EMPIRES IN ARMS

THE NAPOLEONIC WARS OF 1805 - 1815

Updated to Version 1.23

Table of Contents

1.0 *Empires In Arms*

Thank you for purchasing *Empires In Arms*!

1.1 Minimum System Requirements

To play *Empires In Arms*, your computer system must meet these requirements:

    Windows 98SE, 2000, XP
    Pentium III
    DirectX 7 or later
    256MB RAM
    200MB free HD Space

1.2 Installation Procedures

Insert the game CD into the CD-ROM drive. Setup will run automatically. If Setup does not start, run Setup.exe from the Windows directory on the CD.

When the Setup screen appears, click Install *Empires In Arms*. Double-click the *Empires In Arms* icon. On the introductory screen, click "Play *Empires In Arms*."

1.3 Uninstalling the Game

Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game, or the Uninstall option in the *Empires In Arms* menu item under the Start Menu.

1.4 Product Updates

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. Keeping up with these updates is made easy and is free by signing up for a Matrix Games Member. When you're signed up, you can then register your Matrix Games products in order to receive access to these important game-related materials. Doing so is a simple two step process:

Sign Up for a Matrix Games Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the "Please Create My New Account" button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase – Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click "Register Game" near the top to register your new Matrix Games purchase.

Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking "My Games." Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest downloads, including patches for that particular title.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again – at that point you are free to register for any Matrix Games product you purchase. Thank you and enjoy your game!

1.5 Game Forums

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to www.matrixgames.com and click on the Forums hyperlink.

1.6 Technical Support

Should you have a technical problem with the game, the best way to get help is to post a note in the Technical Support sub-forum within the *Empires In Arms* forum at www.matrixgames.com. You'll then hear back from our personnel, or from one of the many helpful players of the game. This is usually the fastest way to get help. Alternatively, you can email your problem to support@matrixgames.com.

2.0 Introduction to *Empires In Arms*

Empires In Arms – The Napoleonic Wars (EiANW) is a strategic level game for up to seven players that covers the Napoleonic wars from 1805 to 1815. The game is played on a map that covers all of Europe and parts of Asia and North Africa. It is divided into "areas" for the purpose of regulating movement, and identifying national or provincial borders and major rivers. The military counters in the game represent corps and fleets, with each army factor being equivalent to roughly 2000 men, each "heavy ship" representing one ship of the line, each "light ship" representing one frigate and each transport ship representing a vessel designed specifically to transport troops.

> Programmer's Note: The veteran *Empires In Arms* (EiA) player will see immediate benefits − no pencil and paper to track corps strengths, no long math calculations for your supply cost, no accidental Political Status Chart position changes, you can now play a solitaire game and best of all, the program acts as the arbitrator in the interpretation of the rules so there will be no arguments. There are however, a fair amount of house rules (deviations) and added sections from the *Empires In Harm* (EiH) rules that you may have not seen before. Keep in mind that we could not please everybody and made some compromising decisions in order to bring EiA to the computer.

I would like to take this time to thank everybody (especially you, Steph) for your extreme patience while this game was in development. It has been a long ride but we're optimistic that herein lies a great reward for all who waited.

Play and Enjoy! — Marshall Ellis and the EiANW development team.

3.0 Game Interface

3.1 The Game Main Screen

The game is played on a map showing Europe and parts of Asia and North Africa. It is divided into "areas" by colored lines for the purpose of regulating movement. Some of these lines have additional functions − as national or provincial borders and/or as rivers. These lines and all other map terrain features are identified on the Terrain Effects Chart. Terrain for land units includes: clear, forest, mountain, marsh, desert, river, city, and crossing arrow. Each land area shows a number for its forage value. Terrain for naval units includes: sea area, port, iceline, and coast line. Ports include a blockade box not shown on the map.

There are eight sets of counters − one for each of the Major Powers and one for the minor neutrals. All counters have a distinctive background color. The motifs on the counters are decorative and functional, distinguishing infantry and cavalry corps, fleets, and depots, and also provide information necessary for the play of the game. There are two sizes of counters provided in the game − the large counters for corps, fleets and depots, and the small counters for garrisons and off-map counters, guerrillas, Cossacks and Freikorps, control flags, leaders and assorted markers.

3.1.1 Menu Buttons

The following buttons at top are always active:

Go To Main Menu: Brings you back to the Main Menu Screen.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

End Current Phase: Ends phase after all decisions and moves have been made.

Show Nation's Statistics: Brings up the box, seen at the right, with information on the phasing (currently moving) Major Power. You can also left click on the nation's name to toggle this box. In the course of a game, this feature in particular is very useful. It provides a snapshot of vital information about your country. You can check your reinforcement status, alliances, wars, influence and finances at a glance. You can also disable Naval build warnings and set Auto Garrison Level.

Show Selected Nation Information: This box is visible whenever you click on a nation area, or can be accessed via the top menu button. It shows the current political and economic status of the selected nation and cost to influence/ally if minor nation. Clicking the button found at the top right corner of the box can access the minor country counter pool. For Prussia only, it also shows saved manpower.

View Available Counters: Opens the Counter Pool box.

Show Full Unit Report: Opens the following box that gives a full text report of the Major Power's units, their location, supply status, current/maximum strength, standing orders, etc.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

Show Prisoners (Held and Held By): Shows prisoners captured by the Major Power and prisoners held by current enemies. From this screen the Major Power has the ability to release prisoners and request exchanges or release of prisoners held by its enemies.

Show Current Surrender Settings: Brings up the Victory Conditions Screen for selecting conditions for making peace. NOTE: Players *must* pre-select surrender terms and conditions when at war with another Major Power.

Show Diplomatic Settings: Brings up the Diplomatic Reactions Screen for selecting several pre-action reactions.

Show Political Status: Brings up the Political Standings Screen for current political status.
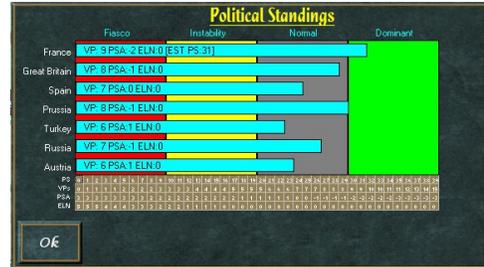
Show Victory Point Status: Brings up the Victory Points Display showing the current percentage of victory points for each Major Power needed to win the game. The current victory points for each Major Power are shown below each nation's name. Upon victory, a game log message will display final manpower levels for each Major Power that may be counted for additional victory points.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

Show All Nations Report: Shows a diplomatic status overview for every major and minor power in the screen to the right:

Nation Status Overview

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

Ok

Show Phase Skip Menu: Brings up the Skip Phase Settings menu that will allow you to skip certain phases.

Show AAR Menu: Brings up the After Action Review (AAR) Mode menu that will allow you to enable options to show arrows where units started their moves to their current positions. Options include: AAR Mode OFF, Selected unit, Current nation's units, Selected unit's nation, and All units.

Help: Left-click brings up Phase Help. Right-click brings up Phase Charts.

3.1.2 Multiplayer Game Menu Buttons

The following top menu buttons are only active during PBEM games:

Load PBEM Turn File: Brings up common dialog box in order to find and load PBEM files.

Send Message To Selected Nation: Click on the Major Power of choice and then click this button to bring up a blank email with address and subject field already filled in.

Send Message To All Players: Bring up a blank email with all players addresses and subject field already filled in.

Admin Menu: Brings up the PBEM/IP Administration Menu for the game host

Rewind Moves: Allows players to rewind PBEM game turns.

 Show Moves: Allows players to advance PBEM game turns.

3.1.3 Top Nation Info Panel

This panel shows the current nation information such as who is playing the turn, what phase they are playing, how much money is currently available and their current income and manpower due next Economic Phase. You can left click on the nation's name to toggle the Nation's Statistics, and right click on the nation's name to automatically zoom to that nation's capital. You can mouse over the current phase identifier (e.g., SETUP as shown below) to see the current phase order.

3.1.4 Phase Buttons

These buttons at the lower left of the screen are used to perform the various actions of the current phase, such as movement, leader assignment, foraging, etc. Each has hint text explaining their purpose.

3.1.5 Status Panel and Box

Located above the phase buttons, the Status Panel gives information concerning the current state of the game. The Status Box (brown background), which can be expanded by double-clicking it, gives result information from procedures and functions already performed. By right clicking on the Status Box, you can perform several actions: Copy to clipboard (for saving or editing the text of the Status Box), Replay headlines, Clear selected headlines, or Clear all headlines.

NOTE: A lot of things can happen during a turn and if you are not directly involved, it is easy to miss all of the details scrolling past in the message window. By double-clicking and expanding the Status Box, the much larger message window that appears above it allows you to easily scan recent events and go back to review previous events. To close the window, click on the "X".

3.1.6 Selected Unit Information Box

This box at the bottom center of the screen will show the currently selected unit and give more detailed information on that unit.

Give Unit Standing Orders: Allows players to review and set standing orders for garrisons, corps, and fleets.

3.1.7 Selected Area Information Box

This box is just to the right of the unit box and shows more detailed information on the currently selected area (which should be outlined in red on the map). NOTE: Right mouse clicking the unit section of the Selected Area Info box (brown part) will reveal an unobstructed zoomed view of the area. Right mouse click the box again to return to the default view.

3.1.8 Strategic Map

Located at the bottom right corner of the screen, it allows the player to quickly jump to a desired regional location without the need to scroll there. By right clicking the map, you can choose from three settings that will show the political status of each Major Power and minor country: Conquered, Free States, and/or Home Nation. It also shows the current game month, year, and time spent playing the current game.

4.0 Getting Started

4.1 Game Options and Preferences Screen

From the Main Menu Screen click the "Options" button to access this window, which shows all game options and user preferences. Double-click the desired option or preference to enable/disable it. Each has hint text explaining their purpose. When done, click the "OK" button to return to the Main Menu Screen.

Game Options		User Preferences	
Option	State	Option	State
Winter Land Movement	Enabled	Show Possible Moves	Enabled
Guard Commitment	Enabled	Political Shading	Enabled
Allow PBEM Host GA Functions	Enabled	Map Scroll Delay	2
Allow Option Changes During Game	Enabled	See AI Moves	Disabled
Third Party Combat System	Disabled	Always Show Ranges	Enabled
PBEM-HotSeat Passwords	Disabled	Music	Disabled
Economic Manipulation	Enabled	Sound Effects	Enabled
Great Britain and France Start at War	Enabled		
Leader casualties	Enabled		
Privateers	Enabled		
PBEM Quick Combat	Disabled		
Use Lille Sea Crossing	Disabled		
Fog of War	Enabled		

Ok

4.1.1 Game Options

- **Winter Land Movement:** All terrain movement costs are increased by one and crossing arrow movement is restricted during winter months in Winter Zones. EXCEPTION: The Dardanelles crossing arrow is not affected.
- **Guard Commitment:** Increases the *morale level* used on the Combat Resolution Table during combat.
- **Allow PBEM Host Admin Functions:** Allows host to enforce the desires of the playgroup during a PBEM game.
- **Allow Option Changes During Game:** Allows the freedom to change options during play.
- **Third Party Combat System:** Allows the results from an external combat system to be imported.
- **PBEM-Hotseat Passwords:** Protects user game files from opponents.
- **Economic Manipulation:** Allows Major Powers to control their economy to gain additional political points, money or manpower.
- **Great Britain and France Start At War:** France and Great Britain must start at war.
- **Leader Casualties:** Checks to see if any become casualties in the combat.
- **PBEM Quick Combat:** Allows computer to assume all combat decisions for the non-phasing player. No battle file exchanges are required.
- **Privateers:** Allows for piracy to affect trade.
- **Use Lille Sea Crossing:** Allows for the crossing between Great Britain and Lille, France.
- **Fog of War:** Limits the amount of battle information that is written to the status info window for all to see.

4.1.2 User Preferences

- **Show Possible Moves:** Highlights the map areas that a unit can reach in one turn.
- **Political Shading:** Color overlays that show which Major Power controls the map areas.

- **Map Scroll Delay:** Allows the user to control the speed of scrolling the map (#10 = off).
- **See AI Moves:** Will allow players to see how the AI has moved.
- **Always Show Ranges:** Highlights the map areas that a unit can reach in one turn and displays this information during *all* phases.
- **Music:** Allows the music to be turned on or off.
- **Sound Effects:** Allows the sound effects to be turned on or off.

4.2 Starting a New Game

From the Main Menu Screen, click on the "New Game" button to bring up the New Game Screen.
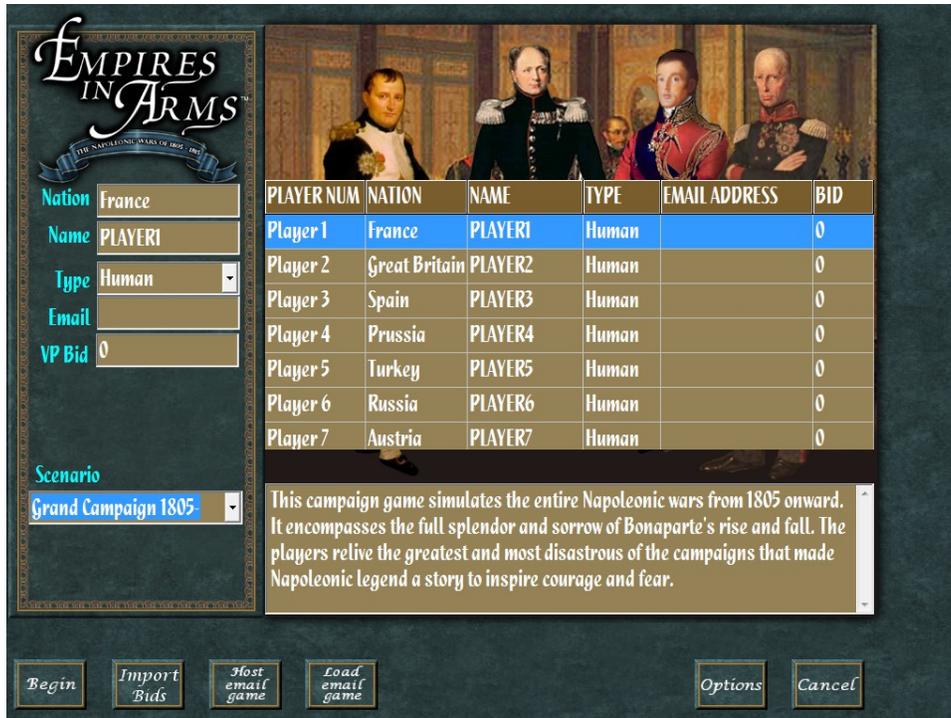
4.2.1 Setting Up a Hot Seat Game

Click to highlight any Major Power (center screen) and add your Name and set the Type to "Human" on the left side of the screen. Now double-click your name or your nation in the center screen and you will see that all the other Major Powers have changed to an "easy" AI player. Double-clicking your nation again will change them to a different level of AI player (easy, medium or hard). Now click the "Begin" button and you'll be sent to the Game Main Screen and the Setup Phase. NOTE: If you chose to use the password option, you will be prompted to enter a password, and confirm it, before being sent to the Setup Phase.

NOTE: AI opponents receive the following bonus at the start of the game to reflect a bid:

- **Easy AI:** Receives no bonus.
- **Medium AI:** Receives a random (1-3)% victory point bonus.
- **Hard AI:** Receives a random (2-6)% victory point bonus.

4.2.2 Setting Up a PBEM Game

A PBEM game consists of six client players and one host player. The host is charged with the task of setting up the game.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

To Start a New PBEM Game (all human):

As Host:

1. From the Main Menu Screen, verify PBEM game options and click the "New Game" button.

2. Manually fill in, or use the Optional Import Method to import data into, all fields (Name, Type, Email Address, and Victory Point Bids) on the New Game Screen.

3. Click "Host Email Game" button.

4. Enter a game name and then click the "OK" button.

5. If not playing Russia skip to step 6, otherwise, if Host is playing Russia then:

   • Enter SETUP PHASE and setup Russian forces.
   • Click the "End Current Phase" button (top menu) when finished with setup. NOTE: The program will automatically save the game as *TheGameName.sav* whenever the End Current Phase button is clicked.
   • Send the *gamestart.pbm* file (found in the commout folder) AND the Russian setup file (also in the commout folder) to *all clients* and then skip to step 11. NOTE: A blank email is automatically generated, with email addresses and subject field filled in for convenience or you can use another email account to send files(s).

6. Send the *gamestart.pbm* file (found in the commout folder) to all clients. NOTE: A blank email is automatically generated, with email addresses and subject field filled in for convenience or you can use another email account to send files(s).

7. When the time comes for you to play your SETUP PHASE, use the "Load Game" button from the Main Menu Screen and load the saved game file *TheGameName.sav*). IMPORTANT: If the host attempts to load from the *gamestart.pbm* file to setup his forces, the Admin Menu will not be available throughout the game. NOTE: If password protection was selected as an option, you will be prompted to enter a password before proceeding to the game main screen.

8. Next, click the "Load Email Turn File" button found on the top menu bar and load all Major Power turn files that preceded your turn and then setup your forces or load a saved setup file.

9. Click "End Current Phase" button when finished with setup. NOTE: The program will automatically save the game once the End Current Phase button is clicked.

10. Send your setup file (found in the commout folder) to *all players*.

11. IMPORTANT: From now on, when the time comes for you to play or load a turn, use the "Load Game" button from the Main Menu Screen and load the saved game file (*TheGameName.sav*).

As Client:

After receiving the gamestart file from the host, place it into the commin folder and then:

1. Click "New Game" button.

2. Click "Load email game" button.

3. Enter email address and click "OK".

4. Load *TheGameName_gamestart.pbm* file from the commin folder. NOTE: This is the only time you will use this file.

5. If password protection is enabled, enter password then click the "OK" button.

6. If it is your SETUP PHASE turn, setup your forces or load a saved setup file and skip to step 8, otherwise continue on to step 7.

7. If it is not your turn, click the "Load Email Turn File" button found on the top menu bar and load any Major Power turn files that precede your turn. When it is finally your SETUP PHASE turn, setup your forces or load a saved setup file.

8. Click "End Current Phase" button. NOTE: The program will automatically save the game once the End Current Phase button is clicked.

9. Send your turn file (found in the commout folder) to *all players*.

10. IMPORTANT: From now on, when the time comes for you to play or load a turn, use the "Load Game" button from the Main Menu Screen and load the saved game file (*TheGameName.sav*).

4.2.3 Setting Up a PBEM Game Using AI Substitutions

The program can be set to use the AI (easy, medium or hard) to play those Major Powers that do not have a human player. During exchanges, make sure that all files (the phasing player's and the AI Major Powers) are included as attached files when sent.

NOTE: AI opponents receive the following bonus at the start of the game to reflect a bid:

*   **Easy AI:** Receives no bonus
*   **Medium AI:** Receives a random (1-3)% victory point bonus
*   **Hard AI:** Receives a random (2-6)% victory point bonus

4.2.4 Loading Saved Game Files

When the time comes for you to play or load a turn, use the "Load Game" button from the Main Menu Screen, load the saved game file (*TheGameName.sav*), and click "Resume" to start.

4.2.5 Exchanging Turn Files

To exchange turn files, click the "Send Message to All Players" button (top menu bar) and a blank email is generated, with email addresses and subject field filled in (or you can use another email account to send files). Attached the turn file (found in the commout folder) to this email and send. When receiving turn files, always place them in the commin folder.

4.2.6 Loading Turn Files

Load turn files from the commin folder by clicking the "Load Email Turn File" button found on the top menu bar and load any Major Power turn files that precedes your turn. The Diplomacy and Economic phases are simultaneous so you can perform these phases without having to wait on other players.

4.2.7 Exchanging Battle Files

When there is field or trivial combat during the Land Combat Phase of a PBEM game, where more than one corps of the defender is engaged, the two player opponents involved will exchange battle files (found in the battles folder). IMPORTANT: the player who is currently playing his turn does not exchange land combat turn files at this time. Each time an opponent plays a round of combat, the program will write the

data to a special battle file, which will bear the game name and the location of where the battle is being fought. Example: *pbembattle_GameName_Lille0.battle*

When receiving a battle file from your opponent, always overwrite the older battle file (of the same name) found in the battles folder (do not save copies). When the battle concludes, the data from the battle is written to the land combat turn file (*.pbm* extension). The player who is currently playing the Land Combat Phase must conclude ALL battles during this phase before sending the land combat turn file to all players in the group.

All die rolls are pre-rolled and no chit selections are shown until the attacker is removing casualties from the first round. This should prevent reloading turn files to achieve different results. Also, the number of turn loads more than one is being reported to all players. This is an added security measure for PBEM games!

4.2.8 The Role of the PBEM Game Host (The Hub)

The host reconciles and enforces the desires of the playgroup during a PBEM game. Using the PBEM/IP Administration Menu (Admin Menu), the host has the ability to:

- Enforce a turn deadline and use the Admin Menu to have either the AI play a turn, or skip a turn, for any given player who is unable to submit a turn file and meet the deadline.
- Supply current players with a backup saved game file should file corruption or out of sync errors occur.
- Replace players that no longer wish to play and supply those new players with the appropriate backup saved game file.
- Change game options.
- Change diplomacy settings between nations.
- Add political points, money and manpower.
- Move and edit units.
- Create garrisons.

These Admin Menu functions are intended to help the host move the game along at an acceptable pace, to correct occasional faulty battle results or game events that are inconsistent with the rules, or to possibly implement some optional rules for particular scenarios. For example, a host could adjust political points and manpower to simulate "Levee en Mass" rules for a 1792 scenario, or enforce "Alternative Failure to Leave" rules following a peace made between major powers. Because the host can significantly change a game using these functions, the host and players should carefully agree upon house rules before starting a game.

Using the Admin Menu (host only):

To have the AI play a turn: To have the AI play a turn for a specific client who is next to play his turn, click the "Quick Play Turn With AI" button, answer "Yes" and then exit the Admin Menu. If the next client in order must also have the AI play their turn, return to the Admin Menu and repeat the above instructions.

To replace a player:
● To replace a human player with the AI: If a client player drops out or gets the boot and no other human player is available to take over, the host can substitute a computer opponent for the player. Select the client player's Major Power from the nation list at the top of the Admin Menu screen. The selected nation will now appear in the "Nation" box on the left side of the Admin Menu. In the "Type" box below the selected nation box, select which AI difficulty level (Easy, Medium or Hard) will take over for the current client player, and then click the "Replace Player" button on the Admin Menu. The AI will now generate a turn file, which must be sent by the human client player that precedes the AI player. For example, if human Britain is first to move during the naval phase and AI Russia is next to move, after human Britain completed his turn and advanced the game, the AI would immediately play the Russian turn. Human Britain would then be responsible for sending both his turn AND AI Russia's turn files to the other members of the playgroup.
● To replace the AI or a human player with a human player: If the host wishes to add a human player to take over for the AI or replace one human player for another, he can easily substitute a new player for the old player. Select the current player's Major Power from the nation list at the top of the Admin Menu screen. The selected Major Power will now appear in the "Nation" box on the left side of the Admin Menu. In the "Type" box below the selected nation box, select "Email Client". The host will then add the new player's name and email address in the boxes on the left side of the Admin Menu (Note: these changes should now appear in the nation list at the top of the Admin Menu screen), and then click the "Replace Player" button on the Admin Menu which creates seven backup files. The program will generate a backup file for EACH member of the playgroup, including the host, and the host must send the appropriate file (plus any applicable AI player files) to each member in order for the game to be in sync again. NOTE: The new backup files can be found in the "Save" folder.
● To replace the host: The host also has the ability to remove himself from that duty and appoint a new host from either the list or from outside of the group. To do so, follow the instructions for how to replace a human player with a human player.

To repair a game due to out of sync problems: File corruption, distributing reworked turn files or using an old saved game file can cause out of sync errors. When a player attempts to load a turn file that is deemed by the program to be out of sync, the program will warn the receiving player trying to load it; "Turn file out of sync – contact game host". When file corruption or out of sync errors occur, the host has two options available:
● Option 1. Create a set of backup files using the host's automatically saved game files. The program automatically saves the host's saved game files to the "Save" folder at the start each month's Reinforcement Phase. To create backup files using this method, load the preferred saved game file, listed by game month. Once inside the game, simply click the "Create Backups!" button in the Admin Menu window and two files per Major Power will be generated in the EIANW "Save" folder. Backup files created using this method start with Spain's Reinforcement Phase.

- Option 2. Create a new set of backup files from the Admin Menu. To create backup files using this method, simply click the "Create Backups!" button in the Admin Menu window and two files per Major Power will be generated in the EIANW "Save" folder. Backup files created using this method start where the host last left off. For example, if the French Naval Phase was the last turn file the host loaded then each individual backup file would start PRELOADED up to the French Naval Phase.
- Using either method, the host must then distribute the backup files to each member of the group (including the host). The backup files are appropriately named for the seven Major Powers so the host should take care when sending them out. (NOTE for host: DO NOT group list your email.)
- Example:
  GameName_backup_forplayer_Austria.sav.dat
  GameName_backup_forplayer_Austria.sav
  When the clients receive the backup files, they put them into their "Save" folder. The clients and the host must then use the "Load Game" button (from the main menu) to load the backup file (the program only recognizes the *.sav* extension). The player next to move works his turn and then clicks the End Current Phase button so that all data will again be written to the save game file. As soon as the other six players load that turn file, the program will automatically update their saved game file too. All members of the playgroup can now resume play using the SAVED GAME file. The backup has done its job (it is obsolete now) and everyone is in sync again and can continue with play. NOTE: As players resume the game from this point forward, they create NEW turn files and all previously made turn files (those made before the backup was created) are now obsolete.
- **IMPORTANT:** Do not go back to a previously played turn in PBEM games. The two ways to make that mistake is to: 1) reload the gamestart file, or 2) if you have been saving game files on your own (i.e., using copy and paste functions). The program will protect itself and the other players, so that one cannot "go back" and redo a turn, thus causing out of sync errors. If you attempt to load your own turn file, the program will disallow it and you will require a backup file to continue playing. The only way to advance this game is to use the saved game file that the PROGRAM creates and continually writes to.

To skip a player turn: To skip a turn for a specific client who is next to play his turn, click the "Skip Current Player" button in the Admin Menu, answer "Yes" and then exit the Admin Menu. If the next client in order must also have their turn skipped, return the Admin Menu and repeat the above instructions.

To create a garrison: You can create a garrison by doing the following:
- First select the area on the map where you wish to create the garrison.
- Then bring up the Admin Menu and select the nation for the garrison you wish to create (using the "Nation" box on the right side of the Admin Menu screen).
- Click the "Create Garrison In Selected Area" button in the Admin Menu. You can now edit this unit!

To add political points to a major power: You can add political points to a major power by selecting the nation in the "Nation" box on the right side of the Admin Menu screen, setting the desired number of political points in the appropriate box, and then clicking the "Add PP To Selected Nation" button" in the Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.

To add money to a major power: You can add money to a major power by selecting the nation in the "Nation" box on the right side of the Admin Menu screen, setting the desired amount of money in the appropriate box, and then clicking the "Add Money To Selected Nation" button" in the Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.

To add manpower to a major power: You can add manpower to a major power by selecting the nation in the "Nation" box on the right side of the Admin Menu screen, setting the desired

amount of manpower in the appropriate box, and then clicking the "Add Manpower To Selected Nation" button" in the Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.

