail State thus acts as a modifier on the damage values for both Long Guns and Carronades:

Sail State	Effect on damage values for Rigging
Furled	-3
Fighting	-2
Half	-1
Plain	No modifier
Full	+1

- **Wind Speed** – Crews aboard ships being buffeted by strong winds and choppy seas will be less likely to fire effectively on the enemy. Thus for ships experiencing a heavy breeze (Wind Speed 3) there will be a 33% chance of their combat roll being reduced by 1, while those being hit by a gale (Wind Speed 4) will always have their combat roll reduced by 1. (For the chart showing combat roll effects, see the in-game Appendix.)

- **Weather Conditions** – The weather can adversely impact how much damage a ship does when firing on the enemy:

Snow and Rain: -1 to all combat rolls

Heavy Snow, Fog, Storm: -2 to all combat rolls

- **Night Combat** – Assaults made at night get a -50% penalty to casualties dealt at ranges larger than 1.

- **Assaulting With a Loose Cannon** – Ships that assault with a Loose Cannon receive a -2 penalty to their damage value.

- **Opponent Is Trying to Board** – If an enemy ship is trying to board a firing ship, then the firing ship does +100% damage.

Reaction Radiuses – *A reaction radius can be set for each ship unit, as for land units in detailed land combat. To turn on a ship's reaction radius, hold the cursor over a hex within the ships reaction range, and hit the '#' key. Most ship's reaction radii extend for 4 hexes; 3rd rates' extend for 6, and Frigates' and Privateer's extend for 8. Ships will automatically try to turn and fire upon units entering their reaction radii.*

13.7.3 Additional Effects of Casualties

If the situation is dire enough for a ship that has come under fire, assaults from enemy guns and marines might have a greater effect than simply causing damage to hull and rigging and causing casualties among the crew and marines: assaults can also cause a loss of Morale, a critical hit or even an explosion, with the chance of these occurring being greater for ships that have already suffered from previous assaults.

- **Damage to Guns** – As a vessel's hull is damaged, its Long Guns and Carronades likewise suffer damage. Thus whenever the hull is hit an amount equal to 1/3rd of hull damage +/-25% of that amount is dealt to the guns, with the Long Guns taking 90% of this damage and the Carronades 10%.

- **Damage to Crew and Marines** – When damage is done to a vessel's crew and marines, 10% of that overall amount is done to the marines, unless the ship was firing high at a range of 1-5, in which case the marines take 20% of the damage and the crew 80%.

- **Critical Hits** – On occasion, a ship firing at an enemy vessel gets lucky and scores a critical hit on the hull or rigging, and both if especially lucky. The types of critical hits vary, and can include fire breaking out, leaders being killed, or even a catastrophic explosion. A complete list is included in the in-game Appendix.

The chance of scoring a critical hit is greater when the enemy vessel is close. Furthermore, the chance of a critical hit against the rigging is enhanced if a ship is aiming high, just as aiming low boosts the odds of a critical hit on the hull. (But it is impossible to score a critical hit against the hull if firing chain shot.) Ships grappling another ship are also more vulnerable to critical hits.

- **Fire** – Fires do not break out because of normal enemy fire, but a critical hit or nearby explosion can set a ship ablaze, in which case it suffers fire damage. When a ship catches fire, each turn that it continues there is a 20% chance that the Fire spreads on the ship, increasing the Fire level by 1. If a ship at the beginning of its turn is has a fire that has reached Level 3 or higher there is a 10% chance that it will explode. Even if a fire does not make a ship explode, once its hull reaches 0% the ship is considered sunk and is rendered inoperable in combat.

- **Explosions** – A ship that explodes – due to critical hits or fire spreading to the powder room – is destroyed and has a chance to set nearby ships on fire, with those ships that are closer having a greater chance of catching fire.

- **Morale Loss** – Assaults almost always cause the enemy vessel to suffer Morale loss, from spectacular one-time events (such as critical hits and explosions), ongoing problems (such as fire), or from ordinary damage.

- **Striking Colors** – Ships whose Morale falls below 0.0 and ships whose crew Strength falls below 20% of its maximum level will strike their colors and surrender. Surrendered ships may be moved by the new controlling nation, but their guns may not be fired.

13.8 Grappling, Boarding, and Capturing

Ships can attempt to grapple and then board adjacent enemy ships. Successful boarding actions can result in the capture of enemy vessels. Boarding actions are more likely to be successful against ships that have already been bloodied by assaults.

13.8.1 Grappling

By pressing the "Grapple" button, the player may attempt to have his ship's crew throw a grappling hook and grapple the enemy vessel, so long as the target is not a larger ship (e.g., a frigate cannot grapple a 3rd-Rate Ship). A pop-up message will announce if success has been achieved, and if so there will be a rope shown running from one ship to the other. Once grappled, a vessel cannot ungrapple itself through its own efforts, but each turn there is a 15% chance of the grapple being broken. However, a grappling ship can release its grapple if the player presses the button again.

