

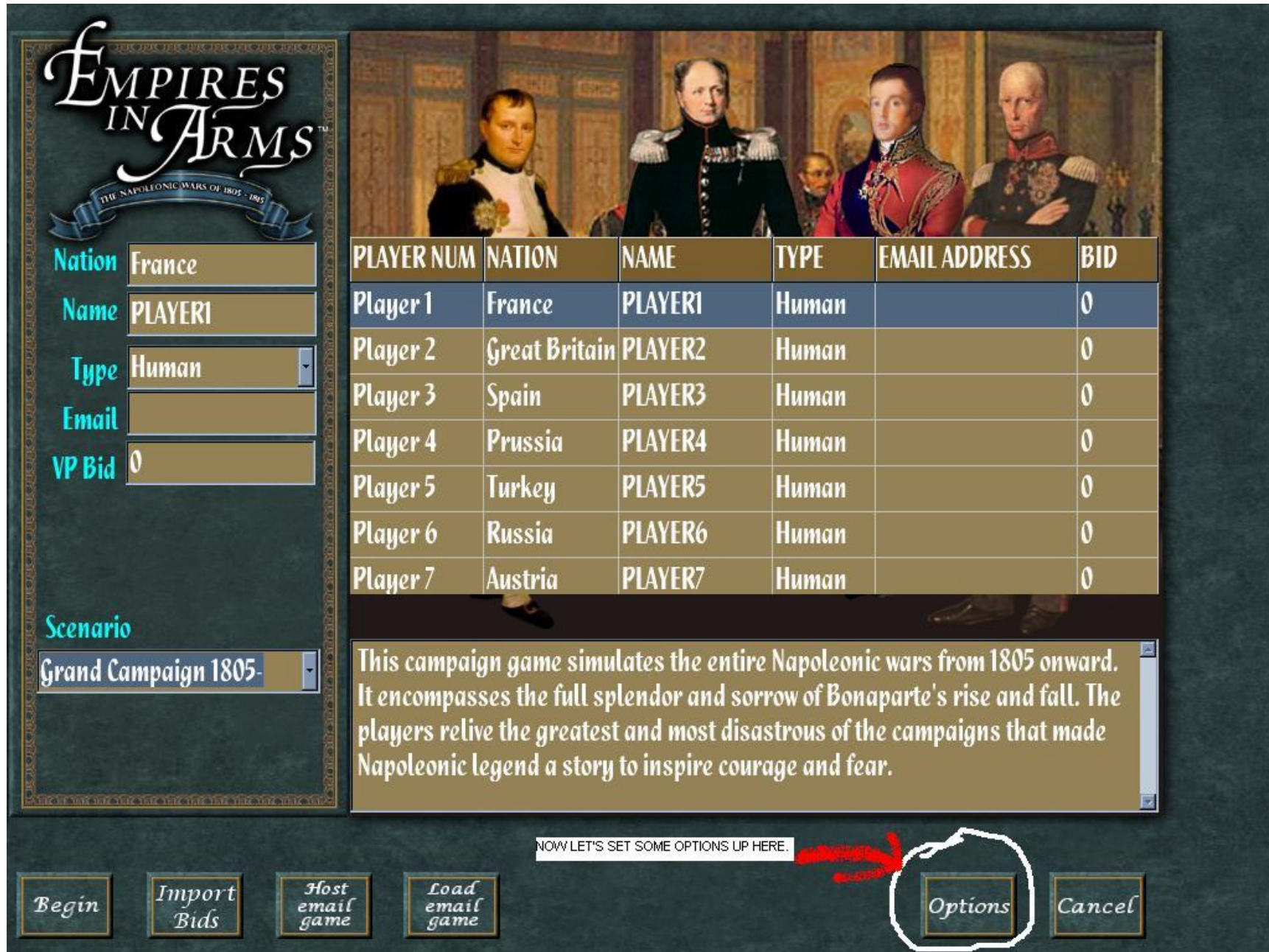
Murat's *Empires in Arms* Tutorial

Note: This tutorial as originally posted by Murat on the Matrix forum is dated (v1.01 or v1.02 from January 2008) but most of the game mechanics are still relevant. The following commentary and screenshots are reproduced as-is.

In the beginning...



there was, Napoleonics!



and lots of choices

OK HERE ARE THE SETTINGS WE WILL BE USING. IT'S MY TUTORIAL SO WE WILL USE THE SETTINGS THAT I USUALLY DEFAULT TO. HERE IS WHAT THEY MEAN: WINTER: land movement costs double from Dec - Feb; GUARD: nations with guard corps can commit the guard to help in their battles; PBEM HOST: lets a PBEM host have options to move past slow players; OPTION CHANGES: lets teh host chance these options after the game has started; THIRD: allows you to use miniatures or your imagination and tell the computer how each battle went; PASSWORDS: if you want to use passwords for each human country; ECONOMIC: if you want to be able to use your economy to help you win the game; BRITAINFRANCE WAR: umm, they are at war; LEADER: each battle your leader can die on a 1/36 chance and at a random inconvenient moment (5/36 chance of them getting injured); PRIVATEERS: send state supported self sufficient terrorists after your enemies; QUICK COMBAT: in PBEM only phasing player runs a battle with AI running the defender; LILLE: no fleets in the Channel = way to walk between France and Britain; FOG: hides details about you from your enemies and vice versa; SHOW: highlights areas you can move to when you click a unit; POLITICAL: turns your allies a shade of your national color; MAP SCROLL: /shrug, no clue, just left it here; SEE: lets you watch the AI move; ALWAYS: not sure, think this works like SHOW; MUSIC: nice song but a little long and wears thin on the 50th play, on the other hand I substituted some songs and they extended the music fun for another week, now I just IPOD; SOUND: same as music nifty but....

Option	State
Winter Land Movement	Enabled
Guard Commitment	Enabled
Allow PBEM Host GA Functions	Enabled
Allow Option Changes During Game	Disabled
Third Party Combat System	Disabled
PBEM-HotSeat Passwords	Disabled
Economic Manipulation	Enabled
Great Britain and France Start at War	Enabled
Leader casualties	Enabled
Privateers	Enabled
PBEM Quick Combat	Disabled
Use Lille Sea Crossing	Enabled
Fog of War	Enabled

Option	State
Show Possible Moves	Enabled
Political Shading	Enabled
Map Scroll Delay	1
See AI Moves	Enabled
Always Show Ranges	Enabled
Music	Disabled
Sound Effects	Disabled

Ok

Begin

Import
Bids

Host
email
game

Load
email
game

Options

Cancel

Do not be afraid of the Hard AI.

EMPIRES

THIS CAN ALSO BE DONE ONE AT A TIME OVER HERE BY HIGHLIGHTING THE PLAYER AND THEN CHANGING TYPE TO WHATEVER YOU WANT.

THE NAPOLEONIC WARS OF 1805 - 1815

Nation: France

Name: Computer1

Type: Human

Email:

VP Bid: 0

COMING SOON! OTHER OPTIONS HERE!

Scenario: Grand Campaign 1805-

OK WE ARE GOING TO PLAY AS FRANCE SO LET'S PRETEND NAPPY HAS A FULL HEAD OF HAIR AND COVER UP THESE OTHER BOZOS. RIGHT CLICK ON THE PLAYER 1 LINE (I USE THE 'HUMAN' AREA) UNTIL EVERYONE ELSE SAYS HARD AI.

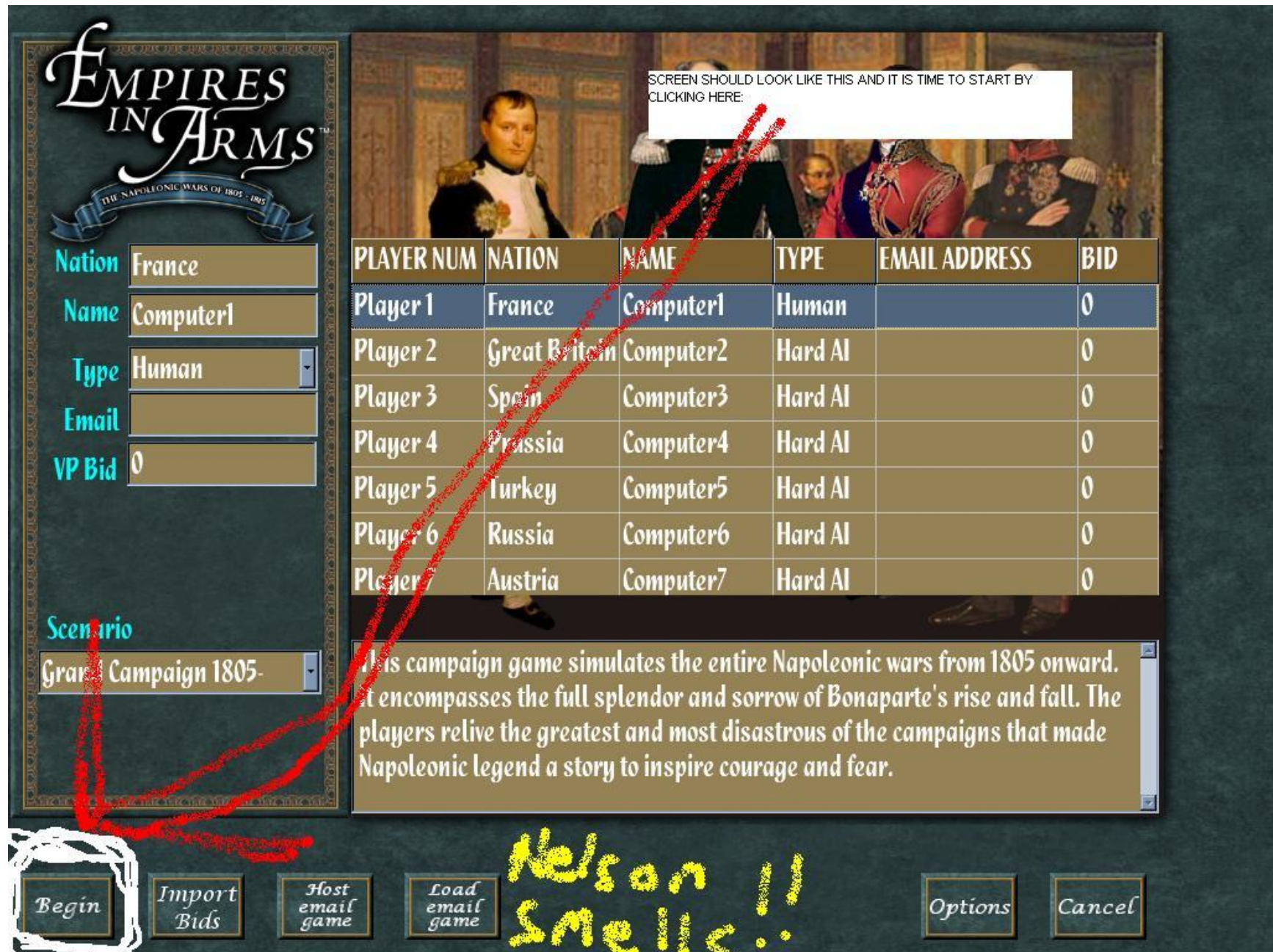
Halo of destiny

PLAYER NUM	NATION	NAME	TYPE	EMAIL ADDRESS	BID
Player 1	France	Computer1	Human		0
Player 2	Great Britain	Computer2	Human		0
Player 3	Spain	Computer3	Human		0
Player 4	Prussia	Computer4	Human		0
Player 5	Turkey	Computer5	Human		0
Player 6	Russia	Computer6	Human		0
Player 7	Austria	Computer7	Human		0

This campaign game simulates the entire Napoleonic wars from 1805 onward. It encompasses the full splendor and sorrow of Bonaparte's rise and fall. The players relive the greatest and most disastrous of the campaigns that made Napoleonic legend a story to inspire courage and fear.