To change diplomacy: You can change the diplomacy setting for a nation relative to a Major Power by first selecting the Major Power from the nation list at the top of the Admin Menu screen (the selected Major Power will now appear in the "Nation" box on the left side of the Admin Menu), selecting another nation using the "Nation" box on the right side of the Admin Menu screen, and then changing its diplomacy setting (Neutral, Ally, or War) using the "Diplomacy Setting" box just below the selected nation box. NOTE: These changes are immediate and will be reported in the game log so that all players are made aware.

To Move or Edit Units: The Admin Menu provides a powerful capability for moving and editing units. This includes moving units off the map (i.e., deleting units if needed) or placing new units onto the map (i.e., creating new units if needed), which may also be used to implement optional rules not included in the program. NOTE: The game log will report what changes are made so that all players are made aware. The host has two options available:

- **Single Unit Move Option**. To move units to another area, first select the area on the map where you wish to move units to and then bring up the Admin Menu. Select the unit's nation using the "Nation" box on the right side of the Admin Menu screen and then select the specific unit from the "Units" box below. The "Move Unit Off Map" button will now appear on the Admin Menu screen. Click this button to remove the unit from the map. The "Move Unit Off Map" button will vanish and the "Place Unit In Selected Area" button will now appear on the Admin Menu screen. Click this button to place the selected unit at the selected area and then exit the Admin Menu. See the example below. NOTES:
  - If you selected a unit still in the nation's Counter Pool, only the "Place Unit In Selected Area" button will appear for placing this new unit into play.
  - If you do not click the "Place Unit In Selected Area" button and exit the Admin Menu, the selected unit is simply removed from play and returned to the nation's Counter Pool. To completely remove a unit from play, you must also empty it of all its factors. Otherwise the unit will retain its current factors when the corps or fleet counter is repurchased. Garrison factors, however, are deleted when garrisons are removed from play.
  - You can add new fleets to land areas but not sea areas. This is a bug and will be fixed. As a workaround, place the fleet first using this option and then move it using either option.
  - To place a fleet in a blockade box may require several attempts to click on the right area where fleets appear in a port or blockade box. This area is typically adjacent to the port symbol (i.e., close to where the fleet would appear if it were in the port/blockade box).
  - There is no checking to see if these moves are valid so the host can move any unit to any area on the map!
- **Multiple Unit Moves Option**. To do this simply check the "Free Unit Moves" box on the right side of the Admin Menu screen and then exit the Admin Menu. You should see red text in the middle of the screen say "**ADMIN MOVE ON**." This is to inform the host that when you click a unit and then click another area that the unit will be moved to that area. NOTE: There is no checking to see if these moves are valid so the host can move any unit to any area on the map!
- **Editing Units**. Using either method (with or without actually moving units), the host can also edit the factors of any unit selected in the "Units" box at the bottom right of the Admin Menu. When you select a unit, you should see the factor boxes appear. You can use the spin control to edit these units. NOTE: These changes are immediate and will be reported in the game log so that all players are made aware!
- Example: In the screenshot below, an area has first been selected on the map and the Admin Menu brought up. (1) Select the nation of the unit to be moved. (2) Select the unit from the "Units" list and edit its factors if desired. (3) Move the unit off of the map by

clicking the button that appears. (4) Place the unit in the new location by clicking the button that appears and then exit the Admin Menu.

4.2.9 Optional Import Method to Start PBEM Game

EiANW allows players to use an external Game Assistance Program (GAP) that handles the Major Power bid and selection procedure. This program is available, free of charge, for download at the Matrix Games website (www.matrixgames.com).

4.2.10 Explanation of the GAP

Bids are capped at 30 Victory Points to curb astronomical bidding for France or Britain. Ties are broken using a non-repeating random number event. The password created during the bid procedure was designed to protect the player's EiANW gamestart file and subsequent turn files. Also, during the bid procedure, players can choose which pre-existing wars they would declare should they win control of a specific Major Power. The bid file (*.bid*), which is encrypted, contains the player's 7 bids, pre-existing war declaration requests and the password that the player made. The player name and email address is also included but is not encrypted. NOTE: Give recognizable names to your bid files (e.g., *YourName_GameName.bid*) so that the host understands which game it belongs to (he may be hosting more than one game and your bids may vary from one game to another depending on the Major Power your trying to control).

When completed, the player sends the bid file to either the game host or a non-playing arbitrator, who will use the GAP to compare the bids according to the following order: Great Britain, France, Russia, Austria, Prussia, Spain and Turkey. The host (or arbitrator) also has the ability of selecting the Britain and France at war option at this time. Afterwards, the host (or arbitrator) can send those results, which are written to a text file, by email to all clients. The text file (*.txt*) contains the results of bidding; the Major Power won, Victory Point Bid cost, player name, email address, pre-existing wars, and a list of the individual bids from all 7 players. NOTE: The Major Powers listed vertically are the aggressors (i.e., made the declaration of war).

4.2.11 Importing the GAP Data

The Major Power selection data generated by this program can be easily imported into EiANW by the host (or arbitrator) of the PBEM game by simply clicking the "Import Bids" button. A dialog box will open that will allow the host to find the folder that the bid file was save to (the selection file (*.sel*) is automatically saved to the folder that the text file was saved to). This is the file that EiANW will use to

import. NOTE: The passwords are NOT encrypted so the host or arbitrator can reference them if needed. For a higher level of security, it is recommended that you use a non-playing arbitrator.

After loading the selection file, the Name, Email Address and VP Bid data will be filled on the New Game Screen, but not the game Type, which the host must manually set (to "Email Host"). Once the host has set his Major Power, double-click on "Email Host" (center of screen) and the remaining six players will change to "Client." From here follow the instructions, starting with step #3, on how to Start A New PBEM.

4.2.12 The Role of the PBEM Game Arbitrator (Non-Player)

The use of an arbitrator offers a higher level of game security for PBEM games because the host will not be able to see the passwords. The arbitrator's job is:

- To receive and compile bid files from a playgroup consisting of seven members, which include six clients and one game host.
- To use the EiANW Game Assistance Program to compare and calculate all seven bid files in order to determine control of the seven Major Powers according to the selection procedure.
- To act in accordance with the majority desires of the playgroup and select the Britain and France at war option if requested.
- To send the results, contained within a GAP generated file (*.txt*), by email to all clients and the host.
- To import the results, contained within a GAP generated file (*.sel*), into EiANW for the purpose of creating a gamestart file.
- To send the gamestart file, created by EiANW, to all Clients (not the host).
- To send the saved game files (*.sav* and *.dat*), created by EiANW, to the Host (not the clients).
- To retain a copy of the *.sel* file, containing all seven passwords, for future reference as needed by a replacement player, should a member of the group leave the game. NOTE: If a player should leave a PBEM game, the host sends the game file and the arbitrator provides the new player with the password found in the *.sel* file.

4.2.13 Additional Considerations for a PBEM Game Using AI Substitutions

Regardless if the PBEM Quick Combat option is enabled or not, battles involving an AI opponent are resolved using Quick Combat. The computer makes all combat decisions for the non-phasing human player and there are no battle file exchanges with an AI opponent. Therefore, players should give units standing orders (see 11.2.1) during any PBEM games with Quick Combat enabled and when defending against AI. If standing orders are not given to a corps prior to the Land Combat Phase, the program will randomly choose a defensive chit for the non-phasing human player.

5.0 Sequence of Play

A "turn" in EIANW represents one month of real time. Each month consists of a number of "phases." Each phase is completed by all players before going on to the next. The sequence of phases is as follows:

5.1 The Setup Phase

Allocated army and naval forces for the scenario are placed on the map at this time. A Major Power need not use all of the available corps, fleets and depots when first setting up, but must use all army factors and ships given. Any depots not initially placed are still available for use but must be paid for when placed during the Land Phase. However, any corps or fleet counters not initially placed cannot be placed until they are paid for during a later Economic Phase.

5.2 Placing Forces on the Map

All of a Major Power's army forces (including those of controlled minor Free States) may be placed as desired in any land areas within the borders of their home nation and/or controlled minor countries. Fleets may start in, or in a sea area adjacent to, any port in the home nation and/or controlled minor countries or may start on the blockade of any port(s) of another Major Power with which it is at war. NOTE: To determine the current Major Power's available factors during setup (or any time factors become available), click any *land* area on the map and view the Status Panel:

Example: In the box above the message window in the Status Panel shown above are the factors France has for placement during setup. France has 5 factors of Guards, 135 factors of Infantry, 17 factors of Cavalry, 39 Heavy Ships, 22 Light Ships, and 20 Transports. There are also Free State (FS) factors available totaling 10 Infantry, 2 Cavalry, 13 Heavy ships, and 5 Light Ships. When placing forces for Free States, click on the territory of the Free State first to select its force pool and then place its forces.

5.2.1 Manual Setups

To manually setup a game:

- Click the "View Available Counters" button to view the Counter Pool. NOTE: Free State minor countries have their own counter pool button, found in the Selected Nation screen.
- Click to highlight a unit(s) and then right click to exit counter pool.
- Click the area on the map that you wish to place the unit(s).

At this point the unit is empty. To place factors in the unit simply double-click the unit itself, which will bring up the factor placement screen and allow you to use the spin buttons to place factors in the unit you just placed. You can also click the "Add Forces To Garrison" button to create a garrison in the currently selected city. When placing leaders on map, use the phase button to assign them to the selected corps. NOTE: If you click on the counter and then double-click another area in that Major Power's territory, the counter will move to that location (this does not apply for depots and unattached leaders).

5.2.2 Default and Saved Setups

You can load the default setup file provided with the game (it will place forces and factors quickly for you) by clicking the "Load A Saved Setup" button. You can also save your own setups using the "Save

Current Forces Setup" button and then use them at later dates by simply loading them using the "Load A Saved Setup" button.

5.3 Nation Setup Order

Players set up their Major Power and controlled minor countries in this order: Russia, Turkey, Austria, Prussia, Spain, France and Great Britain.

5.3.1 The Classic Empires in Arms 1805 Grand Campaign Game

Major Power Forces

The Major Powers forces begin with these strengths:

RUSSIA: 75 infantry, 5 Guard, 10 cavalry, 2 Cossacks, 49 heavy ships, 8 depots, any desired corps and fleets, and $37. All leaders except BARCLAY, TORMASSOV, and WITTGENSTEIN are available at the start of the game. Corfu as a Conquered minor country.

TURKEY: 35 infantry, 7 cavalry, 22 heavy ships, 7 depots, any desired corps and fleets, and $11. All feudal corps begin at full strength and may be setup on the map if desired. All leaders are available at the start of the game. The Turkish player also sets up Syria (and the Syria corps with 5 infantry and 6 cavalry). Syria as Free State minor country; Palestine, Rhodes as Conquered minor countries.

AUSTRIA: 75 infantry, 7 Guard, 15 cavalry, no ships, 9 depots, any desired corps, and $33. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps may be used only under the conditions of 13.2.5.   All leaders except for SCHWARZENBERG are available at the start of the game. Dalmatia and Venetia as Conquered minor countries.

PRUSSIA: 80 infantry, 3 Guard, 17 cavalry, no ships, 8 depots,any desired corps, and $18 and 9 manpower. Only leaders BRUNSWICK and HOHENLOHE are available at the start of the game. The Prussian player also sets up Saxony (and the Saxony corps with 8 infantry and 2 cavalry.) Saxony and Lausitz as Free State minor countries.

SPAIN: 41 infantry, 1 Guard, 6 cavalry, 57 heavy ships, any desired corps and fleets, 6 depots, and $16. Only leaders BLAKE and CASTANOS are available at the start of the game. Tuscany as Conquered minor country.

FRANCE: 135 infantry, 5 Guard, 17 cavalry, 49 heavy ships, any desired corps and fleets, 8 depots, and $45. All leaders except EUGENE and JEROME are available at the start of the game. The French player also sets up Holland (and the Holland corps and the Holland fleet with 4 infantry, 1 cavalry, and 15 heavy ships.) Holland as Free State minor country; Corsica, Flanders, Hanover, Julich, Liege, Lombardy, Luxembourg, Palatinate, Piedmont, Savoy, and Switzerland as Conquered minor countries.

GREAT BRITAIN: 19 infantry, 1 Guard, 4 cavalry, 100 heavy ships, any desired corps and fleets, 8 depots, and $25. NELSON is the only leader available at the start. Home nation provinces of: England, Ireland, Scotland and Wales. Gibraltar and Malta as Conquered minor countries.

REINFORCEMENTS: The following leaders arrive in the Reinforcement Phase of February in the year indicated or on any later Turn. Austria: SCHWARZENBERG (1810); France: EUGENE (1806) and JEROME (1808); Great Britain: WELLINGTON (1806), MOORE (1807) and BERESFORD (1808); Prussia: BLUCHER (1806) and YORCK (1813); Russia: BARCLAY (1810), TORMASSOV (1811), and WITTGENSTEIN (1812); Spain: CUESTA (1807). The Austrian Freikorps is available during the Levy Step of March, 1809, and the Prussian Freikorps is available during the Levy Step of March, 1813. The BERNADOTTE leader changes from being a French leader in August, 1810, to a Swedish leader (1811).

Minor Country Status:

Country	Starting Status	Starting Forces (a) (f)	Morale Inf - Cav
Classic EIA 1805 Campaign			
Algeria (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Ansbach (d)	Neutral	-	-
Baden (d)	Neutral	7 infantry, 1 cavalry	3 - 4
Bavaria (d)	Neutral	12 infantry, 2 cavalry	2 - 3
Berg (d)	Neutral	1 infantry	-
Breisgau (d)	Neutral	1 infantry	-
Chechnya	Neutral	-	-
Circassia	Neutral	-	-
Corfu	Russian Conquered	-	-
Corsica	French Conquered	-	-
Cyrenaica (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Dalmatia	Austrian Conquered	-	-
Denmark	Neutral	7 infantry, 1 cavalry, 19 heavy	2 - 3
Egypt (c)(e)	Neutral	17 infantry, 6 cavalry	1 - 3
Finland	Swedish Secondary District	-	-
Flanders	French Conquered	-	-
Genoa	Neutral	-	-
Georgia	Neutral	-	-
Gibraltar	British Conquered	-	-
Gottingen (d)	Neutral	-	-
Hamburg (d)	Neutral	-	-
Hanover (d)	French Conquered	-	2 - 2
Hesse (d)	Neutral	7 infantry, 1 cavalry	3 - 4
Holland	French Free State	5 infantry, 1 cavalry, 15 heavy	2 - 3
Holstein	Neutral	-	-
Imertia	Neutral	-	-
Julich (d)	French Conquered	-	-
Lausitz (d)	Prussian Free State	-	-
Liege	French Conquered	-	-
Lombardy	French Conquered	None	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	1 infantry	-
Modena	Neutral	-	-
Morocco (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	-	-
Naples	Neutral	9 infantry, 2 cavalry, 5 heavy	2 - 2
Nassau (d)	Neutral	-	-
Norway	Danish Secondary District	-	-
Oldenburg (d)	Neutral	-	-
Palatinate	French Conquered	-	-
Palestine (e)	Turkish Conquered	-	-
Papacy	Neutral	1 infantry	-
Parma	Neutral	-	-
Persia	Neutral	None	2 - 3
Piedmont	French Conquered	None	3 - 3
Portugal	Neutral	9 infantry, 1 cavalry, 12 heavy	2 - 2
Rhodes	Turkish Conquered	-	-
Romagna	Neutral	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
Saxony (d)	Prussian Free State	9 infantry, 2 cavalry	2 - 4
Sicily	Naples Secondary District	-	-

Country	Starting Status	Starting Forces (a) (f)	Morale Inf - Cav
S. Pomerania	Neutral	-	-
Swabia (d)	Neutral	-	-
Sweden	Neutral	13 infantry, 2 cavalry, 12 heavy	3 - 4
Switzerland	French Conquered	-	-
Syria (c)(e)	Turkish Free State	5 infantry, 6 cavalry	1 - 2
Thuringia (d)	Neutral	-	-
Tripolitania (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tunisia (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tuscany	Spanish Conquered	1 infantry	-
Venetia	Austrian Conquered	None	3 - 3
Wurttemberg (d)	Neutral	5 infantry, 1 cavalry	3 - 3
Wurzburg (d)	Neutral	1 infantry	-

(a) For minor countries with corps, when war is declared on that minor country for a second time or more, the program will start with whatever forces the minor country last had before they returned to neutral.

(b) *Consolidated into footnote (c).*

(c) If this nation is a part of the Ottoman Empire then the standard morale values are "1.0" for infantry and "2.0" for cavalry. If Turkey controls this minor as part of the Ottoman Empire, the morale value becomes "2.0" for infantry and "3.0" for cavalry.

(d) Component minor country of the Confederation of the Rhine.

(e) Component minor country of the Ottoman Empire.

(f) *Starting Forces include Empires in Arms house rule that adds 1 infantry garrison in every neutral capital and gives Egypt a Fleet (but no ships at start).*

5.3.2 The Alternate Empires in Harm 1805 Grand Campaign Game

Major Power Forces

The Major Powers forces begin with these strengths:

RUSSIA: 75 infantry, 5 Guard, 10 cavalry, 32 heavy ships, 7 light ships, and 10 transports, any desired corps and fleets, 6 depots, and $37. All leaders except BARCLAY, TORMASSOV, and WITTGENSTEIN are available at the start of the game. Corfu as a Conquered minor country; Georgia as Ally minor country.

TURKEY: 20 infantry, 2 cavalry, 12 heavy ships, 16 light ships and 10 transports, any desired corps and fleets, 7 depots, and $11. All Feudal corps are at full strength and may be placed in their province of origin if desired. Feudal corps are also at full strength, though only garrisons may be placed on the map. All leaders are available at the start of the game. Syria as Free State minor country (and the Syria corps with 5 infantry and 6 cavalry); Palestine, Rhodes as Conquered minor countries; Algeria, Imertia as Ally minor countries; Tunisia, Tripolitania and Cyrenaica as Influenced minor countries.

AUSTRIA: 75 infantry, 7 Guard, 17 cavalry, 2 light ships, up to 7 depots, any desired corps and fleets, 9 depots, and $33. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps may be used only under the conditions of 13.2.5. All leaders except for SCHWARZENBERG are available at the start of the game. Dalmatia and Venetia as Conquered minor countries.

PRUSSIA: 80 infantry, 3 Guard, 17 cavalry, no ships, any desired corps, 8 depots and $18. Only leaders BRUNSWICK and HOHENLOHE are available at the start of the game. Saxony (and the Saxony corps with 6 infantry and 2 cavalry) and Lausitz as Free State minor countries; Ansbach, Danzig, Gottingen as Conquered minor countries; Berg, Thuringia, and Wurzburg as Ally minor countries.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

SPAIN: 43 infantry, 6 cavalry, 41 heavy ships, 25 light ships and 10 transports, any desired corps and fleets, 6 depots, and $16. Only leaders BLAKE and CASTANOS are available at the start of the game. Tuscany as Conquered minor country; Naples and Sicily as Ally minor countries; Portugal and Morocco as Influenced minor countries.

FRANCE: 135 infantry, 6 Guard, 19 cavalry, 46 heavy ships, 22 light ships and 20 transports, any desired corps and fleets, 8 depots, and $45. All leaders except EUGENE and JEROME are available at the start of the game. Holland (and the Holland corps and the Holland fleet with 10 infantry, 2 cavalry, 13 heavy ships and 5 light ships), Lombardy as Free State minor country; Modena, Romagna, Parma, Flanders, Genoa, Hanover, Julich, Liege, Luxemburg, Palatinate, Piedmont, Savoy and Switzerland as Conquered minor countries; Breisgau and Baden as Influenced minor countries.

GREAT BRITAIN: 20 infantry, 4 cavalry, 76 heavy ships, 57 light ships and 5 transports, any desired corps and fleets, 8 depots, and $25. NELSON is the only leader available at the start. Home nation provinces of: England, Ireland, Scotland and Wales. Gibraltar and Malta as Conquered minor countries.

REINFORCEMENTS: The following leaders arrive in the Reinforcement Phase of February in the year indicated or on any later Turn. Austria: SCHWARZENBERG (1810); France: EUGENE (1806) and JEROME (1808); Great Britain: WELLINGTON (1806), MOORE (1807) and BERESFORD (1808); Prussia: BLUCHER (1806) and YORCK (1813); Russia: BARCLAY (1810), TORMASSOV (1811), and WITTGENSTEIN (1812); Spain: CUESTA (1807). The Austrian Freikorps is available during the Levy Step of March, 1809, and the Prussian Freikorps is available during the Levy Step of March, 1813. The BERNADOTTE leader changes from being a French leader in August, 1810, to a Swedish leader (1811).

Minor Country Status:

Alternate EIH 1805 Campaign			
Country	**Starting Status**	**Starting Forces (a)**	**Morale Inf - Cav**
Algeria (c)(e)	Neutral	5 infantry, 5 cavalry	1 - 2
Ansbach (d)	Prussian Conquered	-	-
Baden (d)	French Influenced	2 infantry	3 - 4
Bavaria (d)	Neutral	10 infantry	2 - 3
Berg (d)	Prussian Ally	1 infantry	-
Breisgau (d)	French Influenced	2 infantry	-
Chechnya	Neutral	2 infantry	-
Circassia	Neutral	2 infantry	-
Corfu	Russian Conquered	-	-
Corsica	French Conquered	-	-
Cyrenaica (c)(e)	Turkish Influenced	5 infantry, 5 cavalry	1 - 2
Dalmatia	Austrian Conquered	-	-
Denmark	Neutral	10 infantry, 2 cavalry, 13 heavy, 6 light	2 - 3
Egypt (c)(e)	Neutral	30 infantry, 8 cavalry	1 - 3
Finland	Swedish Secondary District	-	-
Flanders	French Conquered	-	-
Genoa	French Conquered	-	-
Georgia	Russian Free State	2 infantry	-
Gibraltar	British Conquered	-	-
Gottingen (d)	Prussian Conquered	-	-
Hamburg (d)	Neutral	1 infantry	-
Hanover (d)	French Conquered	-	2 - 2
Hesse (d)	Neutral	5 infantry	3 - 4
Holland	French Free State	10 infantry, 2 cavalry, 13 heavy, 5 light	2 - 3
Holstein	Neutral	1 infantry	-
Imertia	Turkish Ally	2 infantry	-
Julich (d)	French Conquered	-	-
Lausitz (d)	Prussian Free State	1 infantry	-

Country	Starting Status	Starting Forces (a)	Morale Inf - Cav
Liege	French Conquered	-	-
Lombardy	French Free State	10 infantry, 1 cavalry	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	2 infantry	-
Modena	French Conquered	1 infantry	-
Morocco (c)(e)	Spanish Influenced	5 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	2 infantry	-
Naples	Spanish Ally	8 infantry, 2 cavalry, 1 heavy, 6 light	2 - 2
Nassau (d)	Neutral	1 infantry	-
Norway	Danish Secondary District	-	-
Oldenburg (d)	Neutral	1 infantry	-
Palatinate	French Conquered	-	-
Palestine (e)	Turkish Conquered	-	-
Papacy	Neutral	2 infantry	-
Parma	French Conquered	1 infantry	-
Persia	Neutral	30 infantry, 20 cavalry	2 - 3
Piedmont	French Conquered	None	3 - 3
Portugal	Spanish Influenced	8 infantry, 1 cavalry, 8 heavy, 8 light	2 - 2
Rhodes	Turkish Conquered	-	-
Romagna	French Conquered	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
Saxony (d)	Prussian Free State	6 infantry, 2 cavalry	2 - 4
Sicily	Naples Secondary District	-	-
S. Pomerania	Swedish Secondary District	-	-
Swabia (d)	Neutral	1 infantry	-
Sweden	Neutral	12 infantry, 2 cavalry, 10 heavy, 6 light	3 - 4
Switzerland	French Conquered	-	-
Syria (c) (e)	Turkish Free State	5 infantry, 6 cavalry	1 - 2
Thuringia (d)	Prussian Ally	1 infantry	-
Tripolitania (c)(e)	Turkish Influenced	5 infantry, 3 cavalry	1 - 2
Tunisia (c)(e)	Turkish Influenced	5 infantry, 2 cavalry	1 - 2
Tuscany	Spanish Conquered	-	-
Venetia	Austrian Conquered	None	3 - 3
Wurttemberg (d)	Neutral	2 infantry	3 - 3
Wurzburg (d)	Neutral	1 infantry	-

(a) For minor countries with corps, when war is declared on that minor country for a second time or more, the program will start with whatever forces the minor country last had before they returned to neutral.

(b) *Consolidated into footnote (c).*

(c) If this nation is a part of the Ottoman Empire then the standard morale values are "1.0" for infantry and "2.0" for cavalry. If Turkey controls this minor as part of the Ottoman Empire, the morale value becomes "2.0" for infantry and "3.0" for cavalry.

(d) Component minor country of the Confederation of the Rhine.

(e) Component minor country of the Ottoman Empire.

5.3.3 The Classic Empires in Arms 1812-1815 Grand Campaign Game

Status Setup

POLITICAL STATUS: Use the (II) positions from the EIA Political Status Display Card. France: PS 29, VP 8, PSA -1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 17, VP 5, PSA +2,

Instability; Prussia: PS 19, VP 5, PSA +1, Instability; Turkey: PS 20, VP 5, PSA +1, Neutral; Russia: PS 29, VP 8, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in June 1812 and ends after the December 1815 Turn. The 1805 Campaign Game victory levels are still in effect.

STARTING VICTORY POINTS:

Austria:	210
France:	260
Great Britain:	250
Prussia:	180
Spain:	180
Russia:	205
Turkey:	200

REQUIRED VICTORY POINTS:

Austria:	120
France:	140
Great Britain:	120
Prussia:	140
Spain:	145
Russia:	130
Turkey:	115

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain and Russia. Great Britain is also at war with the United States.

ALLIANCES: France is allied with Austria and Prussia. Great Britain is allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France has unconditional access through Prussia under peace condition C.5 and Prussia has also agreed to allow voluntary access to the French to garrison Konigsberg. Austria has granted voluntary access for any period to France that is the same as if peace condition C.5 applied. Russia and Turkey just concluded a war and have an enforced peace with each other until January 1814 (19 months). There is an enforced peace in effect between France and Prussia until March 1813 (9 months) and between France and Austria until July 1813 (13 months).

Major Power Forces

The Major Powers forces begin with these strengths:

RUSSIA: 160 infantry, 10 Guard, 25 militia, 20 cavalry, 10 artillery, 3 Cossacks, 30 heavy ships, 8 depots, any desired corps and fleets, and $15. All leaders are available at the start of the game. Russia controls Bessarabia as a ceded province and Chechnya, Circassia, Finland, Georgia, and Imeretia as a conquered minor countries.

A. 5 corps, 1Gd corps, 2C corps and 1A corps with 10Gd, 46I, 10C, 10A, 2Ck and the BARCLAY and WITTGENSTEIN leaders in or within one area of the Kovno area.

B. 2 corps and 1C corps with 22I and 4C, 1Ck and the BAGRATION leader in or within one area of the Brest-Litovsk area.

C. 2 corps and 1C corps with 18I and 4C and the TORMASSOV leader in the 4-forage area in the Polesia province.

D. 2 corps and 1C with 16I and 2C in the Bessarabia province.

E. 10I in Sveaborg.

F. 15I shared in any manner between Riga and Vitebsk.

G. 8I in Kiev.

H. 15M in Moscow and 10M in Smolensk.

I. 25I distributed to any of the other cities within the Russian major power (maximum of 5 per provincial capital or 2 per any other city.