Whether an attempt to grapple succeeds depends on certain modifiers: there is a 30% base chance of success, but Wind Speed can reduce this chance (by -5% if a Moderate Breeze, -10% if a Strong Breeze, and -15% if High Winds), while the chance of success can be improved if the target is towing another ship (+10%), already being grappled by another ship (+10%), has fouled sails (+10%), or has lower crew morale (+15%).

> *A grappled ship cannot in turn grapple or tow other ships. If a ship that is on fire is being grappled or grappling another there is a 15% chance each turn that the fire spreads to the other ship.*

Defeated ships that are grappled when pursuit occurs, or that have less than 10% rigging remaining, are captured by the victorious nation.

13.8.2 Boarding

Once one's ship has grappled an enemy ship, it may be possible to send in a boarding party of marines and capture the ship, or at least inflict significant casualties on its crew and marines, by pressing the "Board" button.

Whenever a boarding attempt is made, casualties are inflicted and received by both sides. Ships being boarded deal 2x normal casualties to the ship making the boarding attempt. If the attempt ends indecisively without the vessel being captured, then both

sides will lose 0-2 Morale points. There is an independent 10% chance for each ship that 1-2 of its Leaders will become a casualty.

Each boarding attempt gets a basic random percentage value from 0-100%. This value is modified by a +10% bonus if the ship attempting to board has a larger crew and marine contingent, or by a -10% penalty if its crew and marine contingent is smaller. The boarding value gets a +2% bonus for every leader aboard, and a -2% penalty for every leader aboard the targeted vessel. The possible results of a boarding attempt are as follows:

Total Boarding Value	Effect
Less than 15%	Grapple broken
16-26%	Boarded ship's advantage: the boarded ship deals +25% in combat casualties this round
27-79%	No effect, unless the boarded ship's crew Strength drops below 15%, leading to the vessel's capture
80-89%	Ship captured if boarding unit's Morale > boarded unit's Morale + 1
90-100%	Ship captured if boarding unit's Morale > boarded unit's Morale

13.8.2 Capturing Ships

As can occur when severe damage from assaults forces an enemy vessel to strike its colors, the player can capture one outright by grappling and boarding it. Ships that have been captured in either manner – or deliberately surrendered by means of the "Surrender" button – fly a white flag and replace their original pennant with that of the fleet that now controls them.

If an enemy vessel that has been captured is badly damaged enough that it has difficulty moving the player has the option of towing it.

Morale Losses in Combat – Setbacks in battle will lead to losses in ships' Morale levels, contributing greatly to the ultimate defeat of one of the fleets. As the following table shows, Morale can be lost through assaults, the results of assaults, and other actions, with ships either taking a one-time hit or seeing a drop each turn:

Morale Loss During Combat

Causes of One-time Morale Loss	Effect
Fire	Ships lose -.5 Morale per level of fire at the start of their turns
Critical Hit	Ships can lose a great amount of Morale due to Critical Hits
Explosion	If a ship explodes, all other ships in its fleet and allied fleets lose 1 Morale
Assault	When a 1st/2nd-, 3rd-, or 4th-Rate ship is fired upon, its Morale drops by .01*Damage, with crew losses counted as double; Frigates, Privateers, and Merchants lose twice this amount
Boarding	Ships lose some amount of Morale from boarding
Ship Condition	**Effect (Morale Loss)**
Rigging < 25%	-.3 per turn
Hull < 50%	-.3 per turn
Hull < 25%	-.8 per turn
Crew < 75%	-.1 per turn
Crew < 50%	-.5 per turn
Crew < 25%	-2.0 per turn

14. Saved/Local Games, PBEM, and TCP/IP Play

14.1 Load Local Game

To load a previously saved game, browse to the save file's location after clicking the "Load Local Game" button and select it.

14.2 PBEM (Play by E-mail)

14.2.1 Starting a New PBEM Game

Players may choose to start or load PBEM games from the opening screen. A new PBEM game should be started by the player who will be playing the first human player in the list of eight playable nations on the Setup Screen.

After clicking on the "Start PBEM" button this player will be taken to the setup screen, where he must choose which nations will be controlled by human players. After clicking on the "OK" button he will be prompted to enter a name for the PBEM game, which will become part of the save-game files that are generated into and retrieved from the PBEM folder. Having done so, the first player will be able to take and complete his turn.

When the first player clicks on the "End Turn" button a pair of files will be created in the PBEM folder that will have his country's abbreviation and the word "Done" added to the name given to the PBEM game. For example, if the first player is playing France and he named the game "Standard-Campaign" the files will be called "Standard-Campaign_Turn000_1FraDone.sve" and "Standard-Campaign_Turn000_1FraDone.rep." These files should then be e-mailed to *all* of the players, each of whom will need these files to take his turn. (Note: Using file compression, such as .zip or .rar, on these files before e-mailing them is highly recommended.)

Upon receiving these files and moving them into his PBEM folder, each player *except the last player* should open them by clicking on the "Load PBEM" button. After a player has taken his turn and clicked "End Turn" a new pair of files will be generated, this time adding *his* country abbreviation and the word "Done" – *e.g.*, "Standard-Campaign_Turn000_2BriDone.sve" and "Standard-Campaign_Turn000_2BriDone.rep." As the first player has already done, all other players should send the pair of "Done" files they have generated to the last player.