Begin Import Bids Host email game Load email game Options Cancel

As they say in Japan, Let's get it on!



A long time ago in a country not so far away...

OK IT IS NOW SETUP PHASE. WE WILL START WITH HOLLAND BY CLICKING ON AMSTERDAM (), WHICH BRINGS UP THIS SCREEN HERE YOU WILL THEN CLICK ON THE FORCE POOL (). NOTICE THAT YOU HAVE ONE TOO AND WE WILL BE USING IT IN A WHILE.

Free State Status
Holland
Funds: 0
Income: 14
Manpower: 6
Wars: Great Britain

Upcoming Reinforcement	Current Reinforcement
Guards: 0	Guards: 0
Infantry: 0	Infantry: 10
Militia: 0	Militia: 0
Cavalry: 0	Cavalry: 2
Artillery: 0	Artillery: 0

1805, January

Selected Unit Info
None

Selected Area Info (Winter)
City / Size: Amsterdam / 4
Fort: 0
Control: Holland
Area: Amsterdam["]
Nation: Holland
Control: Holland
Move: 1
Province: Holland
\$ / Men: \$7/3
Port Info
Harbor Defense: 80
Trade: 3/4

1805, Jan Austria Playing SETUP ...
1805, Jan Turkey Playing SETUP ...
1805, Jan Russia Playing SETUP ...
1805, Jan war exists between France and Great Britain

1805, January 00:04

We have uber allies!



And they have SHIPS!

LEFT CLICK ON AMSTERDAM AGAIN AND YOUR FLEET IS PLACED IN THE PORT AS INDICATED BY THE SQUARE IN ITS UPPER LEFT CORNER. LEFT CLICK ON IT AGAIN.

AND THEN CLICK THIS BUTTON SO WE CAN ADD SOME SHIPS.

Free State Status
Holland
Funds: 0
Income: 14
Manpower: 6
Wars: Great Britain

Upcoming Reinforcement		Current Reinforcement	
Guards	0	Guards	0
Infantry	0	Infantry	10
Militia	0	Militia	0
Cavalry	0	Cavalry	2
Artillery	0	Artillery	0

1805, January

Selected Unit Info
None

Selected Area Info (Winter)
City / Size: Amsterdam / 4
Fort: 0
Control: Holland
Area: Amsterdam["]
Nation: Holland
Control: Holland
Move: 1
Province: Holland
\$ / Men: \$7/3

Port Info
Harbor Defense: 80
Trade: 3/4
NONE

Fleets in Port

AR	AC	ER	EC	AS	ES
[Ship Icon] I.Hollan7					

1805, January 00:15

OK, NOW they have ships!

The screenshot shows a game interface with a map of Europe. A dialog box titled "Adding Reinforcements To Unit" is open, showing a transfer of 13 factors from a "Reinforcement Pool" to a "Heavy" unit. A red arrow points from a text box to the "Factors" field in the dialog. Another red arrow points to button 8 in the bottom toolbar.

MOVE ALL 13 FACTORS FROM THE REINFORCEMENT POOL TO THE Ho I Holland Flt.

Adding Reinforcements To Unit

TO: Ho I Holland Flt

FROM: Reinforcement Pool

Factors: 13

Buttons: Ok, Cancel

Free State Status

Holland
Funds: 0
Income: 14
Manpower: 6

Wars: Great Britain

Upcoming Reinforcement

Unit	Count
Guards	0
Infantry	0
Militia	0
Cavalry	0
Artillery	0

1805, January

Selected Unit Info

Ho I Holland Flt
HF
Move: 7
Morale: 0

Selected Area Info (Winter)

City / Size: Amsterdam / 4
Fort: 0
Control: Holland
Area: Amsterdam
Nation: Holland
Control: Holland
Move: 1
Province: Holland
\$ / Men: \$7/3

Buttons: 1) add forces to unit; 2) add forces to garrison 3) cancel placement of COUNTER (Ho I is a COUNTER it holds up to 15 Heavy FACTORS); 4) Save this setup; 5) load a setup (I have posted some in the Mods if you want to play with them and load them); 6) assign a leader; 7) place a depot; 8) move into city (this picture looks a lot like the garrison one so make sure you know which one you are on); 9) transfer forces between 2 COUNTERS.

1805, January 00:22

Time to get our people moving!

OK WE ARE GOING TO TRY AND TAKE LONDON BUT MERCIFULLY THEY ARE WEAK ON LAND SO WE DO NOT NEED A LOT OF TROOPS. CLICK ON THE COUNTER POOL AND SELECT THE VI CORP, PLACING IT IN LILLE. THEN GO BACK AND SELECT DAVOUT AND PLACE HIM IN LILLE TOO. FILL UP THE VI CORP TO MAX. NOW USE THIS BUTTON TO ATTACK DAVOUT TO THE VI CORPS. ALL LEADERS MUST BE ATTACHED TO A UNIT. NOW WE ARE READY FOR THE THIRD FRENCH LIBERATION OF ENGLAND (CELTIC GAULS, NORMANS, US).

Select Leader Counter Then Click Unit

1805, Jan Spain Playing SETUP ...
1805, Jan Prussia Playing SETUP ...
1805, Jan Austria Playing SETUP ...
1805, Jan Turkey Playing SETUP ...

JUST CLICK DAVOUT'S NAME TO ATTACH HIM

Selected Unit Info
VI corps (S2-T2)
Move: 4
Morale: 4.00
Undetermined
Infantry
20/20
3/3

Selected Area Info (Winter)
City / Size: Lille / 4
Fort: 2
Control: France
Area: Lille
Nation: France
Control: France
Move: 1
Province: Picardy
\$ / Men: \$10/3

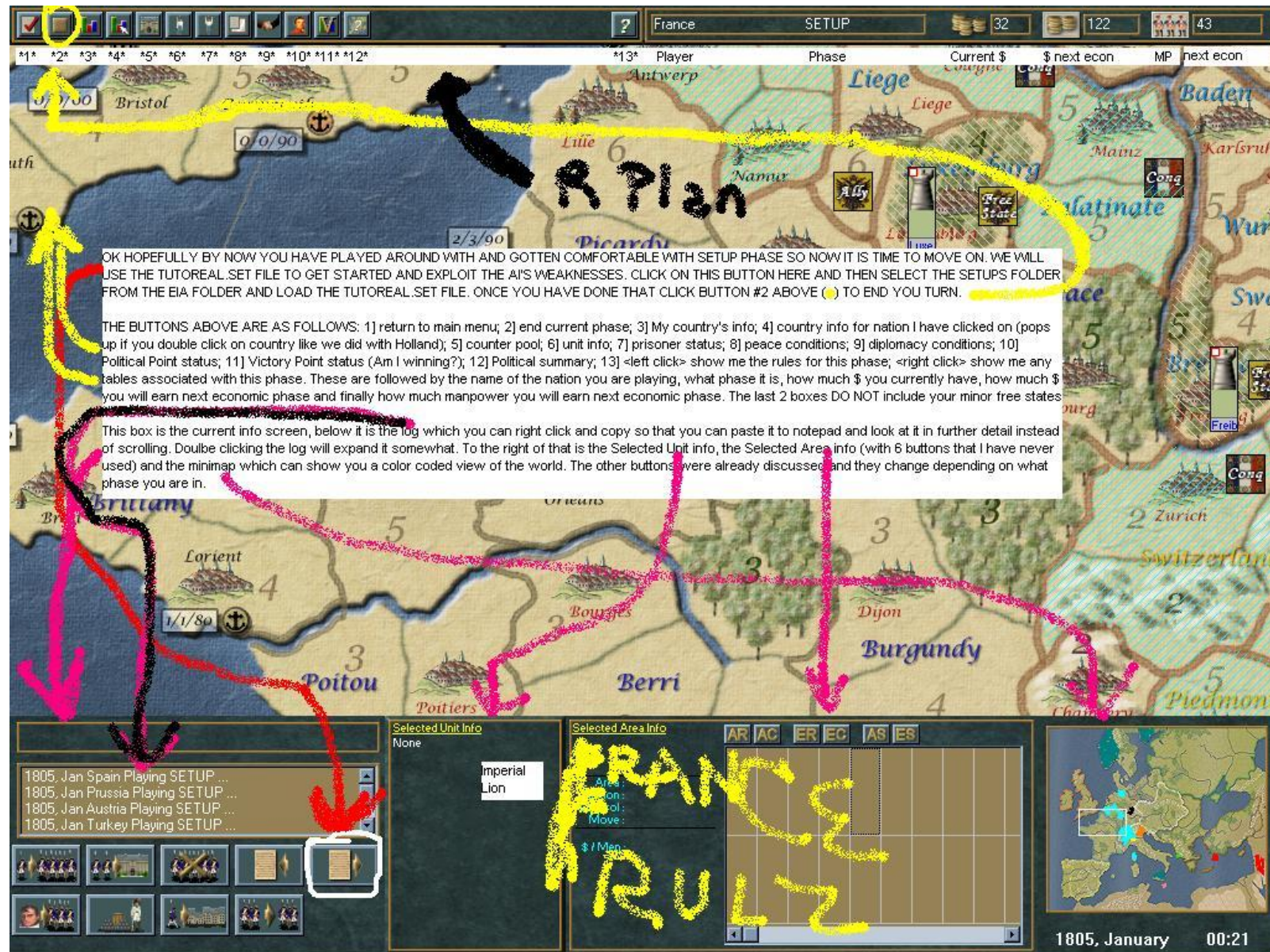
1805, January 00:33

OK, I know that last went kind of fast but this is a long process making these screens and I am trying to use early screens to cover what is needed in later screens so it builds. Needless to say I am late for lunch now and will need to take a break but you can now play with SETUP of forces and get used to them:



ROFLMAO Remember what I said about not mixing up the garrison and the move into city buttons? 😞 Shame on me. I highlighted the wrong one. Use the button just above the depot button to place a garrison.