TURKEY: 20 infantry, 5 cavalry, 12 heavy ships, 7 depots, any desired corps and fleets, and $3. All feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired.

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The Napoleonic Wars of 1805 ~ 1815

All leaders are available at the start of the game. The Turkish player also sets up the Syria corps with 5 infantry and 6 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries.

AUSTRIA: 62 infantry, 8 Guard, 5 militia, 19 cavalry, 1 Freikorps, no ships, 9 depots, any desired corps (except the I corps), and $5. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Tyrol and West Galicia as ceded provinces to French control.

PRUSSIA: 30 infantry, 3 Guard, 4 militia, 3 cavalry, no ships, 8 depots, any desired corps (except the I corps), and $10 and 100 manpower. Only the BLUCHER leader is available at the start of the game; the YORCK leader arrives in the Army Reinforcement Step of January 1813. Prussia has lost Magdeburg, Posen, and Masovia as ceded provinces to French control.

SPAIN: 10 infantry, 29 militia, 6 cavalry, 6 heavy ships, 6 depots, any desired corps and fleets, and $4. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup anywhere within Portugal, Majorca or Estremadura.

FRANCE: 159 infantry, 147 militia, 20 Guard, 31 cavalry, 12 artillery, 25 heavy ships, 8 depots, any desired corps and fleets, and $25. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Magdeburg, Mecklenburg, Munster, Nassau, Oldenburg, Saxony, Swabia, Thuringia, Tyrol, Wurttemburg, Wurzburg), Denmark (Denmark, Norway), the Kingdom of Poland (Masovia, Posen, W.Galicia), Naples, and Venetia as Free State minor countries; and Dalmatia, Flanders, Genoa, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. Along the Russian Border:
(1) The Prussian I Corps with 10I, 4M and 1C in the Konigsberg area.
(2) The Austrian I Corps with 15I and 1C in the Lemberg area.
(3) The Venetia corps with 8I, the Lombardy corps with 13I, the Bavaria corps with 12I, and 1C corps with 5C and the EUGENE leader in the Thorn area.
(4) The Poland corps and the Poland Cav corps with 16I and 6C, the Saxony corps with 7I and 1C, the Hanover corps with 8I and 1C, and the JEROME leader in or within one area of the Warsaw area but not adjacent to the Russian border.
(5) 4 corps, 1Gd corps, 1C corps and 1A corps with 53I, 15M, 20Gd, 19C, 12A, and the NAPOLEON, DAVOUT, MURAT and NEY leaders in or within 2 areas of the Thorn area but not adjacent to the Russian border.
(6) 1 corps with 5I, 10M in the Posen province. [1M cannot be placed in corps.]
(7) 1 corps with 5I, 10M in Brandenburg province. [10M cannot be placed in corps.]
(8) 17M in any French depots in Poland. [6M in Konigsberg cannot be placed.]
(9) 5 Polish I in Warsaw.

B. Forces in Spain:
(1) 1 corps with 16I, 9M and 3C and the SOULT leader in Andalusia province (in the Seville area and/or any Andalusian areas not containing Spanish corps). [5M cannot be placed in corps.]
(2) 1 corps with 4I, 3M and 1C in any area or areas of New Castile province.
(3) 1 corps with 18I, 2M and 2C in Leon province (any area or areas other than the Cuidad Rodrigo area). [4M cannot be placed in corps.]
(4) 1 corps with 16I, 4M and 3C in any area or areas of Valencia and/or Aragon provinces. [7M cannot be placed in corps.]
(5) 1 corps with 12I, 3M and 1C in any area or areas of Catalonia province. [5M cannot be placed in corps.]
(6) 1 corps with 10I, 5M and 2C in any area or areas of Galicia, Leon (other than the Cuidad Rodrigo area), and/or Old Castile provinces. [7M cannot be placed in corps.]

(7) 28M in any French depots in Spain.

C. Other Forces:
(1) 6M in Bayonne.
(2) 40M and 20I set up as garrisons anywhere within the French major power plus Prussia (other than in Prussian capitals).
(3) The Denmark corps with 5I is setup in the Hamburg area. Two Danish infantry are set up in Copenhagen along with the Denmark fleet and 1 Danish heavy ship.
(4) The Venetia fleet with 3 Venetian heavy ships is placed in Venice.
(5) The French player also sets up the land forces of Baden (the Baden corps with 4I and 1C), Hesse (the Hesse corps with 2I), Naples (10I, 2C, and may include one or both of the Naples corps), and Wurttemburg (the Wurttemburg corps with 4I and 1C) anywhere in French-controlled territory.
(6) Holland corps and the Holland fleet with 4I, 1C, and 13 Dutch heavy ships and 5 Dutch light ships in the Amsterdam area.

GREAT BRITAIN: 53 infantry, 12 militia, 2 Guard, 4 cavalry, 120 heavy ships, 8 depots, any desired corps and fleets, and $125. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Estremadura as a "ceded" Spanish province (for control of Badajoz); Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.
A. 2 corps and 1C corps with 26I and 4C and the Portuguese corps with 18I and 1C and the WELLINGTON and BERESFORD leaders in any area or areas in Portugal. The Portuguese fleet with 4 Portuguese heavy ships in Lisbon.
B. 2I in Lisbon, and 1I each in Gibraltar, Malta, Corfu, Alexandria and Cairo. [1I in Badajoz cannot be placed.]
C. 2I in Palermo.
D. 2Gd, 18I, and 12M anywhere in the British home nation.
E. 3 Swedish corps and the Swedish fleet with 13I, 3C, and 13 heavy ships in any area or areas of Sweden (less Finland, which is Russian-controlled).

REINFORCEMENTS: The following leader arrives in Reinforcement Phase of February in the year indicated or on any later Turn. Prussia: YORCK (1813). The Prussian Freikorps is available during the Levy Step of March, 1813. The Swedish leader BERNADOTTE is available at start.

Special Rules
A. The French player cannot win this campaign game unless, at some time in 1812, one or more French-controlled corps occupy or besiege either Moscow or St. Petersburg and at some time in the game occupy at least one of those cities. [House Rule.]
B. France has the Prussian I and Austrian I Corps on loan (see French forces for strengths) under peace condition B.4 through September 1812 for the Prussian corps and through January 1813 for the Austrian corps. [House Rule.]
C. France and Austria have a royal marriage (peace condition B.5). [House Rule.]
D. The French player holds captive the Spanish BLAKE leader for the duration of this campaign game; therefore, BLAKE is removed from play.
E. France also controls Andalusia, Aragon, Galacia, Leon, New Castile, Old Castile, and Valencia provinces in Spain for setup purposes.
F. Russian leaders ALEXANDER and KUTUSOV are available at the start of the game, but should not be placed until July, 1812, and September, 1812, respectively. [House Rule.]

5.3.4 The Alternate Empires in Harm 1812-1815 Grand Campaign Game

Status Setup

POLITICAL STATUS: Use the (II) positions from the EIA Political Status Display Card. France: PS 29, VP 8, PSA -1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 17, VP 5, PSA +2, Instability; Prussia: PS 19, VP 5, PSA +1, Instability; Turkey: PS 20, VP 5, PSA +1, Neutral; Russia: PS 29, VP 8, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in June 1812 and ends after the December 1815 Turn. The 1805 Campaign Game victory levels are still in effect.

STARTING VICTORY POINTS:

Austria:	210
France:	260
Great Britain:	250
Prussia:	180
Spain:	180
Russia:	205
Turkey:	200

REQUIRED VICTORY POINTS:

Austria:	120
France:	140
Great Britain:	120
Prussia:	140
Spain:	145
Russia:	130
Turkey:	115

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain and Russia. Great Britain is also at war with the United States.

ALLIANCES: France is allied with Prussia. Great Britain is allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France has unconditional access through Prussia under peace condition C.5 and Prussia has also agreed to allow voluntary access to the French to garrison Konigsberg. Austria has granted voluntary access for any period to France that is the same as if peace condition C.5 applied. Russia and Turkey just concluded a war and have an enforced peace with each other until January 1814 (19 months). There is an enforced peace in effect between France and Prussia until March 1813 (9 months) and between France and Austria until July 1813 (13 months).

Major Power Forces

The Major Powers forces begin with these strengths:

RUSSIA: 160 infantry, 10 Guard, 25 militia, 20 cavalry, 10 artillery, 3 Cossacks, 21 heavy ships, 10 light ships, 5 transports, 8 depots, any desired corps and fleets, and $15. All leaders are available at the start of the game. Russia controls Bessarabia as a ceded province; Chechnya, Circassia, Finland, Georgia, and Imeretia as a conquered minor countries.
A. 5 corps, 1Gd corps, 1C corps and 1A corps with 10Gd, 46I, 10C, 10A, 2Ck and the BARCLAY and WITTGENSTEIN leaders in or within one area of the Kovno area.
B. 2 corps and 1C corps with 22I and 4C, 1Ck and the BAGRATION leader in or within one area of the Brest-Litovsk area.
C. 2 corps and 1C corps with 18I and 4C and the TORMASSOV leader in the Khotin area.
D. 2 corps with 16I and 2C in the Bessarabia area.
E. 10I in Sveaborg.
F. 15I shared in any manner between Riga and Vitebsk.
G. 8I in Kiev.
H. 15M in Moscow and 10M in Smolensk.
I. 25I distributed to any of the other cities within the Russian major power (maximum of 5 per provincial capital or 2 per any other city.

TURKEY: 20 infantry, 6 cavalry, 6 heavy ships, 6 light ships, 10 transports, 7 depots, any desired corps and fleets, and $3. All feudal corps begin at full strength and may be setup on the map in their respective provinces, if desired. All leaders are available at the start of the game. The Turkish player also sets up the Syria corps with 5 infantry and 6 cavalry. Turkey controls Syria as Free State minor country;

Palestine and Rhodes as conquered minor countries; Algeria as Ally minor country; and Cyrenaica, Tripolitania, and Tunisia as Influenced minor countries.

AUSTRIA: 62 infantry, 8 Guard, 5 militia, 19 cavalry, 1 Freikorps, no ships, 9 depots, any desired corps (except the I corps), and $5. Both Insurrection corps begin at full strength but may not be setup on the map. The Tyrol corps (at full strength) may be used only under the conditions of 13.2.5. Only the SCHWARZENBERG leader is available. Austria has lost Tyrol and West Galicia as ceded provinces to French control.

PRUSSIA: 30 infantry, 3 Guard, 4 militia, 3 cavalry, no ships, 8 depots, any desired corps (except the I corps), and $10 and 100 manpower. Only the BLUCHER leader is available at the start of the game; the YORCK leader arrives in the Army Reinforcement Step of January 1813. Prussia has lost Magdeburg, Posen, and Masovia as ceded provinces to French control.

SPAIN: 10 infantry, 29 militia, 6 cavalry, 5 heavy ships, 5 light ships, 6 depots, any desired corps and fleets, and $4. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup anywhere within Portugal, Majorca or Estremadura provinces. Spain controls Morocco as Influenced minor country.

FRANCE: 159 infantry, 147 militia, 12 Guard, 31 cavalry, 12 artillery, 15 heavy ships, 10 light ships, 5 transports, 8 depots, any desired corps and fleets, and $25. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Magdeburg, Mecklenburg, Munster, Nassau, Oldenburg, Saxony, Swabia, Thuringia, Tyrol, Wurttemburg, Wurzburg), Denmark (Denmark, Norway), the Kingdom of Poland (Masovia, Posen, W.Galicia), Naples, and Venetia as Free State minor countries; and Dalmatia, Flanders, Genoa, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. Along the Russian Border:
(1) The Prussian I Corps with 10I, 4M and 1C in the Konigsberg area.
(2) The Austrian I Corps with 15I and 1C in the Lemberg area.
(3) The Venetia corps with 8I, the Lombardy corps with 12I, the Bavaria corps with 12I, and 1C corps with 5C and the EUGENE leader in the Thorn area.
(4) The Poland I corps and the Poland Cav corps with 14I and 8C, the Saxony corps with 7I and 1C, the Hanover corps with 8I and 1C, and the JEROME leader in or within one area of the Warsaw area but not adjacent to the Russian border.
(5) 4 corps, 1Gd corps, 2C corps and IA corps with 61I, 15M, 12Gd, 19C, 12A, and the NAPOLEON, DAVOUT, MURAT and NEY leaders in or within 2 areas of the Thorn area but not adjacent to the Russian border.
(6) 1 corps with 5I, 7M in the Posen province. [4M in Posen province cannot be placed.]
(7) 1 corps with 5I, 10M in Brandenburg province. [10M in Brandenburg province cannot be placed.]
(8) 20M in any French depots in Poland. [6M in Konigsberg cannot be placed.]
(9) 5 Polish I in Warsaw.

B. Forces in Spain:
(1) 1 corps with 16I, 9M and 3C and the SOULT leader in Andalusia province (in the Seville area and/or any Andalusian areas not containing Spanish corps). [5M cannot be placed in corps.]
(2) 1 corps with 4I, 3M and 1C in any area or areas of New Castile province.
(3) 1 corps with 18I, 2M and 2C in Leon province (any area or areas other than the Cuidad Rodrigo area). [4M cannot be placed in corps.]
(4) 1 corps with 16I, 4M and 3C in any area or areas of Valencia and/or Aragon provinces. [7M cannot be placed in corps.]
(5) 1 corps with 12I, 3M and 2C in any area or areas of Catalonia province. [5M cannot be placed in corps.]
(6) 1 corps with 10I, 2M and 1C in any area or areas of Galicia, Leon (other than the Cuidad Rodrigo area), and/or Old Castile provinces. [10M cannot be placed in corps.]

(7) 31M in any French depots in Spain.

C. Other Forces:
(1) 6M in Bayonne.
(2) 20I and 40M set up as garrisons anywhere within the French major power plus Prussia (other than in Prussian capitals).
(3) The Denmark corps with 8I and 2C is setup in the Hamburg area. Two Danish infantry are set up in Copenhagen along with the Denmark fleet and 2 Danish heavy ships and 4 Danish light ships.
(4) The Venetia fleet with 4 Venetian light ships is placed in Venice.
(5) The French player also sets up the land forces of Baden (the Baden corps with 4I and 1C), Hesse (the Hesse corps with 4I and 1C), Naples (10I, 2C, and may include one or both of the Naples corps), and Wurttemburg (the Wurttemburg corps with 4I and 1C) anywhere in French-controlled territory.
(6) Holland corps and the Holland fleet with 4I, 1C, 13 Dutch heavy ships and 5 Dutch light ships in the Amsterdam area.

GREAT BRITAIN: 55 infantry, 12 militia, 4 cavalry, 90 heavy ships, 70 light ships, 5 transports, 8 depots, any desired corps and fleets, and $125. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Estremadura as a "ceded" Spanish province (for control of Badajoz); Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.
A. 2 corps and 1C corps with 26I and 4C and the Portuguese corps with 18I and 1C and the WELLINGTON and BERESFORD leaders in any area or areas in Portugal. The Portuguese fleet with 4 heavy ships in Lisbon.
B. 2I in Lisbon, and 1I each in Gibraltar, Malta, Corfu, Alexandria and Cairo. [1I in Badajoz cannot be placed.]
C. 2I in Palermo.
D. 20I and 12M anywhere in the British home nation.

REINFORCEMENTS: The following leader arrives in Reinforcement Phase of February in the year indicated or on any later Turn. Prussia: YORCK (1813). The Prussian Freikorps is available during the Levy Step of March, 1813. The Swedish leader BERNADOTTE is available at start.

Special Rules
A. The French player cannot win this campaign game unless, at some time in 1812, one or more French-controlled corps occupy or besiege either Moscow or St. Petersburg and at some time in the game occupy at least one of those cities. [House Rule.]
B. France has the Prussian I and Austrian I Corps on loan (see French forces for strengths) under peace condition B.4 through September 1812 for the Prussian corps and through January 1813 for the Austrian corps. [House Rule.]
C. France and Austria have a royal marriage (peace condition B.5). [House Rule.]
D. The French player holds captive the Spanish BLAKE leader for the duration of this campaign game; therefore, BLAKE is removed from play.
E. France also controls Andalusia, Aragon, Galacia, Leon, New Castile, Old Castile, and Valencia provinces in Spain for setup purposes.
F. Russian leaders ALEXANDER and KUTUSOV are available at the start of the game, but should not be placed until July, 1812, and September, 1812, respectively. [House Rule.]

6.0 The Diplomacy Phase

The Diplomacy Phase employs a pre-action reaction format (standing orders) for several important functions through the use of the Diplomatic Reactions Screen and the Victory Conditions Screen, the results of which are calculated simultaneously and revealed at the start of the Reinforcement Phase. Detailed discussions of the inter-related functions of these two diplomacy screens are provided throughout this section. The Diplomacy Phase order is: France, Russia, Turkey, Austria, Prussia, Great Britain, and Spain.

NOTE: The Diplomacy Phase is simultaneous during PBEM games so you can perform this phase without having to wait on other players. In a PBEM game, only the last player in the sequence not to skip need wait for diplomacy turn files from the other players before playing their turn.

6.1 Minor Country Diplomacy

6.1.1 Neutral Minor Countries

Neutral minor countries are non-aligned and will allow any Major Power to *pass through* or *trace supply through* their territory. Major Powers may not place supply depots or garrisons, and may not enter the ports, in a Neutral minor country.

6.1.2 Influenced Minor Countries

Influenced minor countries are treated as Neutral minor countries with the following exception: If war is declared upon an Influenced minor country, it will automatically become controlled by the Major Power whose Influence marker is located in that minor country, unless that Major Power was the Major Power to declare war on the Influenced minor country or the aggressor is an ally of the influencing power. In the event the aggressor is an ally of the influencing power, control of the minor power is resolved randomly as it was not influenced.

6.1.3 Ally Minor Countries

Allied minor countries are treated as Influenced minor countries with the following additions:

- If war is declared upon an allied Major Power, the allied minor country will automatically declare war upon the aggressor and will be setup by the allied Major Power during the next Reinforcement Phase.
- The controlling major power will receive "+1" political point per minor district for gaining the Free State.
- If an allied Major Power was the Major Power to declare war on its allied minor country, the allied Major Power will lose an additional "-1" political point for breaking the alliance.
- If two Major Powers have an alliance and one Major Power ally declares war on the other Major Power's allied minor country then this action will cause a break in the alliance between the two Major Powers.

6.1.4 Manipulating Diplomatic Relations with Minor Countries

The program randomly determines the order for each Major Power attempting to manipulate diplomatic relations with minor countries. A Major Power may not attempt a diplomatic action on a minor country that has diplomatic relations with a Major Power ally. Each Major Power may attempt up to two diplomatic actions per turn. More than one action may be taken on a minor country, but with a limit of one action per Major Power. Each action may only move a minor country one level (up or down), from the following possibilities:

- Neutral to Influence
- Influence to Ally
- Ally to Influence
- Influence to Neutral

 NOTE: To attempt a manipulation of a minor country, click on an area of that minor country and then click the "Attempt To Manipulate" button.

Manipulating the Diplomatic Stance with a Neutral Minor Country or a Minor Country that has Already Been Influenced by the Attempting Major Power

A Major Power wishing to change the diplomatic status of a neutral minor country or a minor country that has already been influenced by the attempting Major Power, has a random number between 1 and 10 chosen, which is then modified as follows:

- Random number + two times the National Modifier + the Investment Modifier + two times the Political Status Modifier.
- The National Modifier is found on the Minor Country Chart, by cross-referencing the name of the minor country and the Major Power.
- The Investment Modifier is determined by the money spent by the Major Power (e.g., $1 ="+1" modifier).
- The Political Status Modifier is determined by which column on the Political Status Display the Major Power is presently located (i.e., Fiasco Zone "-2", Instability Zone "-1", Neutral Zone "0", Dominant Zone "+1").

This result is compared to a random number between 1 and 20 chosen on behalf of the minor country by the program (subtract this random number from the attempting Major Power's random number). If the Major Power undertaking the action has a modified number that is equal to or greater than the Manipulation number found on the Minor Country Chart, then the minor country has its status changed accordingly; otherwise, the attempt was unsuccessful and the status of that minor country remains unchanged.

Example: Spain would like to attempt a diplomatic action on Portugal, which is currently Neutral. Spain's modifiers are: "+2" (double the National Modifier), "+4" (Investment Modifier, spent $4), and "+2" (Political Status Modifier, 2 times "+1", as Spain is currently sitting in the Dominant Zone) for a net "+8". Spain has a random number between 1 and 10 chosen and gets a "5" for a total of "13". The program chooses a random number between 1 and 20 on behalf of Portugal and gets a total of "11". Spain's total of "13", which compared to "11" is "+2". This "+2" is equal or greater than the number required to move Portugal from Neutral to Influenced status. This means that Spain was successful and Portugal, which was formerly Neutral becomes a Spanish Influenced minor country. Using this same example, if Portugal was already a Spanish Influenced minor country and Spain was attempting to change Portugal's diplomatic status to Ally, then Spain would have failed (and Portugal would remain a Spanish Influenced minor country) as a "+3" is required to move Portugal from "Influenced" to "Ally".

Manipulating Diplomatic Stance of Another Major Power's Influenced or Allied Minor Country

A Major Power wishing to change the diplomatic status of *another* Major Power's influenced or allied minor country has a random number between 1 and 10 chosen, which is then modified as follows:

- Random number + two times the National Modifier + two times the Political Status Modifier.

This result is compared to a random number between 1 and 10 chosen by the program on behalf of the Major Power that currently has relations with that minor country, and is also modified as follows:

- Random number + two times the National Modifier + two times the Political Status Modifier.

If the Major Power undertaking the action has a modified number that is equal to or greater than the manipulation number found on the Minor Country Chart, the minor country has its status changed accordingly, otherwise the attempt was unsuccessful and the status of that minor country remains unchanged.

Example: Spain would like to attempt a diplomatic action on Portugal, which is currently a British Influenced Minor country. Spain's modifiers are: "+2" (double the National Modifier) and "+2" (double "+1" Political Status Modifier, as Spain is currently sitting in Dominant Zone) for a net "+4". Britain's modifiers are: "+6" (double the National Modifier) and "0" (Political Status Modifier, as Britain is currently sitting in the Neutral Zone) for a net "+6". Spain has a random number between 1 and 10 chosen and gets an "8", which is modified to "12". Britain has a random number between 1 and 10 chosen and gets a "5" which is modified to "11". Spain's total of "12", which compared to Britain's "11" is "+1". This is less than the "+2" required to move Portugal to/from Influenced status. This means that Spain was unsuccessful and Portugal remains British Influenced. If Spain had had a random number of "9" chosen, giving a net result of "+2", then Portugal would have become Neutral.

6.1.5 Downgrading Diplomatic Relations with Minor Countries

Influenced minor countries may be downgraded at any time during the Diplomacy Phase without restrictions. Major Powers wishing to downgrade the diplomatic status of Ally minor countries or of their Controlled minor countries may do so, but with the following restrictions:

- Downgrading relations with Ally minor countries return the minor country to neutral.
- Free State minor countries *with* corps units may only be downgraded to Neutral (bypassing conquered status) and only if there are no enemy Major Power forces within that minor country. There is no cost for this downgrade.
- Free States *without* corps units may be downgraded to Conquered status at any time during the Diplomacy Phase and without cost.
- Conquered minor countries may be downgraded to Neutral status if there are no enemy Major Power forces within that minor country. There is a cost of "-2" political points for this downgrade.

NOTE: To downgrade a minor country, click on an area of that minor country and then click the "Downgrade Minor Diplomatic Status" button.

6.2 Declarations of War

In order for a Major Power and its controlled minor countries to attack another Major Power or neutral minor country or their forces, a declaration of war must have been made between them during this phase. A Major Power that declares war is called an "aggressor," and a Major Power or neutral minor country upon which war is declared is called a "defender." A declaration of war on a Major Power is also (at no further cost in political points) a declaration of war on all of its controlled minor countries. Controlled minor countries may not have war declared upon them separately. Note that upon declaration of war, each Major Power *must* pre-select surrender terms and conditions for the other Major Power(s) it is at war with (see section 6.4).

NOTE: To declare war on a nation, click on an area of the nation and then click the "Declare War" button.

6.2.1 Political Point Losses for War Declarations

- A Major Power loses "-3" political points whenever it declares war on another Major Power.
- If a Major Power declares war on an ally, there is an additional loss of "-2" political points for breaking the alliance by the declaration of war.
- A Major Power loses "-1" political point for each district in a neutral minor country when it declares war on that minor country unless no Major Power can be found to run that minor country.

6.2.2 Limitations on War Declarations

- A Major Power may not declare war on another Major Power or neutral minor country if the declaring Major Power has corps, Freikorps, Cossacks, garrisons or guerrillas within the second Major Power's territory or within that neutral minor country.
- A Major Power already at war with another Major Power may not declare war on other Major Powers if unbesieged enemy corps are already inside its home nation.
- War may not be declared on a neutral minor country if it is physically impossible for the declaring Major Power to enter the minor country's territory during that month's Land Phase.
- A Major Power may not declare war against another Major Power if restricted by an enforced peace. EXCEPTION: If the provisions of the "No Trade" peace term are defied.
- A Major Power may not declare war against an Allied Major Power's Influenced or Allied neutral minor country.

6.3 Call to Allies

Any Major Power who has in this Diplomacy Phase declared war on another Major Power or has had war declared upon it, may demand that an ally declare war on the new enemy (if not already at war with that enemy), by giving the proper standing orders in the Diplomatic Reactions Screen, the results of which are displayed during the Reinforcement Phase. Allies called upon may only declare war upon the original aggressor or defender (further declarations of war resulting from a call to allies do not permit a further call to allies) and only if they have checked off the appropriate boxes in the Diplomatic Reactions Screen.

6.3.1 Setting Calls to Allies

- Use the "Allies to call" box to set who you would want to help you fight if you enter a war against another Major Power.
- Use the "Allies to answer call from" box to set who you would be willing to help fight if they enter a war against another Major Power.

- In both cases, first highlight and check off the Major Power in the "If aggressor/defender is" box at the bottom, and then check/uncheck your allies in the box above for each action. NOTE: Sometimes this takes a couple of clicks and players should carefully verify their selections.

6.3.2 Ally Calling Procedure

- The defender calls his allies first, and then an aggressor may call his allies *only* if the defender has attempted to do so.
- If two Major Powers declare war on each other simultaneously, they are both considered aggressors and thus neither may call allies.
- Should a called ally of a defender refuse a call, that refusing ally is considered to have broken the alliance and loses "-2" political points. If any allies of an aggressor refuse his call to allies, both the ally and the aggressor are considered to have broken the alliance, with both losing "-2" political points for breaking an alliance.
- If any ally cannot declare war because of an enforced peace restriction, that ally may *not* be called upon. If an ally cannot declare war for other reasons, the ally can still be called and, since the call cannot be answered, will be forced to break its alliance.