Upon receiving all sets of files, the last player must click on the "Combine PBEM Files" button – instead of the "Load PBEM" button – in order to take his turn. He

will then be prompted to load and combine all of the other players' files before he can take his own turn. Once the last player is done with his turn and clicks "End Turn" he will generate files whose name indicates that all players have now taken their turn: *e.g.*, "Standard-Campaign_Turn001_ALL.sve" and "Standard-Campaign_Turn001_ALL.rep." These files are to be e-mailed to the other players, who should open them, take their turn, and return the "Done" files they have generated to this player – thus whereas at the start of the PBEM game it is the first player who generates files for all of the others, for every subsequent turn it is the last player who does so.

Players who wish to do so may set a PBEM password on the Policy Screen.

Note: Due to an incompatibility with certain operating systems, some players may not be able to use the "Combine PBEM Files" button. If it is the case that the individual playing the last human-controlled nation in the list of eight nations has this problem it will be necessary instead for each player to take his turn and then send the files he has generated to the next player.

14.2.2 Important Considerations for PBEM Games

Due to the nature of PBEM file structures, there are several differences between PBEM games and local or networked games.

- All battles are resolved instantly.

- In a PBEM game, players may set policy for their nations towards other nations from the popup context menu on the main screen (right-click on the main map and then select "Set Policy"). From the Policy Screen players can choose to set their diplomatic attitude toward each nation in the game by toggling three different attributes: Aggressive, Trade, and Alliance. If "Aggressive" is toggled on, then a nation will take an aggressive position toward that nation whenever there is an opportunity to do so (*e.g.*, issuing ultimatums, declaring protectorates when the other nation goes to war with countries, etc.). Also, if "Aggressive" is turned on, nations will refuse offers of cease fire and limited surrender. If "Trade" is toggled on, the nation will consider accepting trade routes proposed by the other nation. If "Alliance" is toggled on, the nation will accept alliance proposals offered by the other nation.

- Trade offers are automatically accepted or rejected based on their merits as well as trade policies set by the player: players who wish to prevent certain resources from being traded away or to seek to gain certain resources may set trade import/export policy for these. For instance, if "Iron Import" is toggled off, then the nation will not accept any trade proposal that involves importing iron, just as the nation will not accept

any proposal involving the export of this resource if "Iron Export" is turned off.
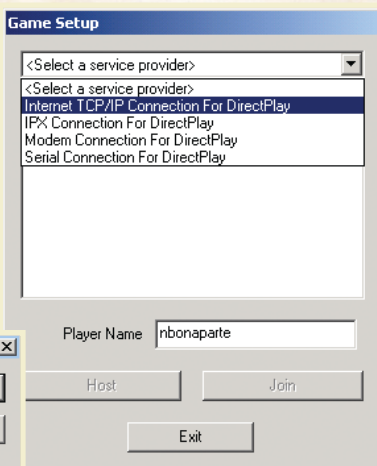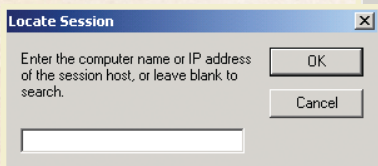
- The "Historical Events" feature is turned off for PBEM play.

14.3 TCP/IP Play

14.3.1 Starting a Remote Game

This option opens a menu that presents options for selecting the medium of remote game-play, such as LAN (local area network), TCP/IP (for internet play), serial connections, and so forth.

You may be prompted to enter an IP address. Enter one as necessary, otherwise simply click "OK".

Game Setup

<Select a service provider>

<Select a service provider>
Internet TCP/IP Connection For DirectPlay
IPX Connection For DirectPlay
Modem Connection For DirectPlay
Serial Connection For DirectPlay

Player Name nbonaparte

Host   Join

Exit

Locate Session   ✕

Enter the computer name or IP address of the session host, or leave blank to search.

OK

Cancel

After a player has chosen the remote medium, he is then prompted whether he wants to act as the server and host a new game, or whether he wants to connect to an existing server running on the medium he has chosen.

Host   Join

Exit
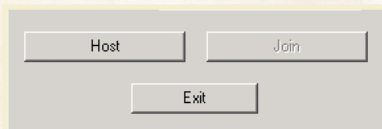
After a player chooses either to host a game or to join an existing server, he is presented with the Multi-player Setup Screen.

This screen allows each player to choose one or more nations to control during the course of the game, and allows the server player to choose a game scenario and to set the game's difficulty level, all as described above in the Local game section. Each player then clicks "OK" on his setup screen to proceed to the game.

14.3.2 An Important Disclaimer About TCP/IP

The TCP/IP code for Crown of Glory: Emperor's Edition is built on a deprecated Microsoft platform. TCP/IP may not work on some players' systems. Therefore, Western Civilization Software cannot provide support for TCP/IP play with this product.

15. CREDITS

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Our Strength
We thank God for giving us the ability and strength to complete this project and follow our dream.
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Crown of Glory
Emperor's Edition