ANYWHO, back to the tutorial with the diplomacy phase. Before entering the diplomacy phase, you may want to download the attached .zip file that includes the forces setup (Tutoreal.set) for the tutorial so that you can better understand the pictures that will be coming up in the future, WHICH FOR SOME REASON cannot be loaded here and is now in the MODS section:
<http://www.matrixgames.com/forums/tm.asp?m=1694572> which is a pain but you are relatively new and could probably use the practice of reading ALL the other forums so that most of your questions will be answered. AGAIN, ANYWHO, on with the show:



So now you see the reality of why most people get headaches from talking to me since my logic follows those multiple arrows above (I pwn Madden, not the game, the real guy and his light table). Onward:

Victory Conditions For France

If loser is:

- Great Britain [WAR]
- Spain.
- Prussia.
- Turkey.
- Russia.
- Austria.

Give Conditional:

☐ Yes

Accept Informal

☐ Yes

Conditions:

- ☒ Remove 2 Fleets
- ☒ Half Trade Money
- ☒ Enforced Peace 36
- ☒ Reparations ALL
- ☒ Remove 1 Leader
- ☒ Royal Marriage
- ☐ Cede 3 Provinces
- ☐ Remove Garrisons
- ☐ Remove 3 Corps
- ☐ Enforced peace 24
- ☐ Reparations 1/2
- ☐ Enforced Access
- ☐ No Trading

Units to remove:

- ☐ London
- ☐ Gibraltar
- ☐ London

Leaders to Remove:

- ☒ Nelson

Fleets to Remove:

- ☒ I Hvy flt
- ☒ II Hvy flt
- ☒ III Hvy flt
- ☐ IV Hvy flt
- ☐ V Hvy flt
- ☐ VI Hvy flt
- ☐ VII Hvy flt
- ☐ VIII Hvy flt
- ☐ IX Hvy flt
- ☐ I Lt flt
- ☐ II Lt flt
- ☐ III Lt flt
- ☐ IV Lt flt
- ☐ V Lt flt
- ☐ VI Lt flt
- ☐ VII Lt flt

Provinces To Annex:

- ☒ Gibraltar. 0\$/0
- ☒ Malta. 0\$/0

▲

▲

▲

▲

▲

▼

▼

▼

▼

▼

If Conditional Offered:

- ☒ Remove no forces
- ☐ Pay no reparations
- ☐ No Special Truces
- ☐ No Trade Embargo
- ☐ Cede no land

CLICKING BUTTON #8 FROM THE LAST SCREEN WILL OPEN UP THIS SCREEN WHICH IS THE DIPLOMACY SCREEN. IN THE UPPER LEFT BOX IS A LIST OF THE OTHER MAJOR POWERS AND AN INDICATION OF WHO YOU ARE AT WAR WITH. BELOW THAT IS A BOX WITH THE NAMES OF YOUR ALLIES. IF YOU WANT TO ALLOW YOUR ALLIES TO TAKE A SEPARATE PEACE WITHOUT BEING PUNISHED BY LOSING PPs THEN YOU CAN CHECK THE BOX BY THEIR NAMES (we have no allies yet). BENEATH THAT IS AN AREA WHERE YOU CAN CHECK WHICH OF THE 5 CONDITIONS YOU WANT TO IMPOSE ON YOUR OPPONENT IN THE EVENT YOU HAVE TO SURRENDER TO THEM UNCONDITIONALLY. GIVE CONDITIONAL IS IF YOU ARE WILLING TO LET YOUR OPPONENT GET A CONDITIONAL PEACE (this changes the options in the conditions column and *** only, ACCEPT INFORMAL IF YOU ARE WILLING TO LET THEM WALK AWAY FROM THE WAR WITH YOU FOR NO PENALTY. WE HAVE BRITAIN HIGHLIGHTED AND WANT TO FIGHT THEM TO THE DEATH SO WE ARE NOT CHECKING EITHER OF THE LAST 2 BOXES. WE GET TO PICK CONDITIONS AND IF BRITAIN SURRENDERS TO US UNCONDITIONALLY, THEN THE COMPUTER WILL TRY TO GIVE US THE FIRST 3 THINGS WE HAVE CHECKED ON THE TOP OF OUR LIST. EXTRAS ARE CHECKED IN CASE SOMEONE ELSE GOES TO WAR WITH BRITAIN AND AGAIN, THEY ARE IN THE ORDER THAT WE WANT THEM WITH REMOVE 2 FLEETS BEING OUR MAIN GOAL. WE HAVE CHOSEN 3 HEAVY FLEETS THAT WE HOPE WILL HAVE A LOT OF SHIPS (you can see ships, you cannot see what is in a land unit). EACH OF THE CATEGORIES TO THE RIGHT OF THE CONDITIONS COLUMN IS A LIST (again in order) OF WHAT WE WANT IF WE GET CERTAIN CONDITIONS: remove corps; remove leader; remove fleet; take a province). BY HIGHLIGHTING AN ITEM AND USING THE ARROWS WE CAN MOVE A SELECTION HIGHER OR LOWER ON THE LIST. THIS IS A GOOD SETUP FOR TAKING CARE OF OUR NEEDS WITH BRITAIN - THEY MUST SURRENDER TO US UNCONDITIONALLY.

*** only get 2 choices and they are restricted by whatever your opponent checked in the 'if conditional offered' area so it is important to list ALL the choices you could want in the order you want them so the computer has a long list to go down when selecting.

Ok

Cancel

Fun times!

Diplomatic Reactions For France

Accept control of:	Accept alliance request from:	Allies to call:	Answer call from:	Minor to support:	Withdraw DOW's against minor(s):
<ul style="list-style-type: none"> <input checked="" type="checkbox"/> Algeria, (Turkey) (A) <input checked="" type="checkbox"/> Ansbach, (Prussia) (C) <input checked="" type="checkbox"/> Baden, <input checked="" type="checkbox"/> Bavaria, (Austria) (I) <input checked="" type="checkbox"/> Berg, <input checked="" type="checkbox"/> Breisgau, (Austria) (FS) <input checked="" type="checkbox"/> Chechnya, <input checked="" type="checkbox"/> Circassia, <input checked="" type="checkbox"/> Corfu, (Russia) (C) <input checked="" type="checkbox"/> Corsica, (France) (C) <input checked="" type="checkbox"/> Cyrenaica, (Turkey) (I) <input checked="" type="checkbox"/> Dalmatia, <input checked="" type="checkbox"/> Denmark, <input checked="" type="checkbox"/> Egypt, <input checked="" type="checkbox"/> Finland, (Sweden) (C) <input checked="" type="checkbox"/> Flanders, (France) (C) <input checked="" type="checkbox"/> Genoa, <input checked="" type="checkbox"/> Georgia, (Russia) (I) <input checked="" type="checkbox"/> Gibraltar, (Great Britain) (C) <input checked="" type="checkbox"/> Gottingen, (Prussia) (I) <input checked="" type="checkbox"/> Hamburg, <input checked="" type="checkbox"/> Hanover, (France) (C) <input checked="" type="checkbox"/> Hesse, <input checked="" type="checkbox"/> Holland, (France) (FS) <input checked="" type="checkbox"/> Holstein, <input checked="" type="checkbox"/> Imertia, (Turkey) (FS) <input checked="" type="checkbox"/> Julich, (France) (C) <input checked="" type="checkbox"/> Lausitz, (Prussia) (A) <input checked="" type="checkbox"/> Liege, (Austria) (A) <input checked="" type="checkbox"/> Lombardy, (France) (C) <input checked="" type="checkbox"/> Luxembourg, (Austria) (FS) <input checked="" type="checkbox"/> Malta, (Great Britain) (C) <input checked="" type="checkbox"/> Mecklenburg, <input checked="" type="checkbox"/> Modena, (Austria) (I) <input checked="" type="checkbox"/> Morocco, <input checked="" type="checkbox"/> Munster, (Austria) (A) <input checked="" type="checkbox"/> Naples, <input checked="" type="checkbox"/> Nassau, <input checked="" type="checkbox"/> Norway, (Denmark) (C) <input checked="" type="checkbox"/> Oldenburg, <input checked="" type="checkbox"/> Palatinate, (France) (C) <input checked="" type="checkbox"/> Palestine, (Turkey) (C) <input checked="" type="checkbox"/> Papacy, <input checked="" type="checkbox"/> Parma, (Spain) (C) <input checked="" type="checkbox"/> Persia, <input checked="" type="checkbox"/> Piedmont, (France) (C) <input checked="" type="checkbox"/> Portugal, (Spain) (I) <input checked="" type="checkbox"/> Rhodes, (Turkey) (C) 	<div> <input type="checkbox"/> Great Britain. <input checked="" type="checkbox"/> Spain. <input checked="" type="checkbox"/> Prussia. <input checked="" type="checkbox"/> Turkey. <input checked="" type="checkbox"/> Russia. <input checked="" type="checkbox"/> Austria. </div> <div> Grant Access to: <div> <input type="checkbox"/> Great Britain </div> </div> <div> Request / Allow Trade To: <div> <input type="checkbox"/> Great Britain </div> </div>	<div> <input type="checkbox"/> Great Britain. <input checked="" type="checkbox"/> Spain. <input checked="" type="checkbox"/> Prussia. <input checked="" type="checkbox"/> Turkey. <input checked="" type="checkbox"/> Russia. <input checked="" type="checkbox"/> Austria. </div>	<div> <input type="checkbox"/> Great Britain. <input checked="" type="checkbox"/> Spain. <input checked="" type="checkbox"/> Prussia. <input checked="" type="checkbox"/> Turkey. <input checked="" type="checkbox"/> Russia. <input checked="" type="checkbox"/> Austria. </div>	<div> <input type="checkbox"/> Great Britain. <input checked="" type="checkbox"/> Spain. <input checked="" type="checkbox"/> Prussia. <input checked="" type="checkbox"/> Turkey. <input checked="" type="checkbox"/> Russia. <input checked="" type="checkbox"/> Austria. </div>	<div> <input type="checkbox"/> Great Britain. <input checked="" type="checkbox"/> Spain. <input checked="" type="checkbox"/> Prussia. <input checked="" type="checkbox"/> Turkey. <input checked="" type="checkbox"/> Russia. <input checked="" type="checkbox"/> Austria. </div>

Button #9 gives us this screen with 6 columns: minor control, alliances, allies to call, allies to answer, minor support, withdraw. Accept control column is where you click every nation you are willing to run. We are France so we will gladly run any nation. Accept alliance is who are we willing to accept an alliance from, again, everyone (except the smelly British). Below that we could grant an ally access to French territory if we had an ally and below that is whether we want to trade with Britain, which we cannot do while at war with them. If we had allies, the next column lets us decide who we would want them to help us fight if we had war declared on us followed by a column of who we would be willing to fight if an ally had war declared on them. Column 5 is what minor country do we feel is important enough for us to go to war over. In this case, Bavaria is the minor that we will go to war with Austria for if Austria declares war on them. Finally, we can decide which minors are not worth fighting for and if another major power declares war on them at the same time as we do we can check to back away from that war (we still lose PPs - political points).