6.4 Peace

Peace may only be made at this time and must be in one of the following forms that were *pre-selected* using the Victory Conditions Screen. Several important choices need to be carefully considered upon declaration of war and periodically reviewed while at war as conditions change:

- **Give Conditional:** If checked "Yes," then "conditional" surrender terms will be offered if the opponent sues for peace. If not checked, then "unconditional" terms will be offered. For a conditional peace, choose two peace conditions from list "B" of the Victory Conditions Chart. For an unconditional peace, choose three peace conditions from lists "B" and/or "C." Note that the choices in the Conditions box change depending on the type of terms selected.

    NOTE: Unconditional peace is the preferred type when you are the victor. It offers you the most options and grants you the most political points, which translates into more victory points towards winning the game. However, unconditional surrender terms can be refused by your opponent and leave you at war. Alternatively, a less harsh conditional peace can often be used to convince an opponent to join with you later after an enforced peace; i.e., you trade leniency for a potential ally. Conditional surrender terms are also useful for ending a war since they cannot be refused. For example, if France is at war with Austria and Prussia then an offer of conditional surrender to Prussia and unconditional surrender to Austria could be used to split them, ending the war with Prussia and continuing the war with Austria alone if she refuses. The various surrender terms are discussed below:

    Enforced Peace 24 or 36: These are diplomatic choices. An extended peace can ensure an opponent cannot declare war on you for more than the standard 18 months. This is good for larger nations like France because it allows more time for a new war against another opponent knowing that their ally cannot help for a longer period of time. It is also good for smaller nations since they are further protected from renewed attack.

    Reparations 1/2 or ALL, or Cede Provinces: These are economic choices. You should consider your opponent and determine which is more advantageous – the nation's tax value for the next Economic Phase or the income from the listed province(s) for the next six Economic Phases. You do have the option of taking both if you really need money or want to impose particularly harsh terms on the loser.

    Royal Marriage: This is a diplomatic choice. Royal Marriage gives you "+2" political points and is a good way to compel an opponent who is a potential future ally to not fight you again since either party to declare war on the other loses an additional "-1" political point.

No Trading or Half Trade: These are economic choices used to enforce NAPOLEON's "Continental System" embargo against British trade. If your opponent trades anyway then you can immediately declare war regardless of enforced peace restrictions. However, this rarely happens and most nations can often sacrifice some trade income for a while.

Remove Forces (Fleets, Corps, Garrisons, Leaders): These are military choices used to weaken your opponent's combat capability. Fleets show their values so you can preselect them and put the one you want on top. Corps do not show their values but you can usually guess where the better corps are by their listed locations and recent battle results. You can select less corps to give an opponent a light loss if they are a potential ally in the future. Garrisons, like fleets, also show their values so total these up and try to figure out if this is more advantageous than removing corps. Some leaders (e.g., NAPOLEON, MASSENA, CHARLES, BLUCHER, WELLINGTON and NELSON) are extremely dangerous foes and can be removed from the map, costing your opponent political points to return them.

Enforced Access: This is a diplomatic choice. This allows you to move through the territory of a defeated opponent, which may occasionally be useful for fighting another opponent farther away. For example, France could use enforced access through Austria to attack Russia.

- **Accept Informal:** If checked, then both Major Powers will agree to peace if the opponent offers an informal peace. If not checked, an informal peace may still be attempted by offering one.

- **Deny Separate Peace:** If checked, the Major Power will deny a separate peace to another Major Power ally. The Major Power with which war continues may then demand that the ally or allies that was a victor in the formal peace immediately break their alliance(s) with the Major Power still at war.

  NOTE: The goal of an opponent is often to split the allies against it for the purpose of fighting one alone. A way to prevent this is for each of the allies to carefully consider their goals and NOT check the conditional box for that opponent, forcing him to sue for peace unconditionally with each separate Major Power.

- **If Conditional Offered:** For whenever a Major Power sues for peace and the victor offers a "conditional" peace, choose one peace condition from list "A" of the Victory Conditions Chart. If surrendering conditionally to more than one Major Power simultaneously, the same or a different peace condition from list "A" may be selected for each victor.

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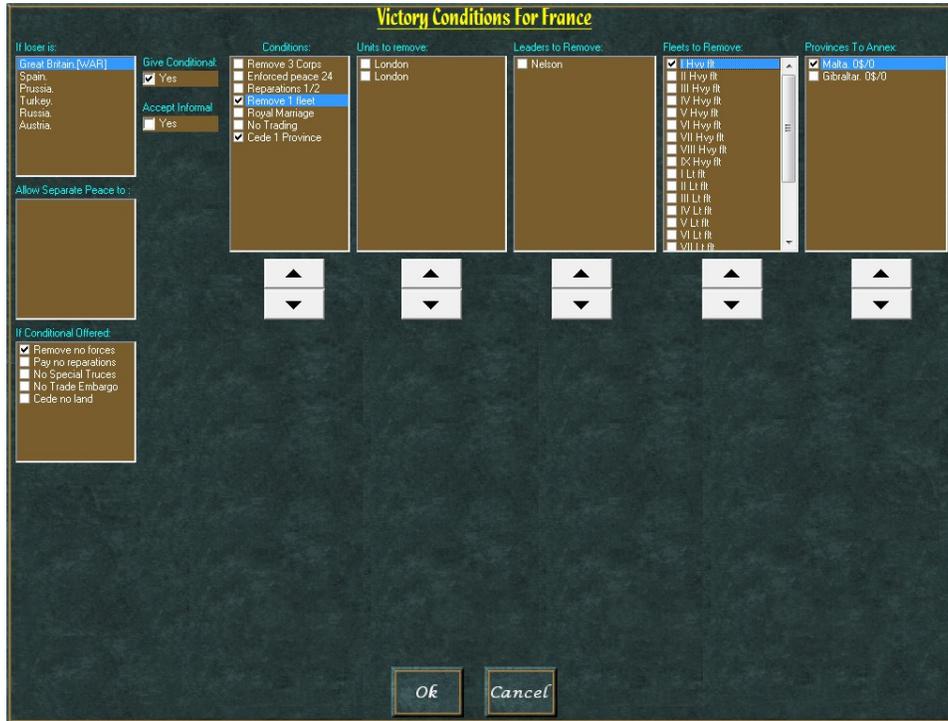
NOTE: To bring up the Victory Conditions Screen for selecting surrender terms and conditions for making peace, click the "Show Current Surrender Settings" menu button.

NOTE: A Major Power can *pre-select* one of the following conditional surrender terms to protect its vital interests: Remove No Forces (cancels Remove 3 Corps and Remove 1 Fleet), Pay No Reparations (cancels Reparations 1/2), No Special Truces (cancels Enforced Peace 24), No Trade Embargo (cancels No Trading), Cede No Land (cancels Cede 1 Province). Again, this choice should be carefully reconsidered as defeat becomes inevitable and you sue for peace.

NOTE: A player may prioritize his peace condition choices by using the arrows at the bottom of the Victory Conditions Screen to move them higher up the list of terms. This is important for how the game determines which peace terms are selected and implemented when multiple victors are accepting surrender. See also Simultaneous Peace with Multiple Enemies below.

6.4.1 Informal Peace

Two Major Powers may informally agree to a peace between themselves and no conditions and no political points are involved. In this case there is no 18-month enforced peace. If Major Powers simultaneously sue each other for peace they *must* both accept an informal peace.

NOTE: To offer an informal peace, click on an area of that nation and then click the "Attempt Informal Peace" button. If the nation you have selected has checked off the "Accept Informal" peace box in the Victory Conditions Screen, the peace will be accepted and the results will be displayed during the Reinforcement Phase.

6.4.2 Suing for Peace

A Major Power wishing to surrender may sue for peace. Minor countries may not sue for peace, although peace can come through a "lapse" in a war (see 6.15). A Major Power may not sue for peace to another Major Power that does not have forces within the suing home nation's borders *unless*, at the same time, it sues for peace to all Major Powers with which it is at war. When a Major Power sues for peace, the

opponent must then offer a formal peace, either a "conditional", which *must* be accepted, or "unconditional", which may be accepted only if the suing player desires.

NOTE: To sue for peace, click the "Sue For Peace" button and check off the nation you wish to surrender to. The results will be displayed during the Reinforcement Phase.

Conditional Surrender

- A Major Power wishing to accept the conditional surrender of another Major Power must have checked off the "Give Conditional" box in the Victory Conditions Screen.
- A Major Power accepting the conditional surrender of another Major Power gains "+3" political points.
- A Major Power that surrenders conditionally to any number of other Major Powers at the same time but does not surrender unconditionally to any other Major Power at that same time, loses "-5" political points.
- When the peace is conditional, the loser checks off one "peace condition" from the "If Conditional Offered" box in the Victory Conditions Screen that will apply to him from list "A" of the Victory Conditions Chart and the victor chooses up to two peace conditions from list "B" but not conflicting with the list "A" choice. If surrendering conditionally to more than one Major Power simultaneously, the same or a different peace condition from list "A" may be selected for each victor.

Unconditional Surrender

- A Major Power wishing to accept the unconditional surrender of another Major Power must have *not* checked off the "Give Conditional" box in the Victory Conditions Screen (i.e., unconditional is the default).
- A Major Power accepting the unconditional surrender of another Major Power gains "+5" political points.
- A Major Power that surrenders unconditionally to any number of other Major Powers at the same time (at least one must be unconditional) loses "-8" political points.
- When the peace is unconditional, each victor chooses up to three conditions from lists "B" and/or "C" and the surrendering loser does not get a choice from list "A." Certain choices in list "B" preclude choices from "C" and vice-versa, as shown on the Victory Conditions Chart.

Simultaneous Peace with Multiple Enemies

If a Major Power makes peace by "surrendering" to two or more enemies at once, it loses only one (the larger, if there is a difference) set of political points. The victors choose their peace terms on an alternating basis, starting with the Major Power with the highest PS number found on the Political Status Display (any ties are broken by a random number event), until each has gained the maximum number of peace terms possible and/or desired or all peace terms available for that type of surrender have been taken. Regardless of the number of victors, no peace term may be chosen more than once. A player may prioritize his peace condition choices by using the arrows at the bottom of the Victory Conditions Screen to move them higher up the list of terms.

The Effects of Peace

When two Major Powers make any type of peace, the following are always done (except as mentioned for informal peace):

- **Prisoner Exchange:** All surrendered factors and captured leaders are mutually and automatically exchanged. The exchanged factors are placed the same as reinforcements during the next Reinforcement Phase.
- **Withdrawal From Capital Cities:** All garrison factors in *capital* cities belonging to either side will be repatriated to the nearest available supply source, or to the nearest unbesieged controlled city

in that Major Power's home nation, ceded province, or controlled minor country. All corps, Cossacks and/or Freikorps in either side's *capital* cities will be moved into the city rural area.

- **Temporary Access:** All forces belonging to either side have a three-month grace period to move in the other side's territory. If, after three Land Phases, there are forces from one of these Major Powers still inside of the other's territory, the program will repatriate the land forces to the nearest supply source, or to the nearest unbesieged controlled city in that Major Power's home nation, ceded province, or controlled minor country. Fleets will be moved out to the nearest sea area. Also note that during this temporary period of access that foreign forces will not be allowed into the provincial capital cities (Major or minor). EXCEPTION: If the victor chooses the "enforced access" condition (C.5).
- **Mandatory Enforced Peace Length:** Except for an informal peace, neither Major Power may declare war on the other for 18 months (EXCEPTION: If the provisions of the "No Trading" peace term (B.5) are defied, then the victor may declare war on the loser). Certain peace conditions may extend this time period for the loser.
- **Status Of Ceded Minor Free States:** Any minor Free States acquired as a result of peace conditions will have them immediately change to conquered minor countries and have their forces remove.

Separate Peace and Allies

If a Major Power surrenders to some but remains at war with other Major Powers, a Major Power with which war continues may demand that an ally or allies that was a victor in the formal peace immediately break their alliance(s) with the Major Power still at war (and lose "-2" political points for breaking the alliance). For example, Russia and Austria are allies and are both at war with Prussia. Prussia surrenders to Austria, but not to Russia. The Russian player may demand that Austria break its alliance with Russia. An ally may also demand that an ally that concludes an informal peace with a common enemy break their alliance.

The standard condition is to allow separate peace and allow an ally to conclude peace with a common enemy *without breaking its alliance and losing "-2" political points*. A Major Power wishing to deny separate peace to another Major Power ally must have checked off the "Deny Separate Peace To" box in the Victory Conditions Screen before peace is made. Players should carefully consider when to demand an ally to break its alliance.

6.4.3 Political Restrictions on Peace

Restrictions on Territorial Losses

No Major Power may ever have its home nation reduced by more than a total of three provinces.

Civil Disorder

If, during any Economic Phase, a Major Power can collect no home nation manpower, that Major Power goes into "civil disorder" and *must* sue for and accept *any* type of peace during the next Peace Step with all Major Powers they are at war with.

6.5 Creating Alliances

New formal alliances are now established and each of the two Major Powers that ally gain "+1" political point. To create an alliance, use the "Request/accept alliance" check boxes in the Diplomatic Reactions screen. These check boxes must be checked by both Major Powers wanting to ally in order to create the alliance. For games against the AI, the program chooses a random number between 1 and 10 for the attempting Major Power and 1 and 20 for the potential accepting Major Power. The attempting Major Power's number is then modified by the status modifier (see section 13.7.2) and the value found on the Natural Alliance Table by cross-indexing the two Major Powers involved and then comparing the modified number to the potential accepting Major Power's number. If the attempting Major Power's modified

number is equal to or higher than the potential accepting Major Power's unmodified random number then an alliance is formed.

6.5.1 Creating Alliances Restrictions

- Major Powers who are already allied may not re-ally with each other.
- Major Powers at war with one another may not ally.
- Major Powers that broke an earlier alliance may not re-ally until *at least* twelve months after the date of breaking the earlier alliance.

6.6 Minor Country Control

If possible, a Major Power will be chosen to run each neutral minor country upon which war has been declared. The Major Power chosen must not be at war with that neutral minor country and may only be an ally of a Major Power at war with it if there are no non-allies willing or eligible to run it. If there is no Major Power willing or eligible to run the minor country, the aggressor does not lose political points for declaring war on it, the minor country forces are not set up, and the program allows that minor country to be auto-conquered.

Any Major Power wishing to be included in the attempt to control a minor country that has had war declared on it, must have checked off the "Accept control of" box, for that minor, in the Diplomatic Reactions Screen. The results are displayed during the Reinforcement Phase. NOTE: Double-clicking in the "Accept control of" box will check off or clear *all* of the minor countries listed.

6.6.1 Control Change due to Instability/Fiasco Political Status

If a controlling Major Power's political status marker is located in the Instability or Fiasco Zones on the Political Status Display during a Diplomacy Phase, its controlled minor countries may change control or revert to neutral status.

The Instability Zone

During the Diplomacy Phase if a Major Power remains in the Instability Zone of the display, all of the conquered minor countries of that Major Power become neutral, unless there is an unbesieged corps of that Major Power in the minor country.

The Fiasco Zone

During the Diplomacy Phase if a Major Power remains in the Fiasco Zone of the display, all controlled minor countries of that Major Power will become neutral regardless of occupation attempts, including minor Free States.

Changing Control

If an enemy corps is located in the minor country and/or an enemy garrison is in the minor country at these times, the minor country does not become neutral but is transferred to the control of that enemy Major Power instead. Free States whose control is transferred become conquered minor countries. When a minor Free State becomes neutral or its control changes, all of its forces are removed, but its current fleet strength is stored by the program and will become available if the minor country later again becomes a Free State. Garrison factors (*not* corps, Freikorps, or Cossacks in garrison) of the controlling Major Power *must* be immediately removed from the minor country following the repatriation rules.

Political Points for Changed Control

No political points are lost when a Major Power loses control of minor countries in this way. However, all Major Powers that have the control of a minor country (regardless of the number of districts) transferred to them gain "+1" political point.

6.6.2 More Than One Declaration of War Upon a Minor Country

- If more than one Major Power has declared war on the same neutral minor country in the same month, any of the Major Powers can back down from the war declaration (but still lose the political points for the declaration) if they had checked off the "Withdraw DoWs against minor(s)" box in the Diplomatic Reactions Screen. The results are displayed during the Reinforcement Phase.
- First highlight and check off the Major Power in the "If aggressor(s) is" box at the bottom, and then check/uncheck each minor country. NOTE: Sometimes this takes a couple of clicks and players should carefully verify their selections. It is easy to forget doing this and then find yourself at war with another Major Power without really intending it.
- If any two Major Powers that are both in a period of enforced peace with each other, and therefore are not able to declare war upon one another, both declare war upon the same minor country then they must both back down, still paying the political point cost for the war declaration.
- If a Major Power is unable to declare war on any other Major Power that also declared war on the minor country for any other reasons, that Major Power must back down, still paying the political point cost for the war declaration. Major Powers are not considered to have broken an alliance by these actions.
- If more than one Major Power declares war on the same minor country and none back down from the war declaration *and* there is no Major Power willing or eligible to run the minor country, then the program will break any ties by combining the Major Powers' Political Status numbers and their available money and allow the Major Power with the highest total to auto-conquer that minor country.
- If no Major Powers remain at war with the minor country it remains neutral.

6.6.3 Forced War Declarations

If two or more Major Powers do not back down and remain at war with the minor country, each must declare war on all the other Major Powers also attacking the minor country (if not already at war with them all). Those Major Powers are eligible to attack the minor country and each other. This costs the same in total as a declaration of war on one Major Power. If there are any allies and/or royal marriages involved, then the alliances and/or royal marriages are broken and the requisite points lost for *each*. There are no calls to allies for forced war declarations.

6.6.4 Selecting the Controlling Major Powers

The Major Power that will run the minor country is that with the highest modified random number, with any ties being decided by additional unmodified random number event. Each Major Power that had checked off the corresponding minor country box under the "Accept control of" section found in the Diplomatic reaction Screen has a random number between 1 and 12 is chosen for them, which is then modified as follows:

- Random number + The National Modifier + The Political Status Modifier + Already At War Modifier.
- The National Modifier is found on the Minor Country Chart, by cross-referencing the name of the minor country and the Major Power.
- The Political Status Modifier is determined by which row on the Political Status Display the Major Power is presently located (Fiasco Zone "-2", Instability Zone "-1", Neutral Zone "0", Dominant Zone "+1").
- If already at war with any of the Major Powers who have declared war on that minor neutral, a +2 modifier applies.

6.6.5 Assuming Control of Minor Countries

The Major Power selected to run the minor country gains "+1" political point per district in the minor country and, to show control, has one of its control flags placed in the minor country. Setup of minor country forces happens during the next Reinforcement Phase. Once a player has been selected to run a

minor country, that minor country may no longer incur separate declarations of war, until it returns to neutrality. The Major Power controlling the minor Free State gains and loses political points for any combats involving the minor country's forces.

6.6.6 Major Power Support of Controlled Minor Countries

The minor power's controlling Major Power has the option (if eligible and not restricted) of declaring war on none, any, or all of the aggressors if they had checked off the "Minor to Support" box in the Diplomatic reactions Screen. First highlight and check off the Major Power in the "If aggressor(s) is" box at the bottom, and then check/uncheck each minor country. NOTE: Sometimes this takes a couple of clicks and players should carefully verify their selections. The results are displayed during the Reinforcement Phase. This costs the same in total as a declaration of war on one Major Power plus the political points lost for each broken alliance. No allies can be called for these declarations of war.

If the controlling power desires it may pay for depots and/or supply costs for the minor country without the need to declare war in support of the controlled minor country. The controlling Major Power's corps and leaders are ignored in any combat involving that minor country's forces unless against a force which consists of factors of one or more countries with which it is at war.

6.7 Breaking Alliances

A Major Power may break any standing alliances, even if made this turn, paying the cost of "-2" political points for breaking an alliance. This is not a declaration of war.

 NOTE: To sever ties with an ally, click on an area of the nation and then click the "Break An Alliance" button.

6.8 Free State Declaration

Major Powers can declare that any of their conquered minor countries that can have corps are now minor Free States. The program will replace the conquered control flag with a Free State control flag in that country. Its fleet, if any, is set up at its current strength during the next Reinforcement Phase and its corps, fleets, land, and naval factors may be purchased beginning in the next Economic Phase.

 NOTE: To create a Free State, click on an area of the nation and then click the "Create Free State" button.

6.9 *Moved to Section 7.6 of the Reinforcement Phase*

6.10 Establishing Trade

In the "Request/Allow Trade to" check box in the Diplomatic Reactions screen, Major Powers may request trade with Great Britain and Great Britain may choose which Major Power they will allow to trade.

6.11 Granting and Rescinding Territorial Access

To grant friendly territorial access to allies, the Major Power must give a standing order by checking the appropriate "Grant Access to" box in the Diplomatic Reactions screen. To cancel an existing access agreement, uncheck the box and the program will respond to the order to cancel during the next Diplomacy Phase, but allow the ally who formally had access, a three-month grace period to leave the ally's territory (see "Temporary Access" in section 13.4.1).

To gain access to an ally's territory, simply make sure that the nation you want access to grants access to you by clicking the "Grant Access to" box in his Diplomatic Reactions screen. For an AI opponent you can request access through the AI talk function. (Double-click the map in the Diplomacy Phase. See section 6.16.) If the nation you have selected has checked off the "Grant Access to" box in the Diplomatic Reactions Screen, then access will be allowed during the next Land Phase.

7.0 The Reinforcement Phase

Reinforcements are those counters and strength factors including leaders due to enter the game in the current month. The order for both naval and army reinforcement is: Spain, Great Britain, Prussia, Austria, Turkey, Russia, and France.

7.1 Naval Reinforcement

7.1.1 Placing Empty Fleet Counters

Purchased empty fleet counters may be placed in any friendly-controlled home nation port but must have at least one ship strength factor immediately placed in or transferred to them.

 NOTE: To place a fleet counter(s) for a Major Power, click the area and then click the "View Available Counters" button on the top menu bar (Free State minor countries have their own counter pool button, found in the Selected Nation Screen). From the Counter Pool Screen choose the counter(s) that are highlighted with a green border and then right mouse click to exit. Click to place in chosen area.

7.1.2 Placing Ships

All ships due this month may be placed in any of their fleets (including fleets just placed) in a friendly controlled home nation port or conquered minor country port in which they were built, whether blockaded or not, but not so as to exceed the ship capacity of any fleet. Ships due this month can be postponed until any later month. Minor Free State ships are added similarly but only in ports of that minor Free State.

 NOTE: Click on an existing fleet counter and then click the "Add Ships To Fleet" button. The "Unit to Unit Transfer" screen will open, allowing you to use the spin buttons to add ships to the chosen fleet.

7.1.3 Transfer of Ships

A Major Power may also transfer ships between fleets occupying the same sea area, blockade box or port (whether blockaded or not). Fleets of different nationalities, including different minor countries or of a Major Power and any minor country, may not transfer ships. If all ships are transferred from a fleet, the fleet counter is removed from the map at no cost in political points. A fleet counter must be repurchased during an Economic Phase to be placed back on the map.

 NOTE: Click on a fleet from the stack and then click the "Transfer Forces" button. Choose from the list of fleets in the same area and the "Unit to Unit Transfer" screen will open, allowing you to use the spin buttons to transfer ships between the chosen fleets.

7.2 Army Reinforcement

7.2.1 Placing Empty Corps Counters

Purchased empty corps counters may be placed in an unbesieged home nation city (or minor Free State city for corps of that minor Free State) or with any existing, unbesieged friendly corps. A factor must be immediately placed in or transferred to such a corps.

 NOTE: To place a counter(s) for a Major Power, click the area and then click the "View Available Counters" button on the top menu bar (Free State minor countries have their own counter pool button, found in the Selected Nation Screen). From the Counter Pool Screen choose the counter(s) that are highlighted with a green border and then right mouse click to exit. Click to place in chosen area.

7.2.2 Placing Factors

Army factors of artillery, regular cavalry, guard infantry, regular infantry, militia infantry due this month *may* be added as reinforcements the month they are due (their placement may not be delayed for later reinforcement). If placement of any army factor reinforcement is not possible, due to corps limits or garrison capacities or enemy siege and/or control of cities, these reinforcements are lost. Guard or regular cavalry factors may be converted to infantry factors in order to be placed. To convert these factors, double-click the "Current Reinforcement" yellow text header in the Nation Statistics box BEFORE they are placed.

Adding to Corps Inside Home Nations

Factors may be added to any unbesieged corps of the same nationality that has the capacity and is inside its home nation (this excludes ceded provinces). Minor Free State factors can be added in this way, but inside that minor Free State's borders. NOTE: During the Reinforcement Phase, feudal and insurrection corps cannot get reinforcements (normally they get new factors during the December Economic Phase).

> NOTE: Click on the corps counter then click the "Add Forces To Unit" button and the "Adding Reinforcements To Unit" screen will open, allowing you to use the spin buttons to add factors to the corps.

Adding Factors to Garrisons

Regular infantry or militia factors may be added as garrisons in unbesieged friendly-controlled cities in the home nation. Minor Free State infantry factors can be added in this way but only inside that minor Free State's borders.

> NOTE: Click an existing garrison or click on a city to create a new garrison, then click the "Add Forces From/To Garrison" button and the "Unit To Unit Transfer" screen will open, allowing you to use the spin buttons to add factors to garrison.

Adding Factors to Corps or Depots in Supply

Any army factor can be added to an unbesieged corps of the same nationally which is not up to full strength (for the type of factor) and which is on or adjacent to a friendly depot that is a supply source or part of a valid supply chain. Another Major Power's depot or supply chain may not be used for this purpose. Infantry or militia factors can also be added to depots that are part of a valid supply chain.

- For regular infantry, regular cavalry, artillery or guard infantry factors, this depot must be part of a valid supply chain of six or less depots to that point, which starts at a supply source. Minor Free States may receive their factors in the same way.
- For militia factors, the valid supply chain can only be at most three depots long to that point.
- Supply lines for reinforcements may also be traced in whole or in part via sea supply but not via invasion supply.

> NOTE: Click on the corps or depot counter then click the "Add Forces to Unit" button and the "Adding Reinforcements to Unit" screen will open, allowing you to add factors to the unit.

7.2.3 Transfer of Army Factors

Unbesieged corps in the same area may exchange factors as desired, capacity permitting. Corps of different nationalities (including different minors or a Major Power and a minor country) may not exchange factors. This is the only time during a month that army factors may be exchanged, except to detach and absorb garrison factors. Army factors may also be exchanged with garrisons in the same area during this time, and if all factors are detached from a corps, the corps counter is removed. EXCEPTIONS: Feudal, insurrection and artillery factors may not be exchanged. NOTE: Players may also move unbesieged corps between the city and its rural area during this time.

NOTE: Click on a unit from the stack and then click the "Transfer Forces" button. Choose from the list of units in the same area and the "Unit to Unit Transfer" screen will open, allowing you to use the spin buttons to transfer factors between the chosen units.

7.2.4 Removing Corps and Army Factors (Demobilizing)

Army factors forming all or any part of a garrison of a city or depot may be removed from the map. These factors are lost, but there is no political point penalty.

If, after transferring or exchanging factors from a corps, the transfer/exchange should leave the corps counter empty, it must be removed from the map and repurchased during an Economic Phase in order to be returned to the map.

NOTE: Click on a unit and then click the "Remove Counter From Map" button.

7.3 Setting Up Minor Country Forces

The Major Power selected to run the minor country now sets up those forces.