If aggressor/defender is:

☐ Great Britain.
☐ Spain.
☐ Prussia.
☐ Turkey.
☐ Russia.
☐ Austria.

If aggressor/defender is:

☐ Great Britain.
☐ Spain.
☐ Prussia.
☐ Turkey.
☐ Russia.
☐ Austria.

If aggressor(s) is:

☐ Great Britain.
☐ Spain.
☐ Prussia.
☐ Turkey.
☒ Russia.
☒ Austria.

If aggressor(s) is:

☐ Great Britain.
☐ Spain.
☐ Prussia.
☐ Turkey.
☐ Russia.
☐ Austria.

Ok Cancel

Time to get down to business:

OK now to start using the new buttons we got on the lower left corner of the screen. First we will try to influence 2 nations, Denmark and Sweden. Both have fleets and if we can influence them or make them allies then we will automatically control them if someone declares war on them. just highlight an area in the country like here ~~Denmark~~ and then click this button and decide if you want to add \$ to better your odds. You have to outroll the minor by a number that varies for each country (there's a chart you can look at under help). You can relick teh country and get the popup window confirming your attempt as we see Sweden here

Selected Nation
Sweden
Neutral
Money/Manpower 9/5
To influence/Ally: 3/6
Manipulating (\$0)

Dispatching Diplomatic Team To Sweden

- 1805, Jan Great Britain Playing SETUP ...
- 1805, Jan Spain Playing SETUP ...
- 1805, Jan Prussia Playing SETUP ...
- 1805, Jan Austria Playing SETUP ...

Selected Unit Info
None

Selected Area Info (Winter)

AR	AC	ER	EC	AS	ES	Rural Units

Area : Area671
Nation : Sweden
Control : Sweden
Move : 1
Province : Sweden
\$ / Men : \$3/5

1805, January 02:28

Don't cry havoc, embrace it!

The screenshot displays the game Europa Universalis II with France selected. The top status bar shows France's resources: 32 gold, 122 silver, and 43 manpower. The main map shows Central Europe with various nations and provinces. A text box in the center reads: "For our next button we can declare war. We will declare war on Oldenburg, Munster, Berg, Nassau, Liege and Saxony by highlighting each nation and clicking this button here. Black arrows show our military plan for attack." A red line traces a path from the Liege province to the bottom interface. The bottom interface includes a log of events, a unit information panel, an area information panel, and a small map of Europe. The date is 1805, January, and the time is 02:36.

France has declared war On Savoy

1805, Jan Great Britain Playing SETUP ...
1805, Jan Spain Playing SETUP ...
1805, Jan Prussia Playing SETUP ...
1805, Jan Austria Playing SETUP ...

Selected Unit Info
None

Selected Area Info (Winter)
City / Size : Liege / 3
Fort : 1
Control : Liege
Area : Liege[1]
Province : Liege
Move : 1
Province : Liege
\$ / Men : \$2/1

1805, January 02:36

We're being very aggressive, we could probably use at least 1 friend and if you bothered to read the best way to play each country post and my genius that I shared there you will know who I picked: NO! NOT PERSIA!



NEVER GIVE UP! NEVER SURRENDER! (Unless you are fighting France in this game!)

These 2 buttons (Free State and Surrender) are for us to request peace from an enemy. The first one will check to see what our enemy has chosen for peace and if they have checked to let us have a conditional then the computer will resolve their choices based on their list. If they have not checked to give us a conditional, we will get a message asking if we are willing to take an unconditional. If we say yes, computer does the checklist, if we say no, the war continues. The 2d surrender button is to ask for an informal peace which means each nation just walks away from the war and again the computer will look and see if our opponent has checked to allow us to get this type of peace. We do not want peace with Britain our only enemy. The white circled buttons affect our minors, the first one moves conquered minors to free states (which means they can generate their own troops and their \$MP values are doubled) while the 2d one returns them to conquered allowing our home nation to take their \$MP for our own use. We will use the free state button and free Hesse, Lombardy, Piedmont and Switzerland since they all have corps and can make their own troops faster than we could. We do this by clicking on each nation and clicking the free state button. The final button with the arrow takes us to the second diplomacy page so lets go there next.

Created Freestate of Lombardy 1 Political Points

1805, Jan Created Freestate of Lombardy 1 Political Point
 1805, Jan Created Freestate of Piedmont 1 Political Point
 1805, Jan Created Freestate of Switzerland 1 Political Point
 1805, Jan Created Freestate of Hanover 1 Political Points

Selected Unit Info
 None

Selected Area Info (Winter)
 City / Size : Milan / 4
 Fort : 1
 Control : France
 Area : Milan[*]
 Nation : Lombardy
 Control : France
 Move : 1
 Province : Lombardy
 \$ / Men : \$5/2

1805, January 02:51

FS
informal

Not going to be using this page very much as a solo player.

OK we have an arrow button to go back to the first page of buttons (where we just were). Button #1 lets us loan a unit to an ally so they can fight with it. We will not use this at all in a solo game. Button #2 is British only. If Britain blocks trade from a nation there is a chance the US will go to war with Britain, this button lets Britain pay 5 PP to end the American war. Button #3 undoes a Declaration of war, just highlight the nation you accidentally declared on, click this button and you will not declare war on them. Button #4 lets you send \$ to an ally. They do not receive this money until the next economic phase (Mar, Jun, Sep, Dec).

Created Freestate of Lombardy 1 Political Points

1805, Jan Created Freestate of Lombardy 1 Political Point
 1805, Jan Created Freestate of Piedmont 1 Political Point
 1805, Jan Created Freestate of Switzerland 1 Political Point
 1805, Jan Created Freestate of Hanover 1 Political Points

Selected Unit Info
 None

Selected Area Info (Winter)
 City / Size : Milan / 4
 Fort : 1
 Control : France
 Area : Milan[*]
 Nation : Lombardy
 Control : France
 Move : 1
 Province : Lombardy
 \$ / Men : \$5/2

AR AC ER EC AS ES Rural Units

We are not doing any of this so lets click the end phase button

1805, January 03:01

So how did we do? Pretty good - no one went to war with us and Britain has another enemy. We didn't get control of any minors though.

The screenshot displays a historical strategy game interface. At the top, a status bar shows 'France' with 'Reinforcement' and resource counts: 32, 105, and 35. A red circle highlights a button in the top toolbar. A red box highlights a text area explaining the game's diplomacy system.

Other nations do their diplomacy and by double clicking on the log I expand it and get all this stuff to the left here. Each minor nation that had war declared on it gets someone to run it. Looking at Oldenburg we can see everyone's rolls and that the modified roll of an 8 by Britain led to them getting to control it. The roll is a d6, Minor is if the minor has a modifier for that nation (there is a table in the help area), Status is where that nation is on the PP chart (further right is best) and At War is if the nation is the enemy of the declaring nation (Britain is our enemy and got a bonus). Britain gains 1 on the PP chart for gaining control and will lose one when Oldenburg falls. If a nation has corps, the controller can lose PPs from a battle as well so some people do not take control of countries with minors. We can get a quick summary of the diplomacy effects by clicking the 'X' to close the expanded log windows and clicking this button here and bringing up the next screen.

The main map shows France with regions like Gascony, Languedoc, and Aragon. Cities like Bordeaux, Bayonne, Toulouse, and Perpignan are marked. A unit is positioned near San Sebastian. A small inset map shows the location of the current view within Europe.

Log of Events (Left Panel):

- 1805, Jan Russia Playing Reinforcement ...
- 1805, Jan Turkey Playing Reinforcement ...
- 1805, Jan Austria Playing Reinforcement ...
- 1805, Jan Prussia Playing Reinforcement ...
- 1805, Jan Great Britain Playing Reinforcement ...
- 1805, Jan Spain Playing Reinforcement ...
- 1805, Jan Resolving trade requests...
- 1805, Jan Great Britain +1pp
- 1805, Jan Oldenburg Is Now Great Britain Freestate
- 1805, Jan Great Britain gains control of Oldenburg
- 1805, Jan Austria rolls 4, Minor 1, Status 0, At War 0, Total 5
- 1805, Jan Austria attempts control of Oldenburg
- 1805, Jan Russia rolls 4, Minor 1, Status 0, At War 0, Total 5
- 1805, Jan Russia attempts control of Oldenburg
- 1805, Jan Turkey rolls 1, Minor 0, Status 0, At War 0, Total 1
- 1805, Jan Turkey attempts control of Oldenburg
- 1805, Jan Prussia rolls 4, Minor 1, Status 0, At War 0, Total 5
- 1805, Jan Prussia attempts control of Oldenburg
- 1805, Jan Great Britain rolls 4, Minor 1, Status 1, At War 2, Total 8
- 1805, Jan Great Britain attempts control of Oldenburg
- 1805, Jan Great Britain +1pp
- 1805, Jan Swabia Is Now Great Britain Freestate
- 1805, Jan Great Britain gains control of Swabia
- 1805, Jan Austria rolls 6, Minor 1, Status 0, At War 0, Total 7
- 1805, Jan Austria attempts control of Swabia
- 1805, Jan Russia rolls 5, Minor 0, Status 0, At War 0, Total 5
- 1805, Jan Russia attempts control of Swabia
- 1805, Jan Prussia rolls 1, Minor 1, Status 0, At War 0, Total 2
- 1805, Jan Prussia attempts control of Swabia
- 1805, Jan Great Britain rolls 5, Minor 0, Status 1, At War 2, Total 8
- 1805, Jan Great Britain attempts control of Swabia
- 1805, Jan Austria +1pp
- 1805, Jan Nassau Is Now Austria Freestate
- 1805, Jan Austria gains control of Nassau
- 1805, Jan Austria rolls 6, Minor 1, Status 0, At War 0, Total 7
- 1805, Jan Austria attempts control of Nassau

Selected Unit Info (Bottom Left):

None

Selected Area Info (Winter) (Bottom Center):

City / Size : Milan / 4
 Fort : 1
 Control : France
 Area : Milan[*]
 Nation : Lombardy
 Control : France
 Move : 1
 Province : Lombardy
 \$ / Men : \$5/2

Bottom Right: 1805, January 03:13

Let's get a summary and move on to the naval phase:

Looking at the top 7 rows lets us see the situation between the majors: Russia went to war with Britain! Going down the French column, we are looking for any new Free States that we did not own since that is a sign that we have to place some units in the reinforcement phase. This is just like placing units from the setup phase.