- The player may, at his discretion, set up some, all, or none of the corps and garrison forces that are available, in any land areas within the borders of the controlled minor country. Fleets may start in, or in a sea area adjacent to, any port in the controlled minor country.
- If the minor country has corps, and this is not the first time setting up, the forces available will be whatever was left over from the previous war (but not including prisoners).

NOTE: To place forces for a minor country, click the nation's area to open the Selected Nation screen. Click the "View Available Counters" button then choose the counter(s) and right mouse click to exit. Click to place in chosen area.

7.4 Leader Retirements and Reinforcement

Leaders may be voluntarily retired from the map unless they are in a besieged city (a besieged port city must also be blockaded to prevent a leader's retirement). Retired leaders are returned (along with newly introduced leaders) as reinforcements on any later Reinforcement Phase. Leader reinforcements may be placed with any corps (fleets for NELSON) controlled by their Major Power. Leaders may also be transferred to other corps assignments BUT this must be in the same area that the leader is currently located in. If you wish to transfer the leader to another corps in another area then you must retire him for one month and then bring him back the following month or later. This simulates the leader's movement. Leaders can be placed with any corps BUT the area must be free of enemy corps.

NOTE: To retire a leader, click on the leader and then click the "Remove Counter From Map" button.

To add a leader, follow placement instructions found in section 7.2.1.

NOTE: To assign a leader, click on a corps counter and then click the "Assign Leader To Unit" button.

Leaders may also be removed from the game under peace condition C.6. Removed leaders must spend at least one year in retirement or exile before returning to the map. There is a political point cost for returning the leader and once the political points have been subtracted, the leader is eligible to be returned to the map for normal use during the next or any subsequent Reinforcement Phase.

7.5 Changing the Move Order

Great Britain may choose to change the order that they wish to move during the next Naval Phase and France may choose to change the order that they wish to move during the next Land Phase. You can scroll over the Naval or Land Phase identifier at the top of the screen and you will see the move order for the current turn.

NOTE: Click the "Change Order" button and using the spin buttons, scroll to the desired position.

7.6 Loaning Corps, Leaders, Fleets

Allies may declare that one or more of their corps, leaders, or fleets will be "loaned" for the remainder of the month, with movement and supply costs of all loaned forces being handled by the ally borrowing them. This enables allies to move and attack together against a common enemy. The controlling Major Power must pay the supply costs of any loaned corps, but Major Powers may have their forces live off the depots and/or supply chains of their allies.

NOTE: To loan a corps or fleet, click on the unit of choice and then click the "Lend Unit To Ally" button. Choose an ally, if more than one, from the list.

7.6.1 Loaned Corps and Fleet Behavior

When a loaned corps is in a stack that is attacked by a nation hostile to the corps controlling player but not hostile to the original owner of the corps, the loaned corps control is returned to the original player. When a player moves into an area with loaned corps and is at war with the original owner of the corps but not at war with current controlling player, the loaned status is canceled and control is reverted back to original owner so a battle may be fought.

Fleets are handled in a similar manner except that control is not automatically reverted back when the area is entered but after an attack is setup by the moving player. An "Enemy Stack" is any stack containing fleets at war with any fleet or fleets in the phasing stack, and/or at war with any corps that the phasing stack may be transporting. The transport of an enemy corps on a neutral fleet is essentially an Act of War, and subjects the neutral fleet to interception combat and prevents the neutral fleet from entering an enemy port or unloading corps onto enemy territory.

Example: If Great Britain is at war with Spain but not at war with Russia and Great Britain moves fleets into an area that has Spanish fleets on loan to Russia then nothing happens until Great Britain attempts to attack the stack, at which point the fleets will be returned to Spanish control and a naval combat may be fought.

7.6.2 Important Restrictions Regarding Loaned Corps and Fleets

There is an important restriction on disembarking corps from fleets loaned to, loaned from, or under the control of neutral major powers. Fleets of neutral major powers can only disembark troops into land areas where they have access. For example, a Spanish controlled fleet not at war with Great Britain, but carrying a loaned French corps at war with Great Britain, will not be able to disembark that corps into Great Britain if the corps is loaned to Spain. Further, even if the Spanish fleet was loaned to France, it will not be able to disembark a French corps into Great Britain.

For land movements and combats, players must use caution with loaned corps. If the loaned status is canceled and control is reverted back to the original owner, this happens immediately and cannot be undone. Units remain frozen in place in the area where the loaned status is canceled and combat remains imminent until resolved.

Example #1: France and Prussia are at war, and Austria is neutral. Austria moves a loaned Prussian corps during its land move phase into an area with French corps. Control of the loaned corps is

immediately reset to Prussia and cannot be undone. No combat occurs during Austrian turn. During Prussia's turn, the Prussian corps remains frozen in place cannot move out (i.e., set for combat) and combat must be resolved during Prussia's land combat phase.

Example #2: Again, France and Prussia are at war, and Austria is neutral. France moves a corps into an area with a loaned Prussian corps. Control of the loaned corps is immediately reset to Prussia and cannot be undone. Combat occurs during the French land combat phase.

8.0 The Naval Phase

8.1 Ship Types

Three types of ships are available: Heavy, Light and Transports.

8.1.1 Heavy Ships

These represent the ships-of-the-line, the big ships with big guns. If a side of a naval combat has 1.5 times more heavy ships than the other, it receives a +1 to the random number chosen, between 1 and 6, on the Naval Combat Table.

Each heavy ship is capable of carrying 1/2 cavalry factor or 1 factor of any other type permitted to be transported by sea, following the rules of naval transport. Heavy fleets have a movement of "7".

Heavy ships cost $9 and 1 manpower, taking 12 months to build to commission.

8.1.2 Light Ships

These represent the frigates and lighter ships, which would perform anti-piracy operations, act as scouts for the heavy ships and occasionally participate in major battles. In naval battles, if one side consists of heavy (and light) ships and the other side has only light ships, the side with only light ships MUST retreat as if those forces had lost a naval battle. NOTE: This rule represents the impossibility of light ships fighting heavy ships-of-the-line, except when forced to defend in port. The only way attackers can destroy defending light ships is to attack the enemy fleet(s) in port or seize the port with land forces. If the defending side consists solely of light ships, it receives a -1 to the random number chosen, between 1 and 6, on the Naval Combat Table.

Each light ship is capable of carrying only 1/2 infantry factor that is permitted to be transported by sea, following the rules of naval transport. Light fleets have a movement of "8".

Piracy and anti-piracy has been simplified to be standard light ships only and can be added to either the piracy mission, at which point the major nation can target the Major Power of choice (to inflict losses on trade), or by adding them to anti-piracy operations and defending their own commerce from piracy.

Light ships cost $6 and 1 manpower, taking 9 months to build to commission.

8.1.3 Transports

Naval transports represent ships designed specifically to transport troops. Each Major Power has the ability to build one naval transport fleet, with limits on the number of naval transport factors that can be held in this fleet: France, 30; Great Britain, 50; Spain, 30; Prussia, 5; Turkey, 20; Russia, 25; and, Austria, 5.

Each naval transport factor is capable of carrying 1 cavalry factor or 2 factors of any other type permitted to be transported by sea, following the rules of naval transport. Transport fleets have a movement of "3".

Naval transports do not participate in any form of naval combat. If the stack of which they are a part, participates in combat, they are treated as not being present. The only exception to this is if all other light and heavy ships in their stack become either damaged or sunk, the naval transports (and any passengers) are captured. (EXCEPTION: In port evacuation battles, blockaded transports are scuttled if they are part of a fleet that does not win the port evacuation battle.) If the stack of which they are a part retreats, the naval transports move with the stack.

Naval transports cost $4 and 1 manpower, taking 6 months to build.

8.2 The Naval Phase Sequence

Great Britain may choose, during the Reinforcement Phase, when they wish to move; otherwise, the Naval Phase order is: Great Britain, Russia, Turkey, Austria, Prussia, France, and Spain. Great Britain's movement order is revealed at the start of the Naval Phase.

8.3 Absorbing and Detaching Ships

Ships may only be transferred between fleets during the phasing player's Reinforcement Phase.

8.4 Naval Movement

Players may move any or all of their fleets up to the maximum movement allowance of each fleet during their sequence of a Naval Phase. Movement points may not be accumulated from turn to turn nor may they be transferred among fleets. All naval forces of minor countries move with their controlling Major Power.

NOTE: In order for a Major Power to move in the sequence of another Major Power, those Major Powers must be allies and must have used the loan fleets function during the Reinforcement Phase.

8.4.1 Sea Area Movement

Each sea area entered costs one movement point. During winter months, no fleet may enter or leave a sea area north of the ice line.

8.4.2 Port/Blockade Box Movement

It costs one point to move into a port from any of the sea areas touching its blockade box and vice-versa. It costs one movement point to enter a blockade box from an adjacent sea area or vice-versa. It costs no movement points to move between a port and its blockade box or vice-versa and all fleets entering or exiting ports are considered to do so by passing through the port's blockade box.

Fleet(s) may only enter a port controlled by another Major Power with the controlling Major Power's permission, or, if at war with the controlling Major Power, to attack fleet(s) there. Fleets may only blockade the port of a neutral Major Power or neutral minor country if enemy fleets are in that port.

NOTE: To move fleets into a port or blockade box, move the fleets to the port city land area. Entry into a friendly or neutral port will be indicated by a white box in the upper left of the fleet counter. Entry into a blockade box for an enemy port will be indicated by a black box in the upper left of the fleet counter. To move fleets out of a port or blockade box, move the fleets to the adjacent sea area.

8.4.3 Naval Movement Procedure

A Major Power's and controlled minor's fleets that start a Naval Phase occupying the same port, blockade box or sea area are automatically combined into one "stack." A player may choose to move all of the fleets in a stack as one or may move each fleet individually. Fleets may be added to this stack by moving it to the port, blockade box or sea area containing the fleet(s) desired to be added.

Once a stack ends its movement, it may not be moved again this player sequence (EXCEPTION: for retreat following naval combat or to leave an enemy-controlled port).

As long as no fleet moves twice or exceeds its movement allowance, the player may continue to repeat this process until all desired fleets have been moved.

NOTE: To move fleets in the same area as a stack, click on one fleet in the area and then click the "Select All Units In Stack to Move" button.

8.4.4 Initiation of Naval Combat

If a phasing stack ends its movement in a sea area containing an enemy stack, it may initiate an attack against those enemy fleets in the Naval Combat Phase. If a phasing stack ends movement in a port occupied by any enemy fleet(s), an attack must be initiated on the enemy fleet(s).

8.5 Naval Interceptions

Fleets may move through areas containing other fleets, (even enemy fleets) with no restriction on movement, except that they may be interrupted by interception. If the interception attempt is successful then combat is fought immediately and if, and only if, the phasing Major Power's fleets win the interception naval combat may they continue movement (without any movement penalty). Interceptions may not be attempted on stacks that are retreating.

NOTE: Players may give standing orders for their fleets to automatically attempt to intercept enemy fleets by clicking the "Give Unit Standing Orders" button.

8.5.1 Interception Procedure

When a phasing stack enters a sea area occupied by or adjacent to one or more enemy stacks, those enemy stacks may attempt to intercept the moving stack. An "enemy stack" is any stack containing fleets at war with any fleet or fleets in the phasing stack. EXCEPTION: A non-enemy stack may attack the phasing stack if at war with a Major Power owning corps being transported by fleets of the phasing stack. If an interception attempt is successful, the program will *automatically* have the attacking Major Power declare war on the owner of the transporting fleets (no restrictions for the declaration apply) and the battle will be fought.

8.5.2 Sequence of Interception Attempts

Once one Major Power succeeds in interception and forces the moving player to stop moving or retreat, no other Major Power may attempt an interception of that same phasing stack in that same area. Stacks that made or attempted earlier interceptions may be used again for later interceptions of different phasing stacks in the same area or of the same phasing stack in a different area.

8.5.3 Who May Intercept

Only properly placed fleets in the appropriate circumstances may attempt to intercept.

- A fleet in a port may only intercept enemy fleets entering the adjacent sea area(s) and only if not blockaded.
- A fleet (or stack) may make one interception attempt for each area that an enemy stack moves into that is either the same or adjacent sea zone(s).
- A fleet(s) that currently occupies a blockade box will automatically intercept an enemy fleet leaving that port. A fleet in a blockade box may also intercept enemy fleets, which enter the adjacent sea zone(s) that border that blockade box.
- If a Major Power attempting an interception has several different stacks available for an interception, any number may attempt interception. As soon as one stack successfully intercepts, an interception battle is fought. If the intercepting power loses the battle, the program may attempt to intercept with his other available stacks (if standing orders were given to do so). If he wins the battle, he may not attempt another interception on that stack.

8.5.4 Resolution of Naval Interceptions

Blockade Box Interceptions

When a phasing stack enters a blockade box from a port, enemy fleet(s) there automatically intercepts it and it must win the immediate interception naval combat before it can continue moving. If more than one

enemy Major Power's fleets occupy that blockade box, the entering fleet(s) is intercepted by all as a combine force.

Sea Area Interceptions

Except for interceptions in a blockade box, a random number between 1 and 6 is chosen for each stack attempting to intercept.

- If attempting to intercept a phasing stack in an adjacent sea area, a "0" or "1" must be chosen. This also covers interception attempts from ports or blockade boxes into adjacent sea areas.
- Attempting to intercept a phasing stack in the same area requires a "0", "1", "2" or "3."
- If the NELSON leader is with the intercepting stack, one is subtracted from the random number.

Intercepting Fleet Movement

If successful, the intercepting stack must be moved to the area containing the phasing stack that was intercepted, if not already there.

Result of Interceptions

If the interception is successful, a naval combat is fought immediately (i.e., during the Naval Movement Phase) using the naval combat rules. No evasion by the phasing Major Power is possible from an interception.

Outcome of Interception Combat

Intercepting Side Victory: If the intercepting Major Power's stack wins the naval combat, the phasing Major Power must retreat its stack in accordance with the naval retreat rules, with that stack of fleets then ceasing movement after the retreat move. In this case, the intercepting fleets may continue to remain in the area for (possibly) intercepting other phasing stacks.

Phasing Side Victory: If the phasing stack wins the naval combat, the intercepting stack must retreat in accordance with the naval retreat rules and may not attempt more interceptions during this Major Power's movement sequence. A portion of, or the entire, phasing stack may continue movement with whatever movement points the stack's fleets retain. Of course, other fleets can attempt to intercept the phasing fleets in every other sea area that is entered by repeating the interception procedure.

8.6 Naval Transportation of Army Corps and Leaders

Fleets of the owning Major Power may transport friendly controlled corps and any accompanying leaders during the Naval Phase. Guerrillas, Cossacks, Freikorps, insurrection corps, leaders not accompanying corps, and garrison factors may not be transported. Fleets may also transport the corps of other Major Powers only if they are loaned during that month's Diplomacy Phase. The transporting ally (borrower) may be intercepted and/or attacked by a Major Power at war with the loaned corps. The Major Power attacking need not be at war with the Major Power owning the transporting fleets, and if not, must *immediately* declare war on that Major Power before commencing the battle (no restrictions for the declaration apply). NOTE: The program will display a confirmation message window for this purpose.

NOTE: Click the fleet that will be used for transportation then click the "Load Transport Fleet" button and choose unit(s) from list.

8.6.1 Transportation Movement Procedure

The corps and the fleet must both begin in the same port city (the corps may be in the city area). They move together until in the sea area or blockade box adjacent to the land area in which the corps is to land or until reaching a port. Fleets and the corps they transport may enter other ports only if friendly controlled, neutral minor controlled, or with permission of the Major Power controlling the port.

8.6.2 Naval Transport Capacity

- **Heavy Ship:** 1 Infantry or 1/2 Cavalry or 1/2 Artillery factor.
- **Light Ship:** 1/2 Infantry factor.
- **Transport Ship:** 2 Infantry or 1 Cavalry or 1 Artillery factor.

8.6.3 Failure to Disembark

If a corps does not disembark during the Land Phase it is destroyed. If all corps are destroyed in this manner, any leaders with the corps are removed from the map (they may be placed in a subsequent Reinforcement Phase).

8.7 Enemy Control of a Port

If a port in which a fleet is located becomes enemy-controlled, the program will automatically attempt to evacuate the fleets in port before the next Naval Phase. In this case, the program will resolve the naval blockade battle without user input. Harbor defenses are never used against fleets leaving a port. The blockading fleet(s) remains in port box if it wins and the blockaded fleet(s) will be scuttled if it does not win the naval combat (minor country fleets can be scuttled under these conditions). NOTE: Transport fleets that are part of the blockaded fleet(s) that fail to defeat the blockading fleet are also scuttled and not captured. If a naval leader is with a scuttled fleet in this situation he is captured by the Major Power controlling the port. A scuttled fleet counter must be repurchased during an Economic Phase to be brought back into the game. If the blockading fleets lose and the blockaded fleet(s) wins the naval battle, they are both retreated in accordance with the naval retreat rules.

8.8 Blockade of Ports

A stack may only enter a blockade box if it is at war with the Major Power controlling the port or if the box or port contains an enemy fleet.

- If a Major Power begins its naval sequence with a stack occupying a blockade box and it is not at war with the Major Power controlling the port or the port does not contain enemy fleets, then the stack must leave that blockade box during its sequence of the Naval Phase.
- If a blockade box is occupied, a stack may enter or leave the port without interception if not at war with any of the Major Powers with fleets in the blockade box and they have been granted access from the Major Power controlling the port.
- Fleets of a Major Power that are at war with blockading fleets may attempt to leave that port (run the blockade) but will be automatically intercepted by the blockading enemy Major Power's stack.
- Fleets of a Major Power that are at war with the blockading fleets may attempt to enter that port (lift the blockade). In this case, the program will prompt the player to decide before any combat takes place (which will occur during the Naval Combat Phase). Fleets that successfully break the blockade may then proceed into the port. The losing side retreats in accordance with the naval retreat rules.

8.9 Piracy and Anti-Piracy Operations (Optional)

Major Powers can allocate light fleets to piracy or anti-piracy operations against the trade of *any* other Major Power (whether allied, neutral or at war). These Privateers do not pay for maintenance. See section 12.2.1 of the Economic Phase for the effects of piracy and anti-piracy operations on commerce.

NOTE: To add a light fleet to piracy mission, click on the fleet then click the "Add Selected Ships To Piracy Mission" button. From the Piracy Screen, click on the fleet then choose the target nation. Right click to exit screen and return to map.

NOTE: To remove a light fleet from an anti-piracy mission, click on the fleet then click the "Remove Selected Ships To Anti-Piracy Mission" button. Right click to exit screen and return to map.

NOTE: To view, change or remove fleet(s) on piracy missions, click the "View Fleets On Piracy Mission" button. Click a fleet then choose the target nation to change or double-click a fleet to remove it. Right click to exit screen and return to map.

NOTE: To view or remove the fleet(s) on anti-piracy missions, click the "View Fleets On Anti-Piracy Mission" button. Double-click fleet to remove. Right click to exit screen and return to map.

8.10 Initiating Naval Combat

Initiation of naval combat occurs during the Naval Movement Phase when enemy fleets in port, or those that occupy the same sea area or blockade box, may be chosen for attack by the phasing Major Power. Other Major Powers in the sea area, blockade box or port that are not at war with the phasing Major Power will be ignored. A stack may only attack enemy fleet(s) in a port city if at war with the owner of the port. All combat takes place during the Naval Combat Phase.

NOTE:
- To initiate an attack in the same area, click the "Attack Enemy" button and then click on the enemy stack.
- To initiate an attack on a port from the blockade box, click the "Attack Enemy" button.
- To initiate an attack on fleets in a blockade box from a sea area, click on the port.

9.0 The Naval Combat Phase

These rules cover all naval combat caused by interception or by initiation.

9.1 Naval Attacker/Defender Determination

The attacker is the phasing side and the defender is the non-phasing side. The defender comprises of any one defender's stack that is present.

9.2 Naval Combat Procedure

9.2.1 Determining the Wind Gauge

If combat is to take place, the "wind gauge" must be determined. A stack attacking in a port combat, and blockading fleets combating fleets exiting or entering that blockade box's port automatically have the wind gauge. In all other cases each side receives a random number of between 1 and 6, adding one to the result if that side contains a British fleet and adding a further one if NELSON is present. Notwithstanding these modifiers, a "6" is the maximum modified result. If the net random numbers are equal for both sides, there is no wind gauge and combat is resolved simultaneously. In any other case, the higher random number gains the wind gauge and conducts its attack first, removing losses inflicted on the opponent before the opponent replies.

9.2.1.1 Evasion

Prior to a naval combat, the defending fleet can attempt to evade if the combat is not the result of an interception nor a port combat, and given any fleet in the stack has been given standing orders to evade. Fleets can be given different evasion orders. When you give a fleet orders, you can give an evasion order only for a defender only in a non-interception / non-port blockade battle. These three different options are No Evade, Evade Stronger and Evade All. Only one fleet per stack needs this order set and it will encompass all fleets in the stack. When an evade option is set then at the beginning of the naval battle a 1d6 will be rolled and if the roll is a 1 or 2 then the evasion is successful and the fleets are retreated to the nearest port with a garrison. (If a garrisoned port is not available then they will retreat to the closest port.)

9.2.1.2 Possible Forced Retreat

If one side consists of heavy (and light) ships and the other side has only light ships and/or transports, the side with only light ships and/or transports MUST retreat as if those forces had lost a naval battle. If the phasing player is forced to retreat, this ends that stacks movement for that month. There is no PP cost for such a forced retreat. NOTE: This rule represents the impossibility of light ships fighting heavy ships-of-the-line, as well as the inability of unsupported galleys to fight heavy ships-of-the-line. In any such encounters, the more maneuverable light ships and galleys always withdrew.

9.2.2 Naval Combat Resolution

Each side receives a random number of between 1 and 6, adding one if a British fleet is present on that side, adding one for having 1.5 times more heavy ships than the other, subtracting one if a side consists solely of light ships and subtracting one if a Prussian and/or an Austrian fleet is present on that side (these modifiers are cumulative but the net modifier may never be more than +1 or less than -1). The random number is compared to the Naval Combat Table and the result is the percentage of that side's number of ships, which number of ships the other side must remove as losses.

9.2.2.1 Pursuit

In the combat screen for a naval combat at sea, attacking fleets may be given orders to pursue retreating fleets. The attacker can pursue the retreating force to the port with any of his forces. This is done by double-clicking a fleet which will toggle the pursuit setting. The fleet will indicate that it will pursue by the white arrow drawn at the top left of the fleet counter. Naval pursuit orders are not cleared at the end of the combat and need to be reset following each battle.

NOTE: Evading fleets cannot be pursued. Intercepting fleets and defending fleets (i.e., non-phasing fleets) cannot pursue. Fleets on blockade duty in a blockade box also cannot pursue.

9.2.2.2 Proportional Naval Losses

When a stack of naval counters of mixed ship types participates in a combat, the losses taken should be as nearly proportional to the starting proportions as possible. When proportions do not "round out" precisely, the program will "round down" light ship losses. If maximum light ship losses are taken, the program will prompt the player for heavy ship loss(es).

9.2.3 Naval Combat in a Port

If combat occurs in a port, the "harbor defenses" attack the phasing Major Power's fleet(s) first, using the Naval Combat Table with an unmodified random number. The domestic trading values and harbor defense values for each port city are shown on the map. Treat the harbor defense value number the same as if it were that many ships for the combat. There must be a garrison of the port's *controlling Major Power* in the port city that is at war with an entering stack in order to use the harbor defenses. The phasing Major Power's surviving ships then attacks the enemy fleet(s) in that port. Finally, any surviving defending ships will perform their combat against the attacker.

9.2.4 Naval Combat Example

Great Britain and France are at war. It is Great Britain's Naval Phase. Great Britain moves NELSON and 3 fleets with 60 ships total into a sea area containing 3 French fleets with 31 total ships. First, wind gauge is determined: Great Britain gets a "2," which becomes a "4" after adding modifiers for NELSON and British fleets. France gets an unmodified "5." France wins the wind gauge and fights first. France gets a "5" on the Naval Combat Table. This means 20% of the number of French ships is inflicted as ship losses on the British. 20% of 31 is 6 ships. Great Britain gets a "2," which becomes a "3" after adding the modifier for British fleets. This results in 8 French ship losses (60 British ships minus 6 ships lost = 54, then 15% of 54 = 8).

9.3 Naval Victory and Political Points

9.3.1 Determining Victory

- A side that does not lose all of its ships and also loses fewer ships than the other side wins a naval combat and the other side loses it.
- **In naval combat by *initiation*:** If both sides have surviving ships and losses were equal, the side that attacked (phasing side) loses the naval combat and the other side (non-phasing side) wins it.
- **In naval combat by *interception*:** If both sides have surviving ships and losses were equal, the side that attacked (phasing side) wins the naval combat.
- If a side loses all of its ships but loses fewer ships than the other side a naval combat is a draw (this can happen in port combats).

9.3.2 Political Point Changes

The victor(s) of a naval combat gains political points and the loser loses them (draws have no political point effects). "+1" political point is gained or lost for each fleet of the defeated Major Power(s) used in that combat, up to a maximum of "+/-3" political points.

- If the victor was commanded by the NELSON leader, they get "+1" extra political point.
- If the loser was commanded by the NELSON leader, they lose "-1" extra political point.

9.4 Naval Retreat

The survivors of one side in a naval combat must always retreat.

9.4.1 Sea Area Retreats

The program will retreat the naval combat loser to the nearest unblockaded friendly (including an ally's port, with access permission) port. If no eligible port is available, the loser retreats to any one adjacent sea area (a sea area into which movement is not possible may not be selected). Retreating fleets may not be intercepted.

9.4.2 Port Retreats

If the naval combat takes place in a port, the attacking fleets (win or lose) must always retreat to the port's blockade box, and the defending fleets remain in the port (no pursuit).

9.4.3 Blockade Box Retreats

If the naval combat takes place in a blockade box the loser must retreat to that port, if and only if, the combat resulted from the movement of the loser's stack from that port, and in any other case must retreat in accordance with sea area retreat rules. Since movement between a blockade box and its port is free, the victor (even if the phasing side with all movement expended) in a blockade box naval combat may be, if the port is friendly or with access permission, moved into the port following the naval combat.

9.4.4 Naval Retreat Example

Continuing the example from 9.2.4: As the French Player lost 8 ships (2 more than the British), he must retreat to the nearest unblockaded friendly-controlled port or be moved to an adjacent sea area. Great Britain gains "+4" political points for the win (including "+1" extra for NELSON), and France loses "-3" political points because the loser had 3 fleets. France is retreated to a nearby home nation port.

9.5 Consolidation of Losses

After ships lost in combat are removed, excess fleet counters (those without ships) are removed from the map and must be repurchased during an Economic Phase to be brought back into the game. No political points are lost for removing these empty fleets. If NELSON is with a stack in which all ships and fleets are eliminated by naval combat, NELSON becomes a prisoner of the other side in the naval combat.

10.0 The Land Phase

10.1 The Land Phase Sequence

All land units can be moved in this phase. Minor Free States move in the sequence of their controlling Major Power. France may choose, during the Reinforcement Phase, when they wish to move; otherwise, the Land Phase order is: France, Russia, Turkey, Austria, Prussia, Great Britain, and Spain. France's movement order is revealed during the Land Phase.

10.2 Combined Movement

In order for a Major Power to move in the sequence of another Major Power, those Major Powers must be allies and must have used the loan corps function during the Diplomacy Phase.