We have 2 new buttons in this phase the white circled one lets us give orders to individual units. Since we set up a few 1 factor garrisons, we should set those to Surrender Yes, Sortie Yes so that we can get those units back as prisoners later. Sortie means on a bad breach roll we have a 2/3 chance of killing an enemy factor and a 1/3 chance of dying. If we had lots of units in a garrison, we could set surrender to no and hope for a battle victory. Units with leaders can preset their chit picks (more in land combat on that). The yellow button allows Britain to chose when they will move in the naval phase and France to chose when they will move in the Land Phase. We want to go last, so let's chose that by clicking OK to get rid of the summary and then clicking the yellow circled button and using the arrow keys to move French to the bottom of the list. Now click the end phase button.

Nation Status Overview

	France	Great Britain	Spain	Prussia	Turkey	Russia	Austria
France	----	War	Allied				
Great Britain	War	----	Allied			War	Allied
Spain	Allied	Allied	----				
Prussia				----			
Turkey					----		
Russia		War				----	
Austria		Allied					----
Algeria \$4/3					Allied		
Ansbach \$2/1				Conquered			
Baden \$2/1							
Bavaria \$5/3				Freestate			War
Berg \$2/1	War	Influenced		Freestate			
Breisgau \$1/1							Freestate
Chechnya \$1/1							
Circassia \$1/1							
Corfu \$0/0						Conquered	
Corsica \$1/0	Conquered						
Cyrenaica \$1/2					Influenced		
Dalmatia \$1/1							
Denmark \$3/2	Influenced						
Egypt \$6/6			Freestate		War		
Finland \$2/1							
Flanders \$6/2	Conquered						
Genoa \$2/1							
Georgia \$1/1						Influenced	
Gibraltar \$0/0		Conquered					
Gottingen \$2/1	War	Freestate		War		War	
Hamburg \$0/0							
Hanover \$4/2	Freestate	War					
Hesse \$3/2							
Holland \$7/3	Freestate	War					
Holstein \$1/1							
Imertia \$1/1					Freestate		
Julich \$3/1	Conquered						
Lausitz \$3/1				Allied			
Liege \$2/1	War						Freestate
Lombardy \$5/2	Freestate	War					
Luxemburg \$3/1							Freestate
Malta \$0/0		Conquered					
Mecklenburg \$1/1	War	Freestate		War		War	
Modena \$2/1							Influenced
Morocco \$3/2							
Munster \$2/1	War						Freestate
Naples \$5/3							
Nassau \$2/1	War						Freestate
Norway \$2/2							
Oldenburg \$2/1	War	Freestate				War	

1805, Jan Russia Playing Reinforcement ...

1805, Jan Turkey Playing Reinforcement ...

1805, Jan Austria Playing Reinforcement ...

1805, Jan Prussia Playing Reinforcement ...

OK

1805, January

03:22

Time to Roil Britannia!

Well it is now our naval phase and the British chose to move before us and block the channel with the fearsome Nelson and a lone fleet amply demonstrating why I told you to pick Hard AI and that it didn't matter. This has allowed us the opportunity to send the Dutch Light Fleet off as pirates (clearly leaving all the artists behind) and the rest of our fleet will try to bring the most ships to engage and capture Nelson before the Admiralty wakes up and assigns him to a real fleet (just kidding, they never will but I hate him so lets catch him and imprison him). Let's learn our buttons though while we are here: #1 add leader to unit; #2 load transport, both the fleet and the unit must be in the port at the start of the naval phase and we cannot do this at this time. Use the info button and learn about ship capacity though if you decide to try some amphibious maneuvers; #3 Undo move (WARNING! This will not always work. If you move past an enemy fleet and they try to intercept you cannot undo your move any more; #4 Detach leader; #5 choose stack allows you to move an entire stack instead of just the selected unit; #6 set standing orders; #7 attack. Now that we have those defined, let's send out the Dutch Pirates! We will need to click the next page arrow.

Must Select A Unit First

- 1805, Jan Prussia Playing Naval ...
- 1805, Jan Austria Playing Naval ...
- 1805, Jan Turkey Playing Naval ...
- 1805, Jan Russia Playing Naval ...

Selected Unit Info
X corps (S2-T2)
Move: 4
Morale: 4.00
Undetermined
Infantry

Selected Area Info (Winter)
City / Size: Hanover / 3
Fort: 0
Control: Hanover
Area: Hanover[""]
Nation: Hanover
Control: Hanover
Move: 1
Province: Hanover
\$ / Men: \$4/2

1805, January 03:37

Set sail!

Click on the II Hollan to select it and then click on the Send Pirate button and you will see what the Dutch artists were really doing, showing a wonderful seascape of their Glorious Privateers chasing down a hapless American merchant. Right click to clear that screen and then go to the Last Page so we can get Nelson.

Selected Unit Info
None

Selected Area Info (Winter)
Area: Area11

AR	AC	ER	EC	AS	ES	Ships At Sea
I Hvuy 7	II Hvuy 7	III Lt 7	III Lt 7	I Hollan 7	II Hollan 7	

1805, Jan Prussia Playing Naval ...
1805, Jan Austria Playing Naval ...
1805, Jan Turkey Playing Naval ...
1805, Jan Russia Playing Naval ...

[Last Page] [Pirate list] [Hunter list] [Send Pirate] [Send Hunter]

1805, January 03:58

Channel lock.



Sails ho!

The screenshot shows a naval wargame interface. At the top, a status bar displays "France" and "Naval" with resource counts: 32, 105, and 35. The main map shows Great Britain and France with various locations labeled: Cork, Cardiff, Birmingham, LONDON, Lille, Picardy, Le Havre, Ile de France, and Orleans. A dialog box titled "France" is centered on the screen, displaying the text: "Great Britain interception attempt from London to Area12! Need (0 or 1) Roll(5), Mod(0) Total(5)". Below this text is a smaller box with a narrative: "See? This why I hate him, he is trying to call for reinforcements to save himself from capture! He's a coward! They ignored his cries for help though since on a d6 they rolled a 5 and needed a 0 or a 1 (Nelson is -1 to this roll for the stack he leads)." An "Ok" button is at the bottom of the dialog. The bottom interface includes a "Click Area To Move To..." list, "Selected Unit Info" for a unit named "HF" with "20/20" and "Move: 7 Morale: 0", "Selected Area Info (Winter)" for "Area: Area11", a "Ships At Sea" table, and a mini-map of Europe. The date and time "1805, January 00:00" are shown in the bottom right.

France Naval 32 105 35

Cork 4 Cardiff 3 Birmingham 5 LONDON 5 Lille 6 Picardy 5 Le Havre 5 Ile de France 3 Orleans 3

France

Great Britain interception attempt from London to Area12! Need (0 or 1) Roll(5), Mod(0) Total(5)

See? This why I hate him, he is trying to call for reinforcements to save himself from capture! He's a coward! They ignored his cries for help though since on a d6 they rolled a 5 and needed a 0 or a 1 (Nelson is -1 to this roll for the stack he leads).

Ok

Click Area To Move To...

1805, Jan Prussia Playing Naval ...
1805, Jan Austria Playing Naval ...
1805, Jan Turkey Playing Naval ...
1805, Jan Russia Playing Naval ...

Selected Unit Info

I Hvvy flt HF 20/20 Move: 7 Morale: 0

Heavy

Selected Area Info (Winter)

Area: Area11

AR	AC	ER	EC	AS	ES	Ships At Sea
I Hvvy 7	II Hvvy 7	III Lt 7	III Lt 7	I Hollan 7		

1805, January 00:00

Let's get ready for those reinforcements.

The screenshot shows a historical strategy game interface. The main map displays Europe with various regions and cities labeled, including England, Wales, Holland, and Hesse. A 'Fleet Orders' dialog box is open in the center, allowing the player to set orders for a selected fleet. The dialog has two columns: 'Current Orders' and 'Interception Attempt Range'. The 'Current Orders' column has options: 'None', 'Intercept Weaker Forces', 'Intercept Invasion Forces', and 'Intercept All'. The 'Interception Attempt Range' column has options: 'Intercept same area only' and 'Intercept ALL eligible'. Below the dialog are 'Ok' and 'Cancel' buttons. At the bottom of the screen, there is a 'Selected Unit Info' box showing a '1 Hvy flt' with 'Move: 6' and 'Morale: 0'. To the right of this is a 'Selected Area Info' box showing 'Area: Area12'. On the far right, there is a small map of Europe with a red dot indicating the selected area. The bottom status bar shows '1803, January' and '00:04'.

Fleet Orders

Current Orders	Interception Attempt Range
None	Intercept same area only
Intercept Weaker Forces	Intercept ALL eligible
Intercept Invasion Forces	
Intercept All	

Ok Cancel

Current Orders: None

1805, Jan Prussia Playing Naval ...

1805, Jan Austria Playing Naval ...

1805, Jan Turkey Playing Naval ...

1805, Jan Russia Playing Naval ...

Selected Unit Info

1 Hvy flt

HF

20/20

Move: 6

Morale: 0

Heavy

Selected Area Info (Winter)

Area: Area12

AR AC ER EC AS ES Area Zoom

On that note we better set up some orders so the slimy Brits do not sneak by us. We do this by clicking a unit and then selecting button #6 or just by selecting a unit and clicking the text of its name (1 Hvy flt in the selected unit info box). We will set each of our fleets that are in the channel to intercept Weaker Forces in the same area only so we do not get pulled out of the Channel.

1803, January 00:04

Time to send Nelson off to Davy Jones and a watery grave!



We will attack full speed and disrupt his maneuvers during tea time.

Clicking the end phase button gives us a pop up telling us we have a naval combat phase (we would not get one if we did not have a battle). There is only 1 button and it is the next battle button. This will move you through the battles. You can also just click on the battle area highlighted in yellow to start the battle. Some people have superstitions and want to resolve big battles first, some want the small ones first and some don't care and just use the next battle button. That's me so we will use the next battle button.

Selected Unit Info
 1 Hvy flt
 HF 20/20
 Move: 6
 Morale: 0
 Heavy

Selected Area Info (Winter)
 Area: Area12

1805, January 00:12

WOOHOO!!! Villeneuve was able to pull off our plan!



Regrettably I put all the good gunner in the artillery schools for future land wars.

Ships Lost
3

Ships Lost
7

Heavy Bonus

Die Bonus

Wind

Die 2(1), Loss Perc 10

Die 6(1), Loss Perc 25

France, remove factors

We click the done button down here and it moves to the battle where a d6 is rolled. Britain always gets a +1 to this in naval, Prussia and Austria always get a -1. If you have 1.5 times the heavy ships of your enemy you get a +1. If you side is all light ships you get a -1. Most you can have total is +/- 1. We rolled a 1 but ended up with a 2 [2(1) means a 2 total but 1 was included], they rolled a 5 and ended up with a 6. We lose 3 ships, they lose 7 and they will retreat. If you want to see the charts for the loss % those popup if you click this '?' down here. Now we take our losses by clicking on the counter that we want to lose them from, III Lt in our case.

Done

?

Time for a tangential discussion.

Hopefully you figured out that hitting the done button after taking your casualties will get you out of the battle screen. We click the next battle button and the info window tells us we have no battles left to fight. In the log we can see that we have gained a PP and Britain lost 1 for losing the battle and 1 more because we shamed Nelson. Only Nelson and Napoleon have these extra PP adjustments for battles. Nelson has retreated to Portsmouth which is important. The last number in the 0/0/90 under Portsmouth is the number of guns, but a garrison needs to be in the city to fire the guns and there is not one there. If Britain moves after us next naval phase, we can decimate the British fleet if there is still no garrison.

No Battles Left To Fight

- 1805, Jan Great Britain Loses 1 PP(s)
- 1805, Jan France Gains 1 PP(s)
- 1805, Jan France Wins Battle Of Area12
- 1805, Jan Gb Nelson PPs Penalty -1pp to Great Britain

Selected Unit Info
None

Selected Area Info (Winter)
 City / Size : Portsmouth / 3
 Fort : 0
 Control : Great Britain
 Area : Portsmouth
 Nation : Great Britain
 Control : Great Britain
 Move : 1
 Province : England
 \$ / Men : \$30/3
Port Info
 Harbor Defense : 90
 Trade : 0/0

1805, January 00:30

Which brings up another:

Let's take a quick look at where we are on the Political Standings using the white button. We have this popup that has our bar on top. The chart is divided into 4 zones: Fiasco, -2 to minor country control rolls, all you minors will go neutral next diplomacy phase; Instability, -1 to minor country control all your CONQUERED minors that do not have a corp in them will go neutral next diplomatic phase; Normal, nothing unusual; Dominant, +1 to minor country control rolls. 4 rows of numbers are at the bottom: PS is your political standing, during peace that includes allies on the winning side, the nation with the highest number gets 1st pick then the next, etc.; VP Victory points are awarded every economic phase (Mar, Jun, Sep, Dec) giving you whatever amount is under your PS number (also listed in your bar 9 for us); PSA is the adjustment. After you get the VPs, your economic manipulation occurs (more on that later) and then wherever you are on the chart after that, you are moved from +3 to -3 on the chart during the adjustment phase - political standing moves towards the center (24/25) and the award of 7 VPs. Finally there is ELN which is the economic loss number, if you are low on the chart and have anything but a '0' here, you have a d6 rolled, if you do not beat the number, your nation collects no \$ that economic phase. Despite starting many wars, our starting position and our defeat of Nelson has us in the dominant zone so we are doing great!

Go ahead and end this phase! Next up: LAND! Our strong suit.

Political Standings

	Fiasco	Instability	Normal	Dominant
France	VP: 9 PSA: -2 ELN: 0 [EST PS: 30]			
Great Britain	VP: 10 PSA: -2 ELN: 0 [EST PS: 33]			
Spain	VP: 7 PSA: -1 ELN: 0 [EST PS: 26]			
Prussia	VP: 8 PSA: -1 ELN: 0 [EST PS: 29]			
Turkey	VP: 6 PSA: -1 ELN: 0 [EST PS: 21]			
Russia	VP: 6 PSA: -1 ELN: 0 [EST PS: 22]			
Austria	VP: 8 PSA: -1 ELN: 0 [EST PS: 27]			

PS	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39			
VPs	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	8	8	9	9	9	10	10	11	11	12	13	14	15		
PSA	3	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
ELN	5	5	5	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

OK

No Battles Left To Fight

1805, Jan Great Britain Loses 1 PP(s)
 1805, Jan France Gains 1 PP(s)
 1805, Jan France Wins Battle Of Area12
 1805, Jan Gb Nelson PPs Penalty -1pp to Great Britain

Selected Unit Info
 None

Selected Area Info (Winter)
 City / Size: Portsmouth / 3
 Fort: 0
 Control: Great Britain
 Area: Portsmouth
 Nation: Great Britain
 Control: Great Britain
 Move: 1
 Province: England
 \$ / Men: \$30/3
 Port Info
 Harbor Defense: 90
 Trade: 0/0

1805, January 00:37

Well our strong Speedo, definitely better than those naval gunners.

France Land 32 105 35

Now we arrive at the Land Phase. We have 10 buttons, some familiar: 1) assign a leader to a corp; 2) Unload troops (You must unload any troops that you loaded and moved in the naval phase or they DIE); 3] Move into the city (IMPORTANT); 4] Undo move; 5] Clear leader assignment (In case Nappy is leading the wrong corp); 6] Auto forage (important!); 7] manual forage; 8] remove/place a depot; 9] adjust garrison; 10] Stand down feudal/insurrection corp. First thing to do every time is place depots. To be fed a unit must be with 3 of a depot when it is finished moving. You must have a depot in your territory as an anchor and from there you make a supply line to your corps (a depot alone may form your 'line'). Any place that you currently have a corp that is within 2 of an existing depot you may place a new one. This must be done before that corp moves. So our Gd unit here (●) could place a depot if it wished because it has not moved and it is next to an existing depot. XI cannot since it has moved into Liege (top of screen). To place a depot just click the area you want the depot in and click button #8, removal is just clicking an area where a depot is and clicking this button. Supply costs \$1 per area you are away from a depot and \$.5 for standing on the depot (total cost for supply is rounded up), but these costs are doubled in winter in all non-African areas. this is obviously costly so buttons 6&7 can help. Foraging is rolling a d6 and subtracting those big numbers in each province (Paris is a 5). You get -1 to your roll if you are in an area you own and you can subtract any movement points that you have not used. Winter is a +2 penalty in non-African areas, another corp having foraged the same spot before you is a +1 penalty and 2 or more foraged before you is a +2 penalty. Any positive number is the amount of units you lose. So our Gd unit moved here with the rest (let's just pretend) and is the last forage and I roll a 6 - 4 for the area -1 for owning the land -0 for leftover movement +2 for winter +2 for 2 or more corp having foraged gives me a 5 so I lose 5 factors from my Gd unit. Button 6 automatically forages all of your units that can forage without taking losses (units in your territory that have not moved usually) so you must click on a unit and use button 7 if you want to forage other units. Any units not foraged will have to be paid for. If your supply costs are a significant portion of your treasury you will get a popup warning you of it.

1805, Jan Spain Playing Naval ...
1805, Jan Great Britain Loses 1 PP(s)
1805, Jan France Gains 1 PP(s)
1805, Jan France Wins Battle Of Area12

Fort: 1
Control: France
Area: Soissons
Nation: France
Control: France
Move: 1
Province: Champagne

Button #10 is only used by Turkey and Austria. Turkey can stand a Feudal corp down in Land and then place it back in it's home territory (the one it is named after, Greece goes to...Greece) next reinforcement phase. For more info go to the rules and research irregular units (everyone should go and learn about these and guerillas and cossacks and freikorps). Button #2 lets you unload a transported unit off a ship into any adjacent land zone that your nation has access to or is at war with but it uses all the movement. Transport Fleets and Heavy Fleets can hold a depot and supply all adjacent land zones. Sea supply goes from an unblockaded port in you home nation with a depot and a fleet (1 factor lights are good for this) to any port where you have a corp that can place a depot (hasn't moved).

Lost yet? Here's more:

To move on land, you click the unit you want to move and again all the possible areas will be highlighted for you, then you click where you want to go. If you get the complicated path pop up, move the unit 1 area at a time. You CANNOT move a stack (yet) in land move. As you move, you can add forces to depots or cities or pick forces up from them by using button clicking on the depot or area and using button 9. Units that are in a city have a square in the upper left and enemy units in a city must be besieged. You do this by moving into and area and then clicking button #3 to move into the city. If the city is too full you will still be able to besiege so long as you do not forage the besieging corp. Moving into a city prevents foraging and starts the siege all at once so try to do it all the time. After you have moved it is usually best to click button #6 (unless you have failed to move into a city) and autoforage everyone you can. You can then use button #7 to forage units that have a good chance of not losing factors. I will place a depot on I Hwy and the black arrows show our attacks this month. Clicking on a unit will tell you what its forage roll is as well as what its supply cost is so you can choose what to pay for and what to forage.

Holland to Oldenburg, Hannover to Munster and Piedmont to Saxony are off the map.

Selected Unit Info
None

Selected Area Info (Winter)
City / Size: Soissons / 3
Fort: 1
Control: France
Area: Soissons
Nation: France
Control: France
Move: 1
Province: Champagne
\$ / Men: \$9/3

1805, Jan Spain Playing Naval ...
1805, Jan Great Britain Loses 1 PP(s)
1805, Jan France Gains 1 PP(s)
1805, Jan France Wins Battle Of Area12

1805, January 00:40

On to land combat and a new dawn for Europe!

The screenshot displays a historical strategy game interface. The top bar shows the current player is France, in a Land Combat phase, with 21 gold, 105 food, and 35 units. The main map shows Europe with various regions like Holland, Flanders, Prussia, and others. Several areas are highlighted in yellow, indicating active combat or strategic importance. Units are represented by icons with numbers and flags, showing their strength and allegiance. A text box in the center explains the game mechanics for land combat, mentioning foraging casualties and the cost of aggressive policies. The bottom-left window shows a log of events, including foraging and movement. The bottom-center panel displays selected unit and area information, such as the area being Great Britain and the province being England. The bottom-right corner features a mini-map and a timer showing 1805, January, 00:59.

We end the Land Phase and get a land combat phase with several areas highlighted in yellow. Our log screen shows some foraging casualties and they are the cost of our aggressive policies. Button 1 is the next battle marker, 2 is move into or out of the city (in case you forgot during land movement or if you win a battle in the field and want to move in), 3 is add/remove from garrison so that after a battle you can garrison the city you took and 4 is the assault city button if you win a field combat and want to attempt to take the city. Our whole phase is sieges so we will just next battle our way through them, making garrisons any place we get into the city and kill the defenders. If the controlling power is at war with us, a garrison will conquer the minor for us (Swabia), but if they are not, we have to keep a corp marker sitting here through the end of the next month (Liege).

Selected Unit Info
None

Selected Area Info (Winter)
Area: Area121
Nation: Great Britain
Control: Great Britain
Move: 1
Province: England
\$ / Men: \$30/3

1805, Jan XI corps Forage: 6 Mods: 2 Roll: 3 Net: 5 GOOD!
1805, Jan Ulm Forage: 4 Mods: 2 Roll: 4 Net: 6 Lost=2
1805, Jan I Holland corps Forage: 3 Mods: 2 Roll: 1 Net: 3
1805, Jan X corps Forage: 3 Mods: 2 Roll: 1 Net: 3 GOOD!