10.3 Depot Creation/Removal

Major Powers may place or remove depots at any time during the Land Phase. Depots may be purchased and placed, up to counter mix limits on the map at any one time, at the cost of $1 each. The same depots may be removed, then placed, any number of times during a Land Phase as long as $1 is paid every time one is placed and the counter mix limits are not exceeded.

Free State forces use the depots of their controlling Major Power. Depots may not be placed in areas containing unbesieged enemy corps, guerrillas, Freikorps or Cossacks (unless an unbesieged corps of the Major Power placing the depot is also in that area) or in an area that already contains a depot (there is a limit of one depot per area except when sea supply is used for a besieged city). Depots may be placed as described in the following sections.

NOTE: To create a depot, click an area then click "Create/Remove Depot" button. To remove a depot, click on the depot and then click "Create/Remove Depot" button.

10.3.1 Depot in a Friendly City Area

A new depot may be placed in an area containing a friendly controlled unbesieged city, in that Major Power's home nation, controlled ceded province, Free State, Kingdom, or Conquered minor country.

10.3.2 Depot Inside a Friendly Port or in a Port Area

Even if not itself a supply source or part of an overland supply chain, a new depot may be placed in an area containing an unblockaded friendly controlled port, provided there exists a friendly unblockaded sea supply source to the port.

- If such a port is besieged, then the depot is placed in the port city itself. This is the only case where the depot is considered to be in a city rather than in the surrounding area.
- Another, enemy depot could also be placed in the port city's area while a depot is also in the port city itself. This is the only case where two depots may be located in the same area (one in the city and one in the city area).

10.3.3 Depots in Supply Chains

A new depot may be placed within two unblocked areas of an already existing (before this turn) depot that is a supply source or which is part of a valid supply chain.

Supply Source Definition

A "supply source" is any friendly controlled unbesieged city area in a Major Power's home nation, controlled ceded province, Free State, Kingdom, or Conquered minor country that is unoccupied by enemy forces and that contains a depot.

Supply Chain Definition

A valid supply chain is a connected series of depots of one Major Power, with at most one intervening area between them, back to a supply source of that Major Power.

- No area in a valid supply chain, including the intervals between depots, may contain any unbesieged enemy corps, Cossack, Freikorps, guerrillas or garrison unless it also contains an unbesieged friendly corps or garrison or unbesieged allied corps or garrison.
- A valid supply chain may not be traced across sea areas unless by sea supply but may be traced across a crossing arrow unless the surrounding sea area contains an enemy fleet.
- Any portion of a supply chain that is not valid cannot be used for regular supply, although the invalid depots do not have to be removed.

Supply Chain Restrictions

- New depots as part of a supply chain may not be placed in a neutral minor unless the Major Power is at war with the neutral and may only be placed in the territory of another Major Power if given access permission by, at war with, or having imposed victory condition C.5 on that Major Power.
- For a major power to place a new depot outside of its own territory, an unbesieged corps of that major power must be in that area and not have moved *or* foraged before the depot is placed. For this purpose, Cossack, Freikorps and guerillas do NOT count as corps!
- If there is an enemy controlled city in the Major Power's territory, a depot may only be placed in that city area, as part of a supply chain, if a corps of that Major Power is in that city area.
- Depots from different Major Powers, even if allied, may not combine to form one supply chain (including sea supply or invasion supply).

10.3.4 Depots on Fleets

Depots may be placed on heavy fleets (not light fleets) and transports, for the provision of invasion supply.

10.4 Land Movement

Major Powers may move any or all of their corps, Cossacks, Freikorps or guerrillas during their sequence. Free State corps are moved at the same time by the controlling Major Power and are not limited to movement within their minor Free State. Movement may be restricted through other Major Powers' territory. Movement allowances may not be transferred from unit to unit nor may they be accumulated from month to month.

10.4.1 General Land Movement Rules

Each land counter has a "movement allowance" (found in the upper right corner of the Selected Unit Info box) consisting of a number of "movement points" that can be expended to enter new areas on the map. There are two sections of a land area that units may move into and/or reside in. The program identifies these sections as "Besieging Rural" for attacking units and "Rural" for non-attacking units.

Movement Allowances

With corps bearing a cavalry symbol (including Austrian Light Infantry and, in the Alternate Empires in Harm campaigns, the British Light Infantry and Turkish Nizami-Cedid corps), Austrian and Prussian Freikorps and Russian Cossacks, the movement allowance is "5." For French corps (including French artillery) the allowance is "4." All other corps have an allowance of "3." Spanish guerrillas have a movement allowance of one *area* (regardless of terrain).

EXCEPTIONS:

- The following minor countries will have their infantry corps movement allowance increased to "4" when they become French controlled Free States: Denmark, Holland, Lombardy, Naples, Piedmont, Poland, Portugal, Sweden, Switzerland, and Venetia.
- The following minor countries will have their infantry corps movement allowance increased to "4" when they become components of a French controlled Confederation of the Rhine: Baden, Bavaria, Hanover, Hesse, Saxony, and Wurttemburg.

Forced Marching

Corps may increase their movement allowance by one movement point by "forced marching." Cossacks, Freikorps, guerillas, cavalry corps and disembarking corps may not be force-marched. NOTE: To forced march a unit, double-click the counter on the map and a confirmation window will open.

Land Movement Costs

Each map area generally expends one movement point from a counter's movement allowance to enter, although this varies in some areas, as follows:

- **Clear, Forest or Desert:** Clear areas and areas containing a forest or desert cost 1 movement point to enter.
- **Marsh or Mountain:** Areas containing a marsh or a mountain cost 2 movement points to enter.
- **Crossing Rivers:** It costs +1 extra movement point to enter an area across a river, if that area contains an unbesieged enemy corps. There is no extra cost to move across a river if there is no unbesieged enemy corps counter(s) in the area.
- **Sea Crossing Arrow Movement:** It always costs +1 extra movement point to use a crossing arrow. Corps, Freikorps and/or Cossacks may not use a crossing arrow if an enemy fleet occupies the surrounding sea area.
- **Cumulative Costs:** These costs are all cumulative. For example, movement across a river into a mountain area containing an enemy corps costs 1 movement point to cross the river, plus 2 more movement points since it is a mountain area, for a total of 3 movement points of the counter's movement allowance expended.

Foraging While Moving

Foraging is performed while corps are being moved. The program will use the lowest forage value that the corps passed through in order to calculate the forage random number.

10.4.2 Land Movement Procedures

Each counter is moved *individually*.

- A corps must cease movement when it consumes its movement allowance or when it enters an area containing an unbesieged enemy corps or depot garrison (not if the area contains only Cossacks, Freikorps, or guerrillas).
- Cossacks and/or Freikorps are not required to cease movement when they enter an area containing enemy forces.
- No counter may be moved into an area that would cost more movement points than the counter has remaining for use.
- There is a stack limitation of 30 counters of any type for each section of a *rural* area.
- Movement may be ended earlier. There is no requirement to move any counter, or for any counter to expend its full movement allowance.

10.4.3 Moving into Cities - Detaching/Absorbing Factors to/from Garrison

There are two sections of a city that units may move into and/or reside in. The program identifies these sections as "Besieging City" for attacking units and "City" for non-attacking units. Each has a stack limitation of 30 counters of any type. Any non-loaned, non-artillery, non-feudal or non-insurrection corps may detach factors as garrisons at, or absorb army factors from, depots and/or unbesieged friendly or vacant cities by reducing or increasing its strength if the capacity is there. There is no movement point cost for doing this.

NOTE: To move into or out of a city and the surrounding rural area, click on unit then click the "Move Unit Into/Out Of City" button. Entry into a friendly city will be indicated by a white box in the upper left of the corps counter. Entry into a besiege box for an enemy city will be indicated by a black box in the upper left of the corps counter.

NOTE: To detach/absorb factors to/from garrison, click on unit then click the "Transfer Factors From/To Garrison" button. The "Unit To Unit Transfer" screen will open, allowing you to use the spin buttons to transfer factors between the chosen units.

Detaching/Absorbing Factors Restrictions

Regular infantry and/or militia factors may not be detached or absorbed in an area containing enemy corps outside a city.

- Minor Free State forces may only detach and absorb their infantry factors to and from cities (they may not garrison depots).
- Detachments cannot empty a corps. All corps must always contain at least one army factor to maintain the corps counter on the map.

Garrison Factors

Garrison factors can be regular infantry and/or militia factors, represented by the placement of a garrison counter in the city or as part of a depot in a city area.

- Cossack, Freikorps and guerrillas may not detach or absorb factors but may still be used to form all or part of a city garrison (they may not garrison depots).
- Corps may form all or part of a city garrison without detaching army factors, so that any types of army factors in such corps could also be a garrison.

City Garrison Capacities

A city's maximum garrison capacity is 5 times its supply value (e.g., a city with a supply value of "4"; it has four spires representing the city graphic on the map), may contain up to 20 army factors. A city may also hold any number of leaders. NOTE: Leaders may only be moved into a city with corps counters.

Depot Garrison Capacity

A depot's maximum garrison capacity is 10 army factors.

- All army factors used to garrison a depot must be of the same Major Power as the depot.
- A depot in a besieged port city does not add any garrison capacity to the city. The port city/depot combination has the same capacity as just the city alone.

10.4.4 Movement from Cities

If a phasing Major Power has corps, Cossacks, Freikorps and/or guerrillas inside a city which is not being besieged, they may be moved directly out of that city into the area surrounding the city and/or continue

normal movement into adjacent areas (if permissible). Moving from a city into its area (or vice-versa) expends no movement points.

10.4.5 Landing from Ships (Disembarking)

Corps being transported on fleets at sea must be "disembarked" into any adjacent land area during their Land Movement Phase or be eliminated. Corps being transported on fleets that moved into a port must disembark in the port's area. When disembarking from fleets located in a blockade box, corps must land in the area containing that blockade box's port. Disembarking exhausts a corps, entire movement allowance for all purposes, and counts the same as having crossed a river for purposes of any combat in that area during the disembarking player's sequence. If an area contains a friendly port that is besieged, counters must disembark directly into the port's area.

 NOTE: Click the fleet that is transporting the unit(s) then click the "Unload Unit" button and click the area to disembark into.

10.4.6 Moving Into an Enemy Depot Area

Ungarrisoned Depot Area

If during movement a corps, Cossack, Freikorps or guerrilla moves into an area containing an ungarrisoned enemy depot, it may elect to destroy the depot and continue moving or destroy the depot and use it for supply (EXCEPTION: If during movement a corps disembarks into an area containing a lone depot, the program will automatically destroy it). Using the depot for supply ends movement in that area and counts as having successfully foraged for supply (with no loss) for that one corps counter.

Garrisoned Depot Area

If an enemy depot is garrisoned, the phasing player must halt movement and fight the garrison.

10.4.7 Moving Into Combat

Enemy Corps or Depot Garrison in Area

If during movement a corps moves into an area containing a depot garrison or enemy corps not in a city, the corps must cease movement and declare an attack.

City Garrison in Area

If during movement a corps moves into an area where enemy corps and/or garrison factors are in a city the phasing corps may continue movement or stop movement and besiege, or not, as the owning player desires. If he decides to besiege the enemy corps and forages for supply, the foraging random number is not reduced due to unconsumed movement points.

Enemy Cossack, Freikorps

If a corps ends its movement in an area containing only enemy Cossacks and/or Freikorps, it must declare an attack; however, a corps may move *through* such an area without stopping or declaring an attack.

10.5 The Supply Check

Only corps and besieged forces must be supplied. Leaders and unbesieged Cossacks, Freikorps, guerrillas and garrisons do not need supply.

- To determine a unit's supply *status*, click on the unit and view the Status Panel.

- To determine the Major Power's current supply *cost*, right click any area on the map and view the Status Panel.

10.5.1 Foraging

"Foraging" represents living off the country. When a corps ceases movement, it may elect (or be forced) to "forage" rather than use depot supply. If it has forced marched or is four or more areas from the nearest depot in a friendly valid supply chain, not adjacent to an invasion supply depot and/or supply source or no money is available for depot supply, then it must forage for supply. For convenience, when the "Auto-Forage" button is used, the program will automatically forage unsupplied besieged units and any other units not at risk for foraging losses, in accordance with the foraging procedure that follows. If a unit is not eligible to auto-forage, then it must be done manually using the "Forage" button. Units that are out of supply will appear on the map with a yellow highlighted border.

NOTE: To auto-forage, just click the "Auto-Forage All Eligible Units" button.

NOTE: To manually forage, click on the unit then click the "Attempt To Forage And Live Off The Land" button.

Foraging Procedure

A random number between 1 and 6 is chosen for each foraging corps after it completes movement. This number may be modified, if any modifiers apply. The modified result is than compared with the forage value of the area with the lowest forage value of all the areas passed through or stopped in, not counting the area in which the corps started (unless the corps did not move and remained in one area), during its movement. If the modified result is equal to or less than this forage value, there is no effect. For each modified point above the forage value, the corps must lose one army factor.

Foraging Modifiers

When a random number is chosen for a foraging corps, the following cumulative modifiers may apply:

- **Other Corps in the Area:** For each other unbesieged corps in the area it currently occupies, whether that Major Power's or not, "+1" is added to the random number result, up to a maximum of "+2."
- **Unused Movement Points:** For each movement point the corps did not use, one is subtracted from the random number. EXCEPTION: The random number is not modified due to unused movement points if the corps is besieging or plans to besiege enemy forces in the area.
- **Forced Marching:** If the corps forced marched, "+1" is added to the random number.
- **Winter:** If it is winter "+2" is added to the random number unless the corps is not in the "winter zone."
- **In Own Territory:** If the corps did not move into an area outside the Major Power's territory this month and is not now in such an area, "-1" is subtracted from the random number.

Foraging Losses

The factor or factors removed for foraging losses may be any in the corps, with these restrictions:

- Any factors that were part of the corps during its movement are eligible to be used for forage losses. If possible, forage losses must come out of the factors actually in the corps when movement is completed.
- Corps counters may be removed as a result of forage losses only if all factors that were part of the corps during its movement are lost to foraging. If only one factor remains after foraging losses are removed, that factor must be in the corps and the corps counter must be left on the map.

- If all corps counters in an area are removed due to foraging losses, any leaders with the removed corps are immediately removed from the map. They may be returned to the map during any later Reinforcement Phase.

10.5.2 Regular (Depot) Supply

After the movement and foraging of corps is complete, any corps that did not forage must now pay for supply. Depot supply, while costing money, prevents army factors being lost. Major Powers may have their forces live off the depots and/or supply chains of their allies, but the controlling Major Power must pay the costs involved. Paying for depot supply is as follows:

Paying for Depot Supply

Any corps in a depot area or which can trace an unblocked route to a depot may use depot supply. Besieged port city garrisons (regardless of size) may also use depot supply (via sea supply). The costs for all corps and separate garrisons are summed and any fraction rounded up, that amount then being deducted from that Major Power's current treasury balance. A Major Power may not use depot supply for a corps if it doesn't have enough money to pay the cost and such corps must instead forage for supply.

- **Corps Depot Supply:** A corps in the same area as a depot being part of a valid supply chain costs $1/2 to supply. Other corps up to three unblocked areas away from a depot pay the number of areas they are away from a depot in a valid supply chain in money points. For example, a corps 3 areas away pays $3 to get supply. The route through the intervening areas traced from a corps to a depot may not be blocked by enemy forces (same rules as for blocking a supply chain).
- **Besieged Port Garrison Depot Supply:** Besieged port city garrisons using sea supply through a depot in the port city cost $1/2 per garrison to supply. Besieged port city garrisons using invasion supply cost $1 per garrison to supply as they are in an adjacent area.
- **Winter Depot Supply Cost Increases:** All supply costs are doubled in winter for corps or garrisons within the Winter zone.

10.5.3 Sea Supply

All or a portion of supply chain can be validly traced across sea areas.

Tracing Sea Supply

In order to trace supply across sea areas, there must be one of a Major Power's depots in *each* of the two friendly controlled ports between which supply is to be traced. The source side of the sea supply chain must contain fleet(s) of the Major Power. Neither port may be blockaded. If these conditions are fulfilled, the ports are valid links in a supply chain. The effect of this is as if the depots were in adjacent areas (regardless of the number of sea areas actually between them) for all purposes including placement of reinforcements. NOTE: Sea supply will not be checked for in newly captured port cities until AFTER the phase in which city control was established.

Blocking Sea Supply

Apart from fleets in the blockade boxes of ports used for sea supply, enemy fleets do not interrupt such a sea supply chain.

Ice Line Supply Effects

Sea supply may not be traced into or out of an area north of the ice line during winter months.

Port City Supply

Depots may be constructed in an unblockaded friendly controlled port even if besieged provided there exists a friendly unblockaded sea supply source.

- This allows forces in that port to live off sea supply (rather than besieged supply).
- This is the only case where depots are considered to be inside the city, rather than in the surrounding area.
- At the end of a player's movement, a depot in a port city is moved into the surrounding area if the city is no longer besieged and the surrounding area is not enemy controlled. If there is already an enemy depot in the surrounding area, the enemy depot is destroyed.
- A depot in a port city is immediately removed when there is no longer an unblockaded sea supply source.

10.5.4 Invasion Supply

A depot may be constructed on a fleet in a sea area and used to provide supply for all corps and/or besieged port city garrisons into all adjacent land areas (but not beyond) at the normal depot supply money point costs.

- Invasion supply can only be used if an unblockaded friendly controlled port that is a supply source or contains a depot that is part of a valid supply chain exists from which supply can be traced to the fleet. NOTE: The depot built on a ship must be that of the same Major Power.
- If the fleet containing the depot should move for any reason, the depot is lost.
- Invasion supply does not allow reinforcements to be placed, nor can it be a link in a chain of supply, it only directly supplies corps in adjacent land areas or besieged port city.
- No more than one depot for invasion supply may be placed in any one sea area.
- Invasion supply is not possible in a sea area north of the ice line during winter months.

10.5.5 Besieged Supply

Unless eligible for sea or invasion supply, besieged garrisons and corps must *individually* check for supply by the foraging method, using the city supply value (which equals the number of spires in the city graphic) rather than the forage value of the area containing the city.

Besieged Supply Random Number Modifier

The foraging random number modifiers are not used for besieged supply. Instead, for every full 5 army factors in the besieged city (regardless of whether the factors are part of a corps or merely a garrison) "+1" is added to the random number, to a maximum of "+ 2." For example, a city with 5-9 army factors would have "+ 1" added to the random number. No other modifiers apply.

Besieged Foraging Losses

For each point of the random number over the city supply value, one army factor of the besieged garrison and/or corps is lost. If all the besieged army factors are lost, any besieged leaders become the prisoners of the besiegers and the besieging forces immediately gain control of the city. NOTE: Unbesieged corps in a city use the forage value of the area in which they are in, not the city supply value.

Besieging Forces

Besieging forces may live off regular supply or forage. If they forage they are considered to have spent their full movement allowance for supply and use the area supply value and normal modifiers.

10.6 Guerrilla Operations

Guerrilla creation and anti-guerrilla operations occur at this time if there is no Land Combat Phase; otherwise, this procedure is checked for at the end of the Land Combat Phase.

10.7 Conquest of Minor Countries

Conquests of minor countries are checked for after all Major Power sequences are completed. Control flags are changed to show the conquest of minor countries and their change of control. The control flags are changed *only* if the capital of the minor country was occupied during the previous month and the conqueror has maintained uninterrupted and unbesieged occupation for the entire current month. A newly conquered minor country is always marked with a conquered control flag.

NOTE: The lapse of war check (6.15) occurs during the Diplomacy Phase. The conquest check occurs at the end of the Land Phase. Therefore, conquest requires having a corps remain within the minor country to prevent lapse of war plus one full month's occupation of the capital. This means from your own Land Phase in which you first occupy the capital through the end of your *next* Land Phase. If the minor capital garrison is eliminated during another player's Land Phase (e.g., the garrison fails to forage), that does not count for your conquest purposes.

11.0 The Land Combat Phase

At the end of all movement and supply in a player's sequence the land combat procedure commences.

11.1 General Rules of Land Combat

If at the end of all movement of the phasing Major Power, enemy forces (excluding guerrillas) occupy the same area as its corps, depot garrison, Freikorps or Cossacks, the phasing Major Power *must* attack in those areas. The phasing side is the "attacker" and the non-phasing side is the "defender." Forces inside cities are not included in field or trivial combat (they may only attack or be attacked via siege combat).

11.1.1. General Sequence of Land Combats

All field and trivial combats may be resolved in any order at the phasing player's option. After a combat is completed, the phasing player's forces may immediately occupy and/or detach factors to occupy any friendly-controlled or vacant city in the area. The phasing player's forces then conduct all siege combats (this can include forces which just took part in a field or trivial combat) in any desired order.

11.2 Field Combat

Field combats simulate open-field battles. Individual field combats may be resolved in any order determined by the phasing player. A combat in one area *must* be completed before commencing another combat. NOTE: Field combats where one side has a 6:1 or better ratio in strength factors are resolved using trivial combat. Each individual field combat occurs in the following order:

11.2.1 Selection of Chits

The attacker selects an Operational Possibilities chit first, and then the defender makes his chit selection. There are different chits for the attacker and the defender, each with its relative strengths and weaknesses (and best counter-chit, as shown in the example below). An outflank chit may be chosen only if a force consists of at least two non-artillery corps (EXCEPTION: The program will allow a depot garrison and one corps, in the same area, to choose the outflank chit).

EXAMPLE:
- **Outflank (Offense):** This is a great chit to choose but depends on the Strategic Rating of your commander and terrain modifiers. (Cordon)
- **Assault:** This is a straight-forward attack and works great against most tactics except Defend. Win or lose, you want casualties. Blood! (Defend)
- **Escalated Assault:** This is like Assault but riskier and more rewarding, with heavier casualties. (Defend)
- **Echelon:** This is a flexible advance and works best if the attacker has an advantage in morale. But results are mixed and depend a lot on your opponent's pick. (Cordon/Outflank)
- **Probe:** Safety play. This is a slow advance, using scouts to identify enemy positions before pushing forward, and works best against Defend. You are better and you know it. (Escalated Counter-Attack)
- **Outflank (Defense):** This is a popular "pro" chit on defense and works very well against most tactics. Expect NAPOLEON to spring a lot of these. (Probe)
- **Counter-Attack:** Seize the initiative! Blood! This is effective against Probe and can also be useful against Outflank <u>if</u> you can win before the attacker's outflank force arrives. (Echelon/Outflank)
- **Escalated Counter-Attack:** This is like Counter-Attack but riskier and more rewarding, with heavier casualties. (Echelon/Outflank)
- **Cordon:** Gain advantage whenever the attacker is crossing water, or catch those sneaky outflankers off-guard! (Escalated Assault/Assault/Probe)
- **Withdrawal:** This is used to avoid battle and depends on the Strategic Rating of the commander. Having a cavalry corps helps. Beware attempting a withdrawal that fails! (Escalated Assault)

- **Defend:** Avoid casualties. This is very effective against Assault and is also a good choice if you are outnumbered. (Outflank/Probe)

Standing Orders Option

Standing orders may be given to a corps prior to the Land Combat Phase by clicking the "Give Unit Standing Orders" button in the top right corner of the Selected Unit Information box. The program handles controlled minor country corps, alone in an area, automatically and will use a random chit (as default) when the controlling player does not pre-select a defensive chit. (See the Operational Possibilities Chart for chit selections.) Players should use standing orders during PBEM games with Quick Combat enabled and when defending against AI.

NOTE: The program will accept outflank for a defensive chit selection but if there is only one corps when a battle occurs the program will override the selection and randomly choose another chit.

11.2.2 Outflank Announcement

If either player or neither player picked the outflank chit, or if the attacking player picked the outflank chit and the defending player picked the cordon chit, skip to section 11.2.3; otherwise, the player who picked the outflank chit must divide his forces into an "outflanking" and a "pinning" force.

Outflanking Force Composition

The player designates part of his force, comprising of at least one corps plus all Cossacks and/or Freikorps, as the "outflanking force" before the other side reveals its chit. These are considered to be "moving around the flank" and are not included for combat purposes (which includes cavalry superiority) until they "arrive." EXCEPTION: Outflanking forces *are* included for determination of the base morale levels.

Pinning Force Composition

The rest of his force is considered to be the "pinning force," comprising of at least one non-artillery corps plus all leaders, all garrison factors on depots, artillery factors and attacking guerrillas. These units will fight until the arrival of the outflanking force.

11.2.3 Reveal Chits

Both players now have their chosen chit revealed and cross-indexed on the Operational Possibilities Chart. If the defender did not choose "Withdraw," skip section 11.2.4 and go directly to section 11.2.5.

11.2.4 Resolve Withdrawals

Any player who chose "Withdraw" now receives a random number to see if his force does withdraw.

Withdrawal Avoids Battle

If the entire force does withdraw, the battle does not take place.

Withdrawal Procedure

If a player has picked the "Withdraw" chit, the program will determine if he successfully withdraws. To be successful, the random number must be less than or equal to the appropriate strategic rating.

- If the opposing side has chosen "Probe," the withdrawal is automatically successful and no random number is necessary.
- If the opposing side has chosen a chit other than "Probe" then the defending player receives a random number, comparing the result to his commander's strategic rating or, if he has no commander, comparing the result to the intrinsic strategic rating. These strategic ratings may be modified by notes on the Operational Possibilities Chart.
- When a side withdraws, the program conducts the retreat and there is no pursuit.

Cavalry Withdrawals

A defending cavalry corps stacked alone or only with other cavalry corps and/or Cossacks/Freikorps has its strategic rating (or that of its commanding leader) increased by "+1" for withdrawal purposes only. If a depot is stacked with the cavalry corps units, the withdrawal still applies EVEN if infantry factors are in the depot.

11.2.5 Reveal Forces/Morale Levels

The program now reveals both forces and determines their final morale levels.

Determining Morale Levels

Morale levels represent a force's "morale" and the higher the number the better (see the National Morale Values Chart). The base morale level is calculated by adding up the products of the number of army factors having the same morale value and dividing this total by the total number of army factors and rounding up to the next tenth of a point. Example: If a force of 51 total army factors has 21 factors at morale "3.0," 20 factors at morale "4.0" and 10 factors at morale "5.0," then this is: 21 times 3 plus 20 times 4 plus 10 times 5 = 193 divided by 51 factors = 3.784 which rounds to a base morale level of "3.78." NOTE: Units have their morale values indicated in the Selected Unit Info Box.

Final Morale Levels

The "final morale level" for each day is the base morale level minus "0.5" for each succeeding day of the combat after the first and any modifiers indicated on the Operational Possibilities Chart. The final morale level is the point at which the force will break. For example, a force with a base morale level of "3.20" will also use that figure for its final morale level on the first day of a combat. On the second day of a combat, the final morale level will be "3.20"minus "0.5" equals "2.70."

Reveal Forces

Both sides have their corps identities, the exact size and composition of their forces and their final morale levels revealed.

11.2.6 Combat Tables

The Operational Possibilities Chart refers each player to a series of three sets of combat tables on the Combat Resolution Chart. One combat table is used per player per "round" for the three rounds for which a combat "day" lasts. The attacker uses those tables designated by "A" in the Operational Possibilities Chart. The defender uses those tables designated by "D." For example, if the attacker selected the echelon chit and the defender selected the counterattack chit, then the attacker's combat tables would be "1-2" (first round), "3-4" (second round) and "2-4" (third round) and the defender's combat tables would be "3-1," "4-1" and "2-1."