1805, January 00:59

In honor of St. Crispin's day: once more unto the breach!

Selected Nation
Oldenburg
Great Britain Freestate
Money/Manpower 2/1
To influence/Ally: 2/3
NONE

Selected Unit Info
Holland corps (St-T)
Move: 0
Morale: 2.20
Foraged
Infantry
8/10
2/2

Selected Area Info (Winter)
City / Size: Bremen / 2
Fort: 0
Control: France
Area: Bremen (*)
Nation: Oldenburg
Control: Oldenburg
Move: 1
Province: Oldenburg
\$/Men: \$2/1
Port Info
Harbor Defense: 40
Trade: 1/2
NONE

Combat Log
No Battles Left To Fight
1805, Jan France Wins Battle Of Bremen
1805, Jan Bremen (Oldenburg) was eliminated.
1805, Jan BATTLE: Bremen Attacker: France Defender: Great Britain
1805, Jan Assault Attempt Result: Breach
1805, Jan Die Roll: 6 Modified Results: 7
1805, Jan City Under Garrisoned +1
1805, Jan France Assaulting Bremen
1805, Jan France Gains 1 PP(s)
1805, Jan France Wins Battle Of Ulm
1805, Jan Ulm (Swabia) was eliminated.
1805, Jan BATTLE: Ulm Attacker: France Defender: Great Britain
1805, Jan Assault Attempt Result: Breach
1805, Jan Die Roll: 6 Modified Results: 6
1805, Jan City Fortification Bonus -1
1805, Jan City Under Garrisoned +1
1805, Jan France Assaulting Ulm
1805, Jan France Wins Battle Of Frankfurt
1805, Jan Frankfurt (Nassau) was eliminated.
1805, Jan BATTLE: Frankfurt Attacker: France Defender: Austria
1805, Jan Assault Attempt Result: Breach
1805, Jan Die Roll: 5 Modified Results: 6
1805, Jan City Under Garrisoned +1
1805, Jan France Assaulting Frankfurt
1805, Jan Assault Attempt Result: No Result
1805, Jan Die Roll: 1 Modified Results: 2
1805, Jan City Under Garrisoned +1
1805, Jan France Assaulting Munster
1805, Jan France Gains 1 PP(s)
1805, Jan France Wins Battle Of Liege
1805, Jan Liege (Liege) was eliminated.
1805, Jan BATTLE: Liege Attacker: France Defender: Austria
1805, Jan Assault Attempt Result: Breach
1805, Jan Die Roll: 4 Modified Results: 4
1805, Jan City Fortification Bonus -1
1805, Jan City Under Garrisoned +1
1805, Jan France Assaulting Liege

To breach we need a modified 4 or higher on a d6 modified by +1 if they have less than the number of (towers * 5) - 4, so Namur needs to have 11 or it is undergarrisoned and a besieger gets +1, also modified by subtracting the number of forts (looks like a hut, Namur has 1). We got into a few areas and there is always next month. We are done so we will end the phase and move forward into February and a field battle.

1805, January 00:03

Time to CHART our course. I am so punny! 🇬🇧

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This comes from the game manual and these are the charts for field combat. Along the top is the attacker(A) choices, down the side are the defender(D) choices. Each day of field combat involves 3 rounds and each side has a number pair for each round (1-2) with the 1st number being the casualty level on the combat chart and the 2d number being the morale level. Cordon has a set of numbers marked 'River'. If the attacker crosses a river, these numbers are used. Outflank also has a second set of numbers and these are used if the outflanking force 'arrives'. In Outflank, you hold the enemy in position with a pinning force and send the rest of your army around their flank. Your commander uses his strategic rating to see if they arrive. The numbers on the top set are used until they arrive and an outflanking force cannot arrive on the 1st round. Our attack for February is London (as you will soon see) and we had to cross a river making Cordon a good choice for the defenders. If you look at the chart, outflank and echelon would be bad choices if they pick cordon so we can be conservative and go Probe (it protects us against Defend, another good choice for the British) or aggressive (DUH!) and go Escalated Assault (Assault is a middle ground choice).

14.9 Operational Possibilities Chart

		Attacker				
		Outflank	Assault	Escalated Assault	Echelon	Probe
DEFENDER	Outflank	A 1-2 1-4 2-4 D 1-2 1-4 2-4 (A)	A 2-3 3-3 3-3 D 2-1 2-1 2-2 (I)	A 3-3 4-3 3-3 D 3-1 3-1 3-2 (I)	A 2-1 3-1 3-2 D 2-1 2-1 2-1 (I)	A 2-1 4-2 4-3 D 2-1 2-1 1-1 (I)
	Counter Attack	A 2-1 2-1 2-2 D 2-3 3-3 3-3 (I)	A 3-1 4-2 3-2 D 3-1 4-2 3-2 (B)	A 4-1 5-2 4-2 D 4-1 5-2 4-2 (B)	A 1-2 3-4 2-4 D 3-1 4-1 2-1	A 1-1 1-3 2-2 D 3-2 3-2 4-2
	Escalated Counter Attack	A 3-1 3-1 3-2 D 3-3 4-3 4-3 (I)	A 4-1 5-2 4-2 D 4-1 5-2 4-2 (B)	A 4-1 5-2 4-2 D 4-1 5-2 4-2 (B)	A 2-2 4-4 3-4 D 3-1 4-1 2-1	A 2-1 2-3 3-2 D 4-2 4-2 5-2
	Cordon	A 2-1 3-1 2-1 D 3-2 4-2 4-3 (A)	A 4-1 4-3 4-1 D 2-1 2-1 3-1 River A 4-1 4-2 4-1 D 2-1 3-1 4-1	A 5-1 5-3 5-1 D 3-1 3-1 4-1 River A 5-1 5-2 5-1 D 3-1 4-1 5-1	A 2-1 3-1 4-1 D 3-1 4-2 4-3 (C) River A 2-1 3-1 3-1 D 4-1 4-2 4-3	A 1-1 4-2 4-2 D 1-2 2-1 3-1 River A 1-1 4-1 4-1 D 1-2 3-1 3-1
	Withdrawal	Strategic rating +1 or less to withdraw. If not successful: A 2-2 -- -- D 1-1 -- -- (D) (H) (I) A -- 3-4 3-4 D -- 1-1 1-1	Strategic rating or less to withdraw. If not successful: A 4-2 4-2 4-3 D 1-1 1-1 1-1 (H)	Strategic rating or less to withdraw. If not successful: A 5-2 5-2 5-3 D 2-1 2-1 2-1 (H)	Strategic rating +1 or less to withdraw. If not successful: A 3-1 3-2 3-3 D 1-1 1-1 2-1 (H)	Automatic Withdrawal
	Defend	A 2-1 3-1 3-1 D 3-1 4-1 4-2 (E) (I) A -- 2-4 4-4 D -- 1-1 1-1	A 3-1 3-1 2-1 D 4-1 4-2 4-3 (F) (G)	A 3-1 3-1 2-1 D 5-1 5-2 5-3 (F) (G)	A 1-3 2-3 2-4 D 4-1 3-1 2-1	A 1-1 3-1 3-3 D 3-2 3-1 2-1 (G)

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CHAOS!!! Wow was this unexpected (this a GOOD AI move).

Morale 3.50

VI
18/20
M: 0/15
C: 2/3

VII
11/15
M: 0/15
C: 2/2

The British are gamblers too - they chose to try an Outflank against us. Looking at our Esc Assault -v- their Outflank, we are on the 3-3 chart. We rolled a 1 and have a +1 for our leader Davout (using the '?' on the bottom of this battle screen will bring up these charts. Davout has a 5 tactical (4.5*2) since he is leading 2 corps which is his limit for best performance (4.5*2). If we had outflanked, he would be using his strategic rating of 4 to see if he arrived (4*5.2)). So we get 5% losses (they take our forces * .05 rounded up) and they lose 1.1 Morale. Morale is figured out by adding each factor's morale value (these vary by nation so see the manual) and dividing by the number of factors. We had a 4.0 morale (we lost .5 from their roll on the 3-1 chart).

Round

Die Roll **2(1)**

% Loss **5**

Mrls **1.10**

Tables **3-3**

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Casualty Level

Morale	Random	1	2	3 ●	4	5					
Level	Number	%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS
1	0	0	0	0	0	0	0	0	0	5%	-0.1
	1	0	0	0	0	0	0	5%	-0.2	5%	-0.3
	2	0	0	0	0	0	0	5%	-0.4	10%	-0.6
	3	0	0	5%	-0.2	5%	-0.5	10%	-0.7	10%	-1.0
	4	0	0	5%	-0.5	10%	-1.0	10%	-1.0	15%	-1.4
	5	5%	-0.4	5%	-0.8	10%	-1.1	15%	-1.4	15%	-1.8
	6	5%	-0.6	10%	-1.1	10%	-1.1	15%	-1.9	15%	-2.2
2	7	5%	-0.8	10%	-1.4	15%	-1.9	15%	-2.4	20%	-2.6
	0	0	0.0	0	0.0	0	-0.1	0	-0.4	5%	-0.5
	1	0	0.0	0	-0.2	5%	-0.3	5%	-0.7	10%	-0.8
	2	0	-0.2	5%	-0.4	5%	-0.6	5%	-1.0	10%	-1.1
	3	0	-0.5	5%	-0.7	5%	-1.0	10%	-1.3	10%	-1.4
	4	5%	-0.8	5%	-1.0	10%	-1.4	15%	-1.6	15%	-1.8
	5	5%	-1.1	10%	-1.3	10%	-1.3	15%	-1.9	15%	-2.3
3 ●	6	5%	-1.5	10%	-1.5	15%	-2.2	15%	-2.3	20%	-2.8
	7	10%	-1.9	10%	-2.4	15%	-2.8	20%	-2.8	20%	-3.3
	0	0	0.0	0	-0.2	0	-0.5	5%	-0.8	5%	-0.9
	1	0	-0.3	0	-0.5	5%	-0.8	5%	-1.0	10%	-1.1
	2	0	-0.6	5%	-0.8	5%	-1.1	10%	-1.3	10%	-1.4
	3	5%	-0.9	5%	-1.1	10%	-1.4	10%	-1.6	15%	-1.8
	4	5%	-1.3	10%	-1.5	10%	-1.8	15%	-2.0	15%	-2.3
4	5	5%	-1.8	10%	-2.0	15%	-2.3	15%	-2.5	20%	-2.9
	6	10%	-2.3	10%	-2.6	15%	-2.8	15%	-3.1	20%	-3.5
	7	10%	-2.8	15%	-3.2	15%	-3.3	20%	-3.7	20%	-4.1
	0	0	-0.4	0	-0.6	5%	-0.9	5%	-1.1	5%	-1.3
	1	0	-0.6	5%	-0.9	5%	-1.1	10%	-1.4	10%	-1.6
	2	5%	-0.9	5%	-1.2	5%	-1.4	10%	-1.7	15%	-2.0
	3	5%	-1.3	5%	-1.6	10%	-1.8	10%	-2.1	15%	-2.4
5	4	5%	-1.8	10%	-2.1	10%	-2.3	15%	-2.6	15%	-2.9
	5	10%	-2.4	10%	-2.6	15%	-2.9	15%	-3.1	20%	-3.4

Start

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On Davout! On Donner and Blitzen (stray rock). We WON? WHEW! 😊

Morale 0.60
Must Eliminate 0
Must Eliminate 5
Morale -1.00

VI
b: 16/20
M: 0/20
C: 2/3

VII
b: 8/15
M: 0/15
C: 2/2

Bonuses Leaders

1:5

M:1

IC6
G: 1/2
b: 5/12
M: 0/12

IC5
C: 2/8

Davout must be devout because God granted him some sweet rolls against the British. We broke the British (their morale is negative) so they are running and we can use our cavalry factors to pursue them using the pursuit chart. We went 3+ rounds and lost 3.4 morale so we get to use the NOOOOO!!!!!! None! We don't get pursuit! We did manage to kill 12 factors, 3 of which were cavalry at the cost of 2 infantry so overall a great battle for us!