Each combat table is identified by two numbers (i.e., "3-1 "). The first number represents the "casualty level" and the second number represents the "morale level" of the combat table. These levels are cross-indexed on the Combat Resolution Chart to find the combat table used for a round of combat. For example, the "1-5" combat table is the one located in the lower left-hand corner of the Combat Resolution Chart.

River Crossing Combat Tables

If *all* of the attacking forces have crossed a river, a crossing arrow and/or disembarked from at sea to enter the combat area, then the river sections (found only in the assault, escalated assault, echelon and probe columns on the cordon line) of the Operational Possibilities Chart are used where appropriate for the first day's combat. If combat continues into a second day, then the normal sections are used.

Outflanking Tables to Use

Until the outflanking force arrives, the first set (labeled "1st ") of combat resolution tables on the Operational Possibilities Chart are used, with the percentage losses caused by the outflanking side being based on the pinning force army factors only. Once the outflanking force has "arrived," the second set (labeled "2nd") of the combat resolution tables are used with each army factor in the outflanking army factors of the force counting as two army factors for the purpose of determining percentage losses. For example, an outflanking attacker has a pinning force of 20 factors with a 10 factor outflanking force and faces a defender who chose the counterattack operational possibilities chit. In the first combat round, the attacker would have 20 factors on the "2-1" combat table and the defender would use all defending factors on the "2-3" combat table. Assume that the attacker loses 4 factors in the first combat round and that the outflanking forces arrive for the second combat round. For the second combat round, the attacker would have 16 factors (left from the pinning force) plus two times 10 factors in the outflanking force equals 20 factors for a total attacking force treated as 36 factors on the "4-4" combat table and the defender would use all surviving defending factors on the "3-1" combat table.

11.2.7 Combat Table Modifiers

The combat table may be cumulatively modified by terrain effects in the area where numbers a field combat occurs, although the casualty and morale level numbers may never be modified above "+5" nor below "-1" regardless of the modifiers that apply. These modifiers are:

- **Forest Modifiers:** In forest areas the casualty level is decreased by "-1" for both sides (e.g., combat table "2-2" becomes "1-2").
- **Mountain Modifiers:** In mountain areas the attacker's casualty level is reduced by "-1."
- **Marsh Modifiers:** In marsh areas the casualty level is decreased by "-1" and the morale level is increased by "+1" for both sides (e.g., combat table "2-2" becomes "1-3").
- **Desert Modifiers:** In desert areas the morale level is increased by "+1" for both sides (e.g., combat table "2-2" becomes "2-3").

11.2.8 Guard and Artillery

Guard commitment and artillery bombardments now take place.

Guard Commitment (Optional)

Before the resolution of a combat round, a player with a guard or grenadier corps may choose to "commit the guard." A player may do this only once per day of combat. Only the phasing player may commit his guard in combat, so loaned corps units are not available for commitment. NOTE: The choice to commit the guard for the second or third round is actually done *after* the resolution of the combat round immediately preceding the second and third round (e.g., to commit the guard for the second round, click the "Guard" button after the first round concludes).

- The effect of committing the guard is to increase the *morale level* used on the Combat Resolution Table by "+1" or "+2." For example, the "3-2" combat table becomes the "3-3" (increased by "+1") or "3-4" (increased by "+2") combat table.
- Only two or more guard factors of French and/or Russian guards may be used to attempt to increase the morale level by "+2." One or more guard factors of Austrian, French, Prussian and/or Russian guard factors may be used to increase the morale level by "+1." Despite these

minimums, all available guard factors of a nationality that is committed must be used for this. British and/or Spanish guard factors may not be committed.

- When a player commits his guard, the program consults the Guard Commitment Table and a random number is chosen. The random number is cross-referenced with the column showing the number of morale levels shifted. The result is the number of guard factors automatically lost (in addition to any that may be lost during the coming combat round).
- If at least one guard factor of the committed nationality is left, then the combat round proceeds, with the modified morale level. The lost guard factors do not participate in the combat round. If all committed guard factors were lost, then the committing side is automatically considered to break without fighting that combat round (although the opposing side still fights).
- If at least one guard factor survives and the combat round is fought with the modified morale level, the other side must be broken during that combat round or the side that committed the guard is automatically considered to be broken.

Artillery Bombardments

The French and Russian Major Powers each have the use of an artillery corps. These have special uses during field and trivial combats. These special uses do not apply during siege assaults or defender attacks.

- In every combat round, the artillery may be used to "bombard" before normal combat is resolved, with the casualties inflicted by bombardment taking no part in later combat. If both sides possess artillery, the bombardment losses are considered to be determined simultaneously.
- The losses removed by bombardment may not be militia, where possible, if the side taking the bombardment losses already has a morale loss of "2.0" or greater.
- Artillery bombardment inflicts only casualties; it has no effect on morale (ignore morale losses when doing an artillery bombardment).
- Artillery always bombards using the "5-5" table, irrespective of the tables being used for the normal combat round. Artillery bombardment is unaffected by any terrain other than marsh (there can be no bombardment in marsh terrain), although the artillery factors still participate in normal combat.
- Artillery also takes part during the normal combat round (i.e., when used for bombardment it effectively gets to fight twice).
- If at any time during a combat round a side (or the pinning force of a side) consists of only artillery factors, that side is automatically considered to break *after* the round is fought.

11.2.9 Combat Resolution

The opposing players each receive a random number between 1 and 6 and cross reference their modified random number on their respective combat tables on the Combat Resolution Chart for each round, applying the result. Combat is considered to be conducted simultaneously so both forces take their losses at the same time.

Random Number Modifiers

The random number can be modified and these modifications are cumulative; however, the maximum cumulative modifier can never exceed "+1."

The Commander Chart

Use the Commander Chart and cross reference the opposing commander's tactical ratings to find the modifiers. For example, if the attacking commander's tactical rating is "4" and the defending commander's tactical rating is "3," then the attacker's random number is modified by "+1." Commander tactical ratings are recalculated after every round of combat (they can change if reinforcing corps or a new reinforcing commander arrives).

Cavalry Superiority

If a side has at least twice as many cavalry factors (including Cossacks and Freikorps) as the other side at the beginning of any round of a field or trivial combat (recalculate the number of cavalry factors present for every combat round), the superior side gets "+1" added to its combat random number. Cavalry factors in an outflanking force are not counted for cavalry superiority until the outflanking force "arrives." Cavalry factors in an outflanking force that has arrived are not counted as double factors for purposes of determining cavalry superiority.

EXAMPLE:

There are several modifiers to combat in EiANW. Modifiers to the combat are applied for each side and consider things like terrain, leader ratings, and troop types. There are two very important things to consider. First, try to use a leader with a good tactical rating. For leaders, the higher the tactical rating the better. Second, achieve cavalry superiority. To do this, you must have double the amount of enemy cavalry or simply have cavalry if the enemy has none. Keeping these two things in mind will increase your chances of winning battles.

Percentage Loss - Types of Casualties

The "percentage loss" ("% LS") result is the percentage of that side's number of army factors that the other side must remove as losses. Losses incurred may be taken in any fashion within the following conditions:

- Where possible, militia casualties may be taken only until (not including) the round in which the cumulative morale loss of the army equals or exceeds "2.0."
- In the round in which a side breaks, one of its losses must be cavalry (any type- regular, feudal, Cossack or Freikorps), if possible.

Morale Loss

The "morale loss" ("MRLS") is subtracted from the other side's final morale level. These are accumulated from round to round.

11.2.10 Victory and Defeat

When a force is eliminated or its total morale loss reaches or exceeds its final morale level, it breaks and must retreat (unless totally eliminated) and may be pursued. The combat is over (except for possible pursuit) and no further combat rounds are resolved. This may occur at the end of any round.

> - If the field combat continues, skip this section and go to section 11.2.11.
> - If the combat is over, continue on with this section.

Winning a Field Combat

A Major Power wins a field combat when the enemy side or an enemy pinning force either breaks or is completely eliminated.

Breaking: When a side's total morale loss equals or exceeds its final morale level, it "breaks" (retreats from the field) and combat ceases after that round has been completed. In the round in which a side breaks, at least one of that side's losses incurred must be cavalry, if possible.

Pinning Force Defeat: If the pinning force breaks or is eliminated before the outflanking force "arrives," then the whole side (including the outflanking force) is considered to be broken and may be pursued.

- If the pinning force is eliminated before the outflanking force "arrives," the program will join the flank force with the pinning force before the all the casualties that would eliminate the pinning force are taken and then the outflanking force is broken and may be pursued.
- If a pinning force is eliminated, any excess casualties caused to that side go on the outflanking force.

Political Points for Winning/Losing Field Combats: The victor now gains political points and the loser loses them (recorded on the Political Status Display). "+1/2" political point is gained or lost for each corps of the defeated side (rounding fractions up) used during any round of that combat (this includes corps in outflanking forces that never arrive, but not reinforcing corps that do not arrive) up to a maximum of "+ 3" political points. For this purpose, a single corps which begins or reinforces a battle with more than 20 factors in it is treated as 2 corps.

- If the victor was commanded by the NAPOLEON leader, they get "+1" extra political point.
- If the loser was commanded by the NAPOLEON leader, they lose "-2" extra political points.

Pursuit after Combat: When a side breaks, the victor may launch a "pursuit" using the victor's cavalry factors. Pursuit procedure is as follows:

Pursuit Class: The "pursuit class" is determined from the Pursuit After Combat Chart by cross referencing the victor's total morale loss in the combat with the number of combat rounds completed. Combats going into two or more days always use the "3+" rounds column. The number found is the "pursuit class number," which is then applied on the Pursuit After Combat Chart. For example, if the victor had a "2.6" total morale loss when the loser breaks at the end of the second combat round, the "2-2.9" line is cross referenced with the "2" column to find a pursuit class "3." EXCEPTION: If a pursuit is ordered against forces withdrawing after a day's combat rather than breaking, automatically use a pursuit class "1" (prior to applying any modifiers).

Pursuit Class Modifiers: The following cumulative modifiers all apply when using the Pursuit After Combat Chart:

- **Cavalry Leader Present:** "+1" is added to the random number if a cavalry leader (denoted by a cavalry leader symbol on the leader counter) is present on the victor's side at the combat even if he was not the commander, so long as at least one cavalry factor of the leader's Major Power takes part in the pursuit.

- **In Forest, Mountain or Desert:** If the combat took place in a forest, mountain or desert area, the pursuit class column used on the Pursuit After Combat Chart is shifted one column to the right of the column indicated by the pursuit class number (a "-1" modification). For example, if the pursuit class number from the Pursuit After Combat Chart is "3" and the combat area is forest, mountain or desert, the shift is from the "3" to the "2" column.
- **In Marsh:** If the combat took place in a marsh area, the pursuit class column used on the Pursuit After Combat Chart is shifted two columns to the right of the column indicated by the pursuit class number (a "-2" modification).
- **No Pursuit:** Any result modified to less than a pursuit class "1" means that no pursuit takes place.

Pursuit Losses: A random number between 1 and 6 is chosen, modified if applicable, and then used with the modified pursuit class column on the Pursuit After Combat Chart. The result is the percentage loss of the total (this does include cavalry factors that were in an outflanking force that did not arrive) cavalry factors in the victor's force inflicted on the broken force. Every loss in the broken force not taken in cavalry (which includes Cossacks and Freikorps) is taken as three non-militia or six militia factors (i.e., 1 cavalry = 3 infantry = 6 militia). If the entire losing force is eliminated by pursuit, the victor captures all leaders.

Retreat after Losing a Combat: The loser is retreated one area by the program. This occurs after pursuit (if any).

- All retreats are made into an adjacent land area that is closest (any closest area, if several qualify equally) to the nearest depot of any nationality in the losing force, or if none is on the map, towards that force's nearest controlled national capital city.
- A retreating force may never be split up.
- If the area retreated to contains an unbesieged enemy corps, Cossack, Freikorps or depot garrison, the force is retreated one more area, etc., until an open area is reached.
- Retreat across a crossing arrow or onto ships is not permitted.
- A force may not retreat into the same area twice in the same retreat.
- A force must surrender (all army factors and leaders in the force become prisoners) if no retreat route is available.

Unusual Field Combat Results: Sometimes field combats may have unusual conclusions.

- **Break and Eliminated:** If a side's forces break in the same combat round in which the enemy forces are completely eliminated then the broken Major Power wins the combat and does not retreat. Political points are gained by the winner (survivor) and lost by the loser of this victory.
- **Both Break:** If both forces break in the same combat round and there are survivors on both sides then neither side wins, gains or loses political points, or is pursued. Only the attacker retreats.

- Combat has concluded, skip to Section 11.2.14.

11.2.11 Reinforcing Attempts

After each round of a combat "day," players may attempt to reinforce from adjacent land areas.

Reinforcing a Field Combat

After each round of field combat, both sides that have corps, Cossacks, Freikorps and guerrillas in adjacent land areas may attempt to reinforce.
- Reinforcement across a crossing arrow or by disembarking is not permitted.
- Forces may not attempt to reinforce if they have already or will take part in another combat this same Major Power sequence.

- Besieged corps, Cossacks, Freikorps or guerrillas (for an attacker) in a city in the same area to the field combat may *not* attempt to reinforce.

Reinforcing Procedure

If the reinforcing forces have a leader with them, the leader's strategic value is used when checking to reinforce with all the corps in that area as a single unit, otherwise each corps receives a random number between 1 and 6 and separately checks using their intrinsic ratings. The strategic rating or less, needs to be received for a random number to reinforce.

Strategic Rating Modifiers for Reinforcing

A reinforcing commander's or corps' strategic rating is reduced by "-1" if it occupies a mountain, forest or marsh area, or wishes to reinforce across a river. The reductions are not cumulative. The maximum reduction never exceeds "-1." A reduction may result in corps being unable to reinforce at all.

Pinning Force Reinforcements

Any friendly forces that reinforce a battle on a side with a pinning and an outflanking force are attached to the pinning force, not to the outflanking force.

Using Reinforcements

A side's final morale level is not changed due to the arrival of reinforcements but its cavalry factors (not doubled for this purpose) are counted for determining cavalry superiority and all of its army factors may be added to the side's army factors for determining percentage losses on the enemy. A reinforcing leader may take command.

11.2.12 Arrival of Outflanking Forces

After the first and second combat rounds of the day, the program will check for the arrival of outflanking forces.

Outflanking Force Arrival

At the end of the first round of combat the outflanking player receives a random number between 1 and 6 and compares the number to the commander's strategic rating.

- If the random number is less than or equal to the commander's strategic rating, as modified (all modifiers are cumulative) by terrain and notes on the Operational Possibilities Chart, the outflank is successful and the outflanking forces "arrives;" otherwise, the outflanking force must check again for possible arrival at the end of the 2nd round.
- For outflanking, commanders' strategic ratings are reduced by "-1" if the area is a forest, mountain or marsh.
- The strategic rating of a commander is increased by "+2" at the end of the second combat round.

Withdraw versus Outflanking

If the opposing side chose the outflank chit and the outflanking force does not arrive after the first round, all remaining corps of a withdraw chit side are withdrawn successfully before the second round is fought. This is handled as a normal withdrawal and there is no pursuit.

> - If this is not the third round of the day, return to Section 11.2.6 and use the combat tables appropriate for each combat round.

11.2.13 "End Of Day" Withdrawal or Additional Combat

At the conclusion of three combat rounds (i.e., one combat "day"), if neither side has been eliminated or broken, the players have the choice to continue a battle or to end it.

Withdrawing after a "Day" of Combat

Either one or both sides may automatically withdraw if that was their choice. These withdrawals are handled as per losing a combat. If both sides choose to withdraw, both must leave the area and there are no pursuits. Since no one was defeated, no political points are gained or lost from the combat.

New "Days" of Combat

If both players chose to fight, the combat goes into a further day (three rounds more). Return to Section 11.2.1 and new Operational Possibilities chits are chosen.

- The final morale levels used are those of the first day less "-0.5" for each succeeding day plus any Operational Possibilities Chart modifiers. Final morale levels are otherwise not re-calculated even if reinforcements arrived.
- Any outflanking forces that have not yet arrived rejoin the pinning force "overnight," so that all forces are once again united at the start of each day. Possible reinforcing forces do not arrive overnight.

11.2.14 Depots after Field Battles

If there is an enemy supply depot in an area with only friendly forces remaining after combat, then that supply depot is destroyed.

11.3 Trivial Combats

Combats in which one side initially consists solely of garrison factors on a depot, Cossacks, Freikorps and/or guerrillas not in cities must be resolved using trivial combat. Field combats where one side has a 6:1 or better ratio in strength factors are also resolved using trivial combat.

- Trivial combats are resolved similarly to field combats, but the procedure is much simplified. No operational possibilities chits are chosen, but commander and cavalry superiority modifiers are included as for field combats.
- Combat is fought using the "5-2" combat table for both sides for all three combat rounds, subject to modification for terrain and guard commitment. Additional "days" of combat may be fought using trivial combat.
- Any type of factor may be removed as a casualty, at the controlling player's option, during any round of a trivial combat.
- The normal field combat methods of determining final morale values, breaks, retreats, withdrawals at the end of a "day" and pursuit rules are followed. Depot and city garrisons cannot retreat and losing survivors that break must surrender if not eliminated by a pursuit.
- No political points are gained or lost in trivial combats.

11.4 Sieges

Sieges represent the surrounding and reduction of garrisoned enemy cities. A Major Power's corps may besiege any occupied city in territory controlled by a Major Power or minor neutral with which it is at war or any city occupied by enemy troops wherever it is located. Depot garrisons may never take part in sieges. The forces besieging a city are the "besiegers," and the garrisons inside the city are the "defenders." A phasing force that just attacked and won a field or trivial combat in an area may then besiege an enemy city in that same area *if* all corps in the phasing force used depot (regular, sea and/or invasion) supply, and/or did not use unused movement points to modify a foraging random number.

11.4.1 Besieger Assault Attempts

A besieging Major Power may elect to launch "assault" attempts. For assault attempts a random number between 1 and 6 is chosen and the result is referenced to the Siege Table.

Assault Attempt Modifiers

The random number for assault attempts is cumulatively modified as follows:

- **City Siege Value:** The city siege value (the number of "forts" in the city graphic on the map) is subtracted from the random number.
- **Undergarrisoned:** "+1" is added if the city is not garrisoned to within 5 factors of the city's garrison capacity. For example, if the garrison capacity is 15, one will be added if there are 9 or less factors in the city.

Assault Attempt Results

Standing orders may be given to a garrison, for when there is a breach result during a siege assault, by clicking the "Give Unit Standing Orders" button in the top right corner of the Selected Unit Information box.

The results from the Siege Table are resolved as follows:

- **Sortie?:** If "sortie?" is the result the defender may elect to "sortie" (in a sortie a besieged force would launch a limited surprise attack on the besiegers) out against the besieging force. In a sortie, the defending player receives a random number between 1 and 6. On a random number of "5" or "6" the defender loses one army factor, and any other result is a one army factor loss to the besieger. If the defender chooses not to sortie, nothing happens.
- **NR:** No results. Nothing happens.
- **Breach:** If "breach" (indicating that a gap has been blown through the defender's walls) is the result on the Siege Table, the following may be done:
  - o **Surrender:** The garrison may surrender (all become prisoners). There are no political points gained or lost for surrender.
  - o **Assault:** If there is no surrender, the besieger must fight and assault the city.

Assault Combat Resolution

These combats simulate attempts to "storm" a city by an assault through a breach. Assault combat is resolved similarly to trivial combat but is even more simplified.

- The besieging forces fight on the "5-1" combat table and the defenders on the "5-2" combat table of the Combat Resolution Chart for a maximum of three rounds (assault combats never last more than one "day") with no modifications for terrain, leaders and/or cavalry superiority. All available factors on both sides must participate. There are no pursuits and assault combats may not be reinforced.
- Final morale levels are determined as per Section 11.2.5.
- Any type of army factor may be removed as a casualty, at the controlling player's option, during any round of an assault combat.
- If the besieger loses or does not win (break or eliminate the defenders) within three rounds, the siege is resumed with no further combat this player sequence.

- If the besieger wins (the defender is eliminated or broken), then the city is captured and all surviving army factors and leaders are surrendered.

Political Points For Siege Assault Combat Winners

If the assaulted city contains a corps and/or is a "fortress" (has one or more fort), the defender gets "+1" political point if the besieger loses (is eliminated or broken) or does not win within three rounds, and the besieger gets "+1" political point if the city is captured. No political points are ever lost on either side, regardless of the outcome and none are gained if the city has a no corps and is not a fortress (has no forts). If the attacker wins the assault then they may garrison the city.

NOTE: An auto-garrison feature will automate the garrison placement at the end of a siege. You can set this garrison size in the Current Nation Panel on the right side.

11.4.2 Defender Attacks Besieger

Defenders may attack besiegers during the defending player's sequence of a Land Combat Phase, if desired.

Garrison Attack Combats

These combats simulate a city garrison attacking the besiegers and are resolved similarly to siege assault combats.

- If the defending garrison chooses to attack, the defending Major Power uses the "5-1" combat table and the besieger uses the "5-2" combat table on the [Combat Resolution Chart](#) for a maximum of three rounds (garrison attack combats never last more than one "day") with no modifications for terrain, leaders, or cavalry superiority. There are no pursuits and these combats cannot be reinforced.
- Final morale levels are determined as per Section 11.2.5
- Any type of army factor may be removed as a casualty during any round of a garrison attack combat.
- If the defending force loses or does not win (break or eliminate the besiegers) within three rounds, the siege is resumed, unless the combat eliminates every army factor in a garrison, in which case the city is captured.
- If the defender wins, the besieger retreats in accordance with the retreat after combat rules, but may not be pursued, and any previously besieged corps may, if desired, be immediately moved out of the city into the surrounding area.

Political Points for Garrison Attack Combats

There are no political points gained or lost for garrison attack combats.

11.5 Removal of Corps

At the end of a day's combat, when all casualties are removed, excess corps counters emptied by losses may also be removed from the map. This may cause a change in a commander's tactical rating for the next day's combat.

11.6 Third Party Combat Resolution

To resolve combats using a third party system (i.e., a miniatures gaming system or another game system), ensure that the "Third Party Combat Resolution" option is enabled at the start of the game. The goal of this option was to give the miniature gaming world and the EiA community some common ground to play both at the same time. It is not designed for any particular miniature system, but mainly designed to be general enough for most miniature systems.

11.6.1 Creating a Battle File

During the Land Combat Phase, when you click an area with a battle to be fought you should see a menu of options:

- You can create the battle file.
- You could still use the standard EiANW combat system.
- You could cancel and come back to this battle later (Canceling does not eliminate the battle. You will still have to resolve the battle before ending the Land Combat Phase).

11.6.2 Editing the Battle File

When you select the "Create Battle File" option, the game will create an .EIA text file in the BATTLES subdirectory. In the example shown above, the battle of Venice will generate a file named "Battle of Venice.eia." You can open and edit this file with Notepad or any text editor. This file has all of the variables of the battle.

Two excerpts of the battle file are provided to show how to designate a winner and how to change the force levels:

> Battle of Venice
> January, 1805
> #System field lines (Lines that EiA for PC read) begin with "~"
> #Comment lines begin with "#" and are optional
> ~aa647
> ~bb0
> #Nation IDs. To indicate winner, use ~w and nation's number ident
> #Examples:
> #~w0 will enable nation 0 (attacker) to win
> #~w1 will enable nation 1 (defender) to win
> #~w255 will enable a tie
> ~0France
> ~1Austria
> #Fill winner in below

~w

#Unit info format:
#~uUnitname with Tactical and Strategic numeric values
#~eNumber of guard factors
#~iNumber of infantry factors
#~mNumber of militia factors
#~cNumber of cavalry factors
#~aNumber of artillery factors
#~hNumber of heavy ships
#~lNumber of light ships
#~tNumber of transports
#Change these numbers to reflect new force levels
Attacker Forces (France) Morale 4.05

The file may look complicated but is simple to edit. You only need to indicate the winner, or a tie if applicable. To designate France as the winner in the example above, change the "~w" line to "~w0", and this will enable nation 0 (France) to win. "~w1" would enable Austria to win, and "~w255" would enable a tie. Then change the force levels of individual units with the factors that are remaining after combat (NOT the casualties, just what is left). If a corps is eliminated then zero all factor lines. NOTE: At present there is no compensation for reinforcements. When you are completed editing the file, then save the battle file as a .RES (result) file in the BATTLES subdirectory.

For example, suppose the Austrian III Corps with 15 infantry and 1 cavalry as shown in the battle file excerpt below suffers 12 infantry and 1 cavalry losses during the third party combat resolution:

> # Defender Forces (Austria) Morale 3.37
> ~u230III corps T:1 S:1 M3.06
> ~e0
> ~i15
> ~m0
> ~c1
> ~a0
> ~h0
> ~l0
> ~t0

The Austrian III Corps would have 3 infantry and no cavalry remaining after combat. To make these changes in the battle file, change the "~i15" line to "~i3" and the "~c1" line to "~c0". Ensure that you are making the changes to the appropriate unit and not another unit. Do this for each individual unit involved in the battle. Then save the battle result file as "Battle of Venice.res". Until you load the battle results file back into the system, you can basically do nothing in the game to resolve the battle and continue playing.

11.6.3 Loading the Battle Results File

Once you have edited the battle file and saved it as "Battle of Venice.res", then the game will see the results file in the BATTLES subdirectory. When you click the battle area again, you should see a menu allowing you to load the results file:

When you select the "Load Results File" option from the menu then the game will load the results file. The current factor levels in the corps for both sides will be from the results file. Now the game will apply retreat to the loser, update morale levels, and post political point (PP) losses and gains, just like the standard EiANW combat system. The Status Panel will show the battle results:
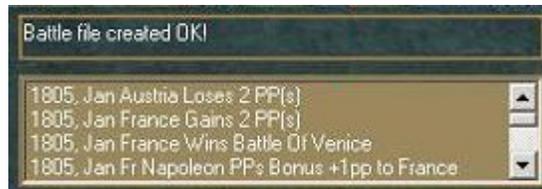
12.0 The Economic Phase

During this phase, which occurs *only* at the end of the March, June, September and December months, money and manpower are collected and certain expenditures are made. The Economic Phase order is: Great Britain, Spain, Prussia, Austria, Turkey, Russia, and France.

NOTE: Click to Review Turn's Income for any month, not just during an Economic Phase.

NOTE: AI opponents receive the following bonuses at the beginning of each Economic Phase:

- **Easy AI:** Receives a 5% bonus on manpower and money.
- **Medium AI:** Receives a 15% bonus on manpower and money.
- **Hard AI:** Receives a 25% bonus on manpower and money.

NOTE: AI-controlled Major Powers will only receive half bonuses if their capital is under unbesieged control by a human player OR under an enforced peace with a human player.

12.1 Victory Points Tally

Each Major Power receives the victory points specified for the position at which it is located on the Political Status Display. For example, if the Austrian political status was at 23, Austria would receive 6 victory points.

12.1.1 Recording Victory Points

Victory point changes are recorded on the Victory Points Status display to show the new percentage of the total points required to win. The current victory points total for each Major Power are shown below each nation's name, and can also be found in the upper left corner of the Current Nation Statistics box. NOTE: For PBEM games, successful bids for Major Powers are added to the total needed on the Victory Points Display.