Round 1 Round 2 Round 3

Die Roll	2(1)	7(1)	6(1)
% Loss	5	15	15
Mrls	1.10	2.40	1.90
Tables	3-3	4-1	4-1

France, remove factors

Round 1 Round 2 Round 3

Die Roll	3(-1)	0(-1)	1(-1)
% Loss	5	5	10
Mrls	0.50	1.30	1.60
Tables	3-1	5-4	5-4

Escalated Assault **Outflank**

Outflanking Force Has Arrived!

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Pursuit Class		Random Number	Pursuit Class Number					
Victor's Morale Loss	Number of Combat Rounds		6	5	4	3	2	1
0.0-0.9	1	3+	1	15%	10%	10%		
	2	4	2	15%	15%	10%	10%	
1.0-1.9	3	3	3	30%	30%	15%	15%	
	4	2	4	45%	45%	30%	20%	10%
2.0-2.9	5	1	5	60%	60%	45%	30%	15%
	6	None	6	90%	75%	60%	45%	30%
3.0-3.9	7	None	7	120%	90%	75%	60%	45%
	None	None						
4.0+	None	None						
	None	None						

Always "1" vs. forces withdrawing unbroken after a day's combat

+1 to random # with pursuing cavalry leader

-2 column shifts to the right in marsh

-1 column shift to the right in forest, mountain, desert.

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After some more masterful attacks the Brits have surrendered and offered us \$ to go home so we now have to spend our loot!

Economic phase. We have moved our Empire forward to March and our first economic phase. We have new buttons: 1) economic manipulation; 2) economic summary; 3) build ships; 4) build land factors; 5) loan money to this minor (one way street they do not loan money to you); 6) cede province to an ally; 7) Raise feudal unit (Dec only); 8) Remove feudal unit; 9) create a kingdom; and the 2 on the next page are a) stop American Trade b) deduct 1/3 of your victory points earned this turn from a nation you are at war with.

By now you should have read the manual section on irregular forces. Turkey can use #8 to take down feudal corps and bring them up to full strength at their home area(s) using #7 but only in December. a) and b) are British only options. If Britain does a) then a d6 is rolled, if that number is < or = the number of major nations losing American trade then Britain gets a war with US (which they can end in diplomacy). Britain wins the game if after 40 economic phases nobody has reached their victory point goal so b) can be used to cut back some enemy that is doing to wheel on victory points but Britain must be at WAR with them to do this. Button 6 lets you give a minor to an ally (usually a reward for help in a war), while #9 let's you create one of the 3 Kingdoms listed in the manual (can be seen with the '?'). #2 tells you what the balance sheet is for this economic phase. Each province has a number set. Sweden here has a \$9/5 which means it gives, \$9 and 5 manpower to the nation it is part of. If the province is a free state, these numbers are doubled so \$18/10 is given by this province to Swedish Free State. The computer adds up all the provinces that you own or have as a conquered minor and gives you this to build with (a running total is on the top bar as was noted at the start of the tutorial). To this is added any reparations from a vanquished enemy (Britain owed us \$). From your \$ the cost of your counters gets subtracted, each Fleet at sea in an economic phase costs \$5, every other counter on the board costs \$1 as do depots that are on the board. Let's get to work on examining 1,3,4,5 in more detail.

Selected Unit Info
Holland corps (S1-T1)
Move: 0
Morale: 229
Failed Forage
Infantry
5/10
2/2

Selected Area Info
City / Size: Stockholm / 3
Fort: 0
Control: Sweden
Area: Stockholm[*]
Nation: Sweden
Control: Sweden
Move: 1
Province: Sweden
\$/Men: \$9/5
Port Info
Harbor Defense: 80
Trade: 2/2

AR	AC	ER	EC	AS	ES	Fleets in Port
I Hvy 7	II Lt 7	III Lt 7	I Swede 7	II Swede 7		

1805, Mar Russia Playing Economic ...
1805, Mar Turkey Playing Economic ...
1805, Mar Austria Playing Economic ...
1805, Mar Prussia Playing Economic ...

1805, March 01:11

Build allied land...

I like to start with my Free States first in case they need \$. Here we have Sweden and we have \$15 and 10 mp (\$15/10). We will build 4 infantry and a cavalry. 4 infantry cost \$12/8 (\$3*4/2mp*4) and will take 3 months to come in and our cavalry will cost \$12/2 and will take 5 months to arrive giving us a total of \$24/10. Sweden needs us to use button 5 and send them \$9 before they can build. Once we send them \$9 using the arrows we can purchase units here by using the up arrows to purchase. You can never spend more than you have on builds. You also cannot loan minors any manpower. Minor cannot loan you anything. Turkey owning the Ottoman Empire can take their \$ in December but that is the only exception. Anything a free state doesn't spend is lost. Majors can retain extra funds from their nations (not from a free state) but not manpower. Prussia is the only nation that can keep unused manpower.

Building Land Forces

TO: Sweden

Factors: 0

Cost (\$/men/months): 3/2/3

Money: 15

Manpower: 10

Ok Cancel

Selected Unit Info
 I Holland corps (St T)
 Move: 0
 Morale: 2.29
 Failed Forage
 5/10
 Infantry

Selected Area Info
 City / Size: Stockholm / 3
 Fort: 0
 Control: Sweden
 Area: Stockholm[*]
 Nation: Sweden
 Control: Sweden
 Move: 1
 Province: Sweden
 \$ / Men: \$3/5
 Port Info
 Harbor Defense: 80
 Trade: 2/2
 NONE

Can only perform in December

1805, Mar Russia Playing Economic ...
 1805, Mar Turkey Playing Economic ...
 1805, Mar Austria Playing Economic ...
 1805, Mar Prussia Playing Economic ...

1805, March 01:34

Enlarge the navy with some gunners...

Ships can only be built in ports. You MUST select a port to build in and THEN select the build ships button. In this case we are building a Heavy ship in Brest. It will cost us \$12/1 and take 18 months to arrive. If Brest gets captured before the ships get added to a fleet, they are lost. Unlike land factors, ships arrive in the port they are built in and you must have a fleet counter in that port before you can add the ship to the fleet (Other reinforcements will show up in the reinforcement pool similar to the units we added in setup).

Ship Building

TO: Brest

	Heavy	Light	Trans.
Factors	1	0	0
Cost (\$/men/months)	12/1/18	10/1/12	4/1/6

Money: 139
Manpower: 43

Ok Cancel

Can only perform in December

1805, Mar Russia Playing Economic ...
1805, Mar Turkey Playing Economic ...
1805, Mar Austria Playing Economic ...
1805, Mar Prussia Playing Economic ...

Selected Unit Info
Holland corps (St. T)
Move: 0
Morale: 2.29
Failed Forage
Infantry
5/10
2/2

Selected Area Info
City / Size: Brest / 3
Fort: 1
Control: France
Area: Brest
Nation: France
Control: France
Move: 1
Province: Brittany
\$/Men: \$7/2
Port Info
Harbor Defense: 100
Trade: 0/0

Fleets in Port

AR	AC	ER	EC	AS	ES
1Lt	7	1Trn	3		

1805, March 01:43

And try to extort...err encourage donations to the State.

During this phase we can manipulate our economy for the next economic phase. We use button #1 to do this. Each column 1-7 has 3 results associated with it: a money adjustment, a Political Status Modifier, and a manpower modifier. Next economic phase, the computer will give us our VPs based on where our PS number is. The it will do the adjustment towards the center, then it will do whatever we set up now, so if we set this to column 7 and are on top of the PS chart in June, then in June econ phase we will get 15 VPs, have our position moved from 39 to 36 for adjustment (the 39 PS has a -3 PSAdjustment) and then from 36 to 33 for the -3 PS Mod here BUT we will get \$20/7 extra beyond our normal \$/mp.

France Economic Manipulation

Money Adjustment:	-35	-23	0	0	0	20	20
Political Status Mod:	2	1	1	0	-2	-2	-3
Manpower Mod:	-12	0	-9	0	7	0	7

Buttons: 1 2 3 4 5 6 7

Ok Cancel

Can only perform in December

1805, Mar Russia Playing Economic ...
 1805, Mar Turkey Playing Economic ...
 1805, Mar Austria Playing Economic ...
 1805, Mar Prussia Playing Economic ...

Selected Unit Info
 1 Holland corps (St T)
 Move: 0
 Morale: 229
 Failed Forage
 Infantry
 5/10
 2/2

Selected Area Info
 City / Size: Brest / 3
 Fort: 1
 Control: France
 Area: Brest
 Nation: France
 Control: France
 Move: 1
 Province: Brittany
 \$ / Men: \$7/2
 Port Info
 Harbor Defense: 100
 Trade: 0/0
 NONE

AR AC ER EC AS ES Fleets in Port

1Lt 7 1Trn 3

1805, March 01:47

OK that's it for now. I apologize for all my spelling errors and to the British for the fact that God made them so sad 🇬🇧 I will start a FAQ thread and will add to this with miscellaneous rules that need further explaining as they arise in that thread. I hope this helps all of you get into the game.

READ THE MANUAL NOW! PLAY AGAINST THE HARD AI! GET INTO A PBEM GAME AND SEE HOW MUCH WORSE WE ALL ARE IN CLOSE QUARTERS 😊

Endnote: The User Manual has been updated for v1.08 and can be found in the \Data\docs folder. Updates include additional clarifying notes that were not part of the original manual, as well as player notes and strategy articles to help new players get started.