12.1.2 Possible British Change in Victory Points

The British player has the option of spending up to one third of the victory points he gained this quarter to subtract that same number of victory points from the total victory points of any ONE Major Power with which Great Britain is currently at war. This is done instead of Great Britain gaining those victory points.

A Major Power collects no taxes at all (except for its minor Free States) if its national capital city (or, in the case of Russia, if either Moscow or St. Petersburg) is occupied by unbesieged enemy factors.

Money Collection by Trade

The trade money due a Major Power is determined by adding together all of the domestic trading values of its ports. The domestic trade money due a controlled minor Free State is similarly and separately figured. Great Britain may trade with any eligible ports, but only if the Major Power controlling the port also wishes to trade (see Diplomatic Reactions Screen).

Domestic (Normal) Trade: All domestic trade is considered to be done with Great Britain. When an eligible port does trade, Great Britain receives the first trading value amount listed for its trade and the controlling Major Power gains the second trading value amount; the third value is the harbor defense.

- A port is not eligible for trading (domestic or overseas) if it is blockaded, besieged, or occupied by an enemy Major Power other than the Major Power controlling the province or minor country in which the port lies.
- Ports north of the ice line are not eligible for trade in the last (December) Economic Phase of a year.
- A Major Power may not trade using any port in a province or minor country if that province or minor country's capital city is occupied by unbesieged enemy factors.
- A Major Power may not conduct any trade (except through eligible controlled minor Free State ports) if its national capital city (both Moscow and St. Petersburg for Russia) is occupied by unbesieged enemy factors. A Major Power at war with Great Britain may not conduct any domestic trade.
- Great Britain may trade with ports in minor neutral countries, with no Major Power earning the second amount.
- Great Britain may trade with eligible ports in provinces and minor conquered countries it controls, gaining both values. Great Britain may also trade with eligible ports in minor Free States it controls, gaining the first amount, the minor Free State gaining the second.

Overseas Trade: This represents trade with nations and colonies not shown on the map.

- **British Colonial Trade:** Great Britain receives an additional $30 (only $15 while at war with the U.S.A.) for trade with its colonies.
- **American Trade:** American trade represents European trade with the American continents.

American Trade Value: Each Major Power other than Great Britain may trade with America, receiving twice the second domestic trading value of any one port eligible (must use the one with the highest possible domestic trading values) for domestic trade, which it controls. This port may not be in a controlled minor Free State but may be in a controlled conquered minor country. It does not matter if this port is also used for domestic trade with Great Britain. Minor Free States have no separate American trade.

Stopping American Trade-War with the United States: If Great Britain is at war with another Major Power(s), it may elect during this time to automatically stop that Major Power(s) from trading with America.

 NOTE: Click nation area then click the "Stop USA Trade" button.

- If Great Britain stops the American trade, Great Britain gains the value of the American trade it stops.
- If this is done, the British player receives a random number between 1 and 6. This roll is done once each Economic Phase!

- If the random number is equal to or less than the number of Major Powers denied trade with America by Great Britain, Great Britain's actions are considered to have started a war with the USA. Great Britain immediately loses $15 and loses $15 of its colonial trade every following Economic Phase while it remains at war with the USA. While Great Britain is at war with the USA no Major Power may trade with America. The war with the USA lasts until Great Britain ends it by choosing to lose "-5" political points during any Diplomacy Phase. There may be more than one war with the USA during the course of a campaign game.

Spanish Gold: Spain receives money from a yearly gold convoy from Spanish overseas colonies. A random number between 1 and 12 is chosen on the [Spanish Gold Convoy Table](#) during the September Economic Phase *only* and the amount indicated is received in money points.

- If Great Britain is at war with Spain at this time, modify the random number by "-2." A modified random number of less than "2" results in there being no gold for Spain this year; instead, Great Britain has captured the gold convoy and gets $15 for the capture.
- If all Spanish-controlled ports are blockaded and/or if no ports are Spanish-controlled or unoccupied by enemy forces, then there is also no gold convoy, although there is also no random number used in this case.

The Effects of Piracy and Anti-Piracy Operations (Optional)

The program will automatically check each nation, for the effects of piracy on trade, at the beginning of the Economic Phase.

Piracy: For each light fleet conducting piracy, a random number 2 through 12 (2d6) is chosen and the following cumulative modifiers may apply:

- "+1" for a Privateer *fleet* of five or more ships that spent *all* three months of the quarter participating in piracy operations.
- "+1" for every five Privateer ships participating in piracy operations.
- If the modified result is greater than 7, then $1-5 is taken from the target Major Power up to the maximum trade value for that Major Power.
- The total trade value taken from any target Major Power cannot be reduced below zero, with a negative value being treated as zero.
- The nation operating the Privateer gets nothing – never trust a pirate!

Anti-Piracy Operations: For each light fleet conducting piracy against defenders, a random number 2 through 12 (2d6) is chosen and the following cumulative modifiers may apply:

- "+1" for every five Privateer ships participating in piracy operations.
- "-1" for every five defending ships participating in piracy operations.
- If the modified result is greater than 7, then the defending fleet(s) (randomly chosen) loses 1-3 ships.
- If the modified result is less than 7, then the Privateer fleet loses 1-3 ships.

Located in the Instability/Fiasco Zones

If, during the money collection calculation of an Economic Phase, a Major Power's political status is in the Instability or Fiasco Zones *and* there is an Economic Loss Number ("ELN") in the box, the program will choose a random number between 1 and 6 for that Major Power. No random number event is necessary if there is no ELN in the box. If the random number is not greater than the economic loss number then only half the available Major Power money and manpower values are collected by that Major Power (rounding fractions up) and its minor Free States collect only their printed values, not the normal doubled amounts. The value of trade is unaffected.

12.2.2 Manpower Collection

Each player totals the manpower due to him from Economic Manipulation (this may be negative), from friendly controlled home provinces and conquered minor countries only. Manpower is not collected from ceded enemy provinces or from a controlled province or minor country whose capital city contains unbesieged enemy factors. The presence of an unbesieged enemy in the national capital of a Major Power does not affect the collection of manpower except for the capital's province.

Forced Surrender due to Civil Disorder

If, during any Economic Phase, a Major Power can collect no home nation manpower, then that Major Power goes into "civil disorder" and *must* sue for and accept *any* type of peace during the next Peace Step with all Major Powers they are at war with. EXCEPTION: AI opponents use different criteria to determine Civil Disorder (see section 6.4.3).

12.2.3 Minor Free States Money and Manpower Collection

Minor Free States gain double the money and manpower values printed on the map. To this is added the money value of any domestic trade with Great Britain. Minor Free States do not trade with America. This money and manpower is used exclusively for purchases and maintenance of that minor's forces. Any wastage is lost. The controlling Major Power may give money to a minor Free State. If the capital city of a minor Free State is occupied by unbesieged enemy factors, it gains no money (including trade) or manpower.

12.3 Lending and Receiving Money

Major Powers may give and/or receive money to/from another allied Major Power. Controlled minor Free States may only receive money from Major Powers. Money can be given to another allied Major Power during any Diplomacy Phase; the amount is immediately subtracted from that Major Powers treasury but will not be received by the ally Major Power until the next Economic Phase. Money that changes hands is added or subtracted from the treasury. Manpower may not be loaned or given away at any time. Allies that "nag" too much for money will cause a nuisance penalty of "-1" political point.

  NOTE: To give money, click on the nation area and then click the "Give Money" button.

12.4 Economic Manipulation

12.4.1 Occupied Home Nation Capitals

If a Major Power home nation capital is enemy occupied and unbesieged during an Economic Manipulation procedure, the Major Power without a capital may not collect money, or carry out any previously set economic manipulation, or set any new economic manipulation ("0" is default). Instead, the Major Power's political status will be adjusted on the Political Status Display to show the following deduction of political points: "-3" for London or Paris occupied; "-2" for Berlin, Constantinople or Vienna occupied; and "-1" for Madrid, Moscow or St. Petersburg occupied. For Russia, this is "-1" political point per capital (Moscow and/or St. Petersburg) occupied.

12.4.2 Returning Removed Leaders

The program will determine if a removed leader (removed as a result of peace condition C.6 - Remove One Leader) can be returned to active duty, or the player may elect to drop political points at this time to ensure the return during the next Reinforcement Phase (see 13.8.3).

12.4.3 Economic Manipulation (Optional)

Economic manipulation simulates the ability of a Major Power to control its economy to gain the additional political points, money or manpower that are needed. Performing economic manipulation consists of first recording changes from the last economic manipulation setting and then resetting the Economic Manipulation Display for the next economic manipulation. The setting is always "0" at the start of a campaign.

Setting Economic Manipulation

The owning player sets the economic manipulation position to any numbered square on the Economic Manipulation Display. This position specifies the Political Status modifier and amount of money and/or manpower to be gained or lost in the next Economic Phase.

NOTE: Click the Economic Manipulation display button to view the following screen:

12.5 Money and Manpower Expenditure

Money and manpower are used to pay expenses and for building/recruiting new ships and/or army (regular infantry and cavalry, militia, guard and/or artillery) factors. Minor Free States pay their own maintenance, at the same rates. If the minor Free State cannot pay, the Major Power controlling the minor Free State must pay. Any Major Power that becomes "bankrupt" during this time loses "-3" political points.

12.5.1 Maintenance

This represents the expense of counters already on the map. If there is insufficient money for the maintenance of all counters, the Major Power pays all available money and becomes bankrupt. This has no effect on the counters on the map.

- **Corps Maintenance:** For each corps of any type and at any location a Major Power has on the map (not including minor Free State corps, which are paid for separately) it expends $1 in maintenance.
- **Fleet Maintenance:** It costs $1 for each fleet located in a port or blockade box and $5 for each fleet located in a sea area. NOTE: Privateers do not pay for maintenance.
- **Depot Maintenance:** For each of its depots on the map a Major Power expends $1 in maintenance.

12.5.2 Formal Debts

Major Powers now pay off any "formal" debts required through peace terms. If there is insufficient money for this the Major Power pays what there is and becomes bankrupt (if not already so). Players may now also choose, but are not obliged, to pay any informal debts.

12.5.3 Expenditure on Forces

Major Powers may spend remaining money on army factor or ship purchases (see the Purchase/Cost Chart). For example, using $3 and two manpower points could purchase an infantry factor.

NOTE: To build land forces click on the nation area and then click the "Build Land Forces" button.

NOTE: To build ships click on the nation area and then click the "Build Ships" button.

- Minor Free States make separate purchases using their own money and manpower.
- Any excess manpower is lost (except for Prussia, which may save manpower, though its controlled minor Free States may not). NOTE: For Prussia only, the Show Selected Nation Information box also shows its saved manpower.
- The purchase of army factors and ships and their date of arrival on the map as reinforcements are recorded and displayed in the Current Nation Statistics window.
- Neither the Turkish Major Power nor minor Free States may build militia infantry. Insurrection, feudal troops, guerrillas, Cossacks or Freikorps are not built at this time. Turkey may not build any guard factors and only France and Russia may build artillery factors.
- All ships and factors purchased during this time are placed on the map as reinforcements during the Reinforcement Phase(s) after the required number of months have passed (based on the "Time" column on the Purchase/Cost Chart) following the purchase of the factors. For example, an infantry factor (which requires three months to build) purchased during the March 1806 Economic Phase is placed on the map during the June 1806 Reinforcement Phase.
- When ships are purchased, the exact port or ports where these ships will become available when completed must be chosen (their building is common knowledge). These ports are the only ones where these ships can become available as reinforcements.

12.5.4 Expenditure on New Corps and Fleet Counters

Major Powers and their controlled minor Free States may purchase fleet and corps counters from the counter pool by paying $1 per counter. These counters must be placed on the map within the next three months (the next quarter) or they must be again purchased on another Economic Phase before they can be placed on the map. Turkish feudal, Austrian insurrection and the Austrian Tyrol corps that are not on the map at this time do not have to be purchased. Only available fleet and corps counters may be purchased as "new" counters. Counters currently on the map may not be purchased to be available for immediate return to play as "new" counters should they be eliminated.

The Counter Pool

This is where you will find *all* the available units for a Major Power. (NOTE: Minor countries have their own counter pool that is accessed by clicking the button found at the top right corner of the Selected Nation box.) A green border around the counter (highlighted) means the counter is ready to be placed on the map as desired. Click on the counter(s) you wish to place on the map (they will be now highlighted in red), right-click to leave this screen and place chosen units on map by left-clicking the desired area.
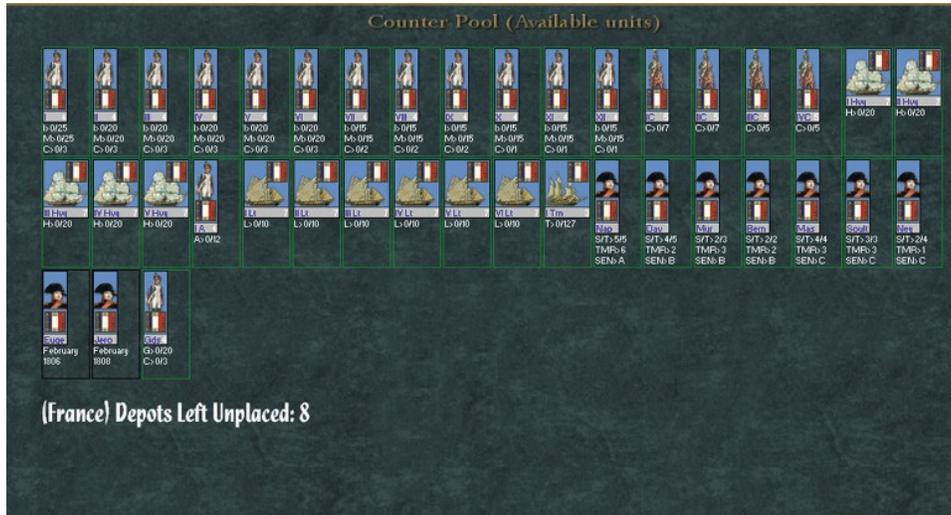
12.5.5 Surplus Minor Free State and Kingdom Money or Manpower

Any remaining unused money or manpower points belonging to minor Free States and Kingdoms are lost.

12.5.6 Surplus Major Power Money or Manpower

Any remaining money points belonging to a Major Power are available for use to meet any of that Major Power's expenses (i.e., building depots, using depot supply, etc.) during future months. Prussian manpower points can also be saved but those of other Major Powers are lost if not used.

NOTE: Players should reserve sufficient money for unit supply costs and other expenses during the upcoming quarter.

12.6 Political Status Adjustment

Each player checks the box on the Political Status Display containing his political status marker and gains or loses the political points specified by the value of the Political Status modifier in the box. Where this is a positive number, this is a political points gain and the marker moves to the right; where the number is negative, this is a political points loss and the marker moves to the left. Players may not transfer political points to one another.

12.7 Ceding Minor Countries and Provinces

Each player may decide which controlled minor country or ceded province he wishes to "cede" (change control) to another *allied* Major Power. When such territories are ceded as a result of a peace settlement rather than of a player agreement, the territory is instead ceded at the moment peace is declared.

NOTE: Click the area then click the "Cede Province Or Minor Country" button.

- Unceded home nation provinces may not be ceded at this time. They may only be ceded as part of a formal (conditional or unconditional surrender) peace settlement.
- Territory ceded during this time may only be ceded to allies. No individual Major Power may cede more than one minor country or ceded province during the same Economic Phase.
- A territory may not be ceded while it contains any forces of a Major Power at war with the controlling Major Power or, in the case of a minor country, separately at war with that minor country, unless it is ceded to that Major Power with forces inside that territory.
- Ceding a territory during this time costs the ceding Major Power "-1" political point.

- When a minor Free State is ceded, the new controlling Major Power accepts it as a conquered minor country.
- A ceded province that is ceded back to its original home nation becomes an unceded province again. A ceded province that is ceded to any other Major Power remains a ceded province.

12.8   New Political Combinations – Kingdoms

Kingdoms may be created at this time if the sufficient provinces and minor country components have been obtained by a Major Power. The Kingdoms available and their component requirements are as follows:

12.8.1 The Confederation of the Rhine

Only Austria, France and Prussia may create the Confederation of the Rhine.

Confederation of the Rhine Components

In order to create the Confederation of the Rhine, a player needs *any* combination of 15 components from the following list of possible components: Ansbach, Baden, Bavaria, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Lausitz, Magdeberg (prov), Mecklenburg, Munster, Nassau, Oldenberg, Saxony, Swabia, Thuringia, Tyrol (prov), Wurttemburg, and Wurzburg.

 NOTE: To create The Confederation of the Rhine, click on any component area and then click the "Create Kingdom" button.

- The Confederation of the Rhine can never be created by one Major Power, even if all other requirements can be met, if the Confederation of the Rhine is still in existence with another Major Power's Free State flag.
- Any purchases made for a Free State minor country *before* it becomes a component of The Confederation of the Rhine is lost when the Kingdom is created.
- Once created, the Confederation of the Rhine is generally treated as a normal minor Free State. The money and manpower of its component parts are doubled in value and used for the usual purposes.
- The component parts of the Confederation of the Rhine are still treated as separate minor Free States and ceded provinces for purposes of conquering it. However, as long as the Confederation of the Rhine's controlling Major Power still controls at least one component minor country with corps, the Confederation of the Rhine still exists (consisting of whatever territory remains).
- If the last component minor country with corps of the confederation goes neutral, is ceded or is conquered, the confederation will cease to exist and become separate parts (either neutral or controlled, as the case may be) again.
- If the Confederation of the Rhine's territories are ceded, either voluntarily or as a peace condition, they are ceded as separate minor countries and/or provinces. If the confederation is gone, then it must be recreated to exist again.
- The Confederation of the Rhine is worth "+2" political points to create. Individually gaining or losing parts of it gain/cost the usual political points for conquering/losing minor countries/provinces.
- The following minor countries will have their infantry corps movement allowance increased to "4" when they become components of a French controlled Confederation of the Rhine: Baden, Bavaria, Hanover, Hesse, Saxony, and Wurttemburg.

12.8.2 Poland (Grand Duchy Of Warsaw)

Any Major Power may create Poland.

Poland Components

Russian, Austrian and Prussian provinces marked on the map with a *"(P)"* are the available Polish components.

The following is *required* in order to create Poland: Masovia (Capital) and any ONE of the following: Danzig, East Galicia, Lithuania, Podolia, Polesia, Posen, Volhynia, West Prussia, West Galicia, and White Russia.

NOTE: To create Poland, click on Masovia and then click the "Create Kingdom" button. The program will add all the available components owned by the Major Power at the time of creation.

- Once created, Poland is a normal minor Free State of whatever size that has been determined and the combined money and manpower values of its component provinces are doubled in value (as in any minor Free State and used for the usual purposes).
- The Polish minor Free State may only be conquered by the unbesieged occupation of Warsaw for a month (Polish provinces may not be individually conquered), after which the provinces that were part of the Polish Free State are considered unceded provinces, if controlled by their home nation Major Power, or ceded provinces, if controlled by another Major Power.
- The conquering Major Power may, if desired, again declare Poland a minor Free State during any later Economic Phase.
- If Poland is ceded, either voluntarily, or as a peace condition, it must be ceded as a unit. The controlling player may not separate individual Polish provinces for individual ceding or other purposes. When ceded, the component provinces become ceded and/or unceded provinces, depending on the controlling Major Power.
- Poland is worth "+1" political point to create or to conquer (capture Warsaw). The loss of a controlled Poland costs "-1" political point, whether to conquest or by ceding to an ally.

12.8.3 The Ottoman Empire

The Ottoman Empire can be only be created by France, Great Britain, Spain or Turkey. The Ottoman Empire consists of the minor countries of Algeria, Cyrenica, Egypt, Morocco, Palestine, Syria, Tripolitania and Tunisia. If France, Great Britain, Spain or Turkey controls *any* six of these (all possible minor countries that the Major Power controls must be incorporated), then the Ottoman Empire may be declared by the controlling Major Power.

NOTE: To create The Ottoman Empire, click on any component area and then click the "Create Kingdom" button.

- The Ottoman Empire can never be created by one Major Power, even if all other requirements can be met, if the Ottoman Empire is still in existence with another Major Power's Free State flag.
- Any purchases made for a Free State minor country *before* it becomes a component of the Ottoman Empire is lost when the Kingdom is created.
- Once created, the Ottoman Empire is generally treated as a normal minor Free State. The combined money and manpower of its component parts are doubled (as in any minor Free State) in value and used in any desired way for the usual purposes. The combined money and manpower may be used to purchase army factors for the corps or garrisons of any of the component minor countries with corps. Garrison factors from the Ottoman Empire may be placed anywhere within its territory. In addition, there are extra advantages for a Turkish-controlled Ottoman Empire, as follows:
  - **Improved Morale:** If Turkey controls the Ottoman Empire, the morale value of every Ottoman Empire corps becomes "2.0" for infantry and "3.0" for cavalry.
  - **Tribute:** If Turkey controls the Ottoman Empire, at the conclusion of the December Economic Phase, any unspent Ottoman Empire money points are added as "tribute" to Turkey's remaining money points instead of being lost.

- The component parts of the Ottoman Empire are still treated as separate minor Free States for purposes of conquering it. However, as long as the Ottoman Empire's controlling Major Power still controls at least one component minor country with corps, the Ottoman Empire still exists (consisting of whatever territory remains). If the last component minor country with corps of the empire goes neutral, is ceded or is conquered the empire will cease to exist and become separate parts (either neutral or controlled, as the case may be) again.
- If the Ottoman Empire's territories are ceded, either voluntarily or as a peace condition, they are ceded as separate minor countries. If the empire is gone, then it must be recreated to exist again.
- The Ottoman Empire is worth "+2" political points to create. Individually gaining or losing parts of it gain/cost the usual political points for conquering/losing minor countries.

12.8.4 Adding New Components to Existing Kingdoms

Kingdoms that have been previously created with sufficient provinces and minor country components may also add new components at this time that have been subsequently obtained by the Major Power controlling the Kingdom. The new additions must be eligible provinces and minor country components as described for each Kingdom.

NOTE: To add a new component to an existing Kingdom, click on the eligible component area and then click the "Create Kingdom" button. More than one component may be added during the same phase, but each new component must be added separately.

12.9 Levy Check

During *each* Economic Phase, the program will check to determine if new Cossack and/or Freikorps (section 13.2.2) will be made available for placement. To place available Cossack and Freikorps, click on the unit in the counter pool, click "Yes" and then choose the appropriate area in the home nation. Cossack and/or Freikorps may also be removed from the map during *any* Economic Phase. During the December Economic Phases *only*, feudal corps (section 13.2.3) and insurrection corps (section 13.2.4) can be brought up to full strength. Austrian insurrection corps are automatically raised to full strength if no enemy corps are present in the same province that the insurrection corps is located.

NOTE: To raise a Feudal corps that are on the map, click on the unit, click the "Raise Feudal Unit" button and then choose an area in the home province (for which the unit is named after). To raise a Feudal corps from the counter pool, click on the unit in the counter pool, click "Yes" to restore and then choose and area in the home province (for which the unit is named after).

13.0 Miscellaneous and General Rules

This section covers additional rules that apply in the various phases covered so far.

13.1 Winter

The months of January, February and December are "winter" months and the ice lines on the map apply.

13.1.1 Winter Zone

All areas on the map are in the "winter zone" except for those in the southern portion of the map, specifically: Morocco, Algeria, Tunisia, Tripolitania, Cyrenica, Egypt, Palestine, Corfu, Cyprus, Rhodes, Crete, Malta and Majorca.

13.1.2 Winter Depot Supply

All supply costs are doubled in winter for corps or garrisons within the winter zone.

13.1.3 Winter Land Movement (Optional)

All terrain movement costs are increased by one and crossing arrow movement is restricted during winter months in Winter Zones. EXCEPTION: The Dardanelles crossing arrow is not affected.

13.2 Irregular Forces

These are special types of army forces that require unique rules.

13.2.1 Guerrillas

Guerrillas are special land forces available to Spain when invaded by an enemy.

Creating Guerrilla Factors

Guerrilla counters of the appropriate number of factors are placed on the map under the following conditions:

- Whenever Spain loses a field or limited field combat involving a Spanish corps inside an unceded Spanish home nation province, *one* guerrilla factor is created in that area as soon as the combat is ended.
- For every unceded Spanish province containing an unbesieged enemy corps and/or garrison during the Spanish Guerrilla Check, a random number between 1 and 6 is chosen. For every point the random number is lower than that province's guerrilla value (printed on the map in parenthesis below the name of the Spanish province), *one* guerrilla factor is placed in an area in that province at the end of a Major Power's Land Phase. If there is a Land Combat Phase, this procedure is instead checked for at the end of the Land Combat Phase.

Anti-Guerrilla Operations

A Major Power at war with Spain may mount an "anti-guerrilla operation" during its Guerrilla Operations Check at the end of the Major Power's Land Phase, or if there is a Land Combat Phase, at the end of the Land Combat Phase, in each Spanish province occupied by one or more of its corps that did not participate in any type of land combats during that Major Power's Land Combat Phase and is not besieged or a besieger. The player receives a random number between 1 and 6 for each province. This random number is modified by "+1" if the Major Power has two or more corps available for an anti-guerrilla operation in a province. If the result is higher than the province's guerrilla value (printed on map), all unbesieged guerrilla factors in any areas of that province are eliminated. NOTE: If several

different Major Powers had corps in the same Spanish province, each could do this during that Major Power's Guerrilla Check.

Using Guerrillas

Guerrillas have a morale value of "1.0." They may be used as part or all of city garrisons but may not be used to garrison depots. They may attack if the controlling player chooses to use some or all of the guerrilla factors present in an area, but may not be attacked using the usual combat procedures unless besieged in a city.

- Guerrillas are not compelled to attack or defend when occupying an area containing enemy forces.
- Guerrillas may block supply lines but need no supply themselves unless besieged.
- Guerrillas may besiege cities only in conjunction with friendly corps.
- Guerrillas may only be moved into one adjacent area (regardless of terrain) each month, if they are moved at all. They may never leave Spain's original home nation borders.
- Guerrillas can be ignored for movement purposes by enemy forces.

Guerrilla Removal

If there are no enemy factors inside any unceded Spanish home nation province during a Spanish Guerrilla Check, all guerrilla factors are removed from the map.

13.2.2 Cossacks and Freikorps

Each Cossack or Freikorps counter represents one army factor. This factor is a cavalry factor for all purposes and has morale value of "1.0." In scenarios, they are placed as reinforcements when directed by the scenario instructions.

Creation of Cossacks and Freikorps

New Cossack and Freikorps counters, if all allowable counters are not already on the map, are made available during the Levy Check of the Economic Phase.

Cossack Placement: One Cossack counter is placed in any Russian-controlled "Cossack" province (a Cossack province has a "C" in parenthesis next to the province name on the map), so long as there would then be no more Cossack counters on the map than there are Russian-controlled Cossack provinces. EXCEPTION: If an enemy corps is inside the Russian home nation, even if besieged, then there may be up to two Cossacks on the map for each Russian-controlled Cossack province. Any excess is removed by the program during a Levy check when enemy corps are no longer inside Russia.

Freikorps Placement: A new Austrian Freikorps counter is placed in the Vienna area and a new Prussian Freikorps counter is placed in the Berlin area, if those areas are under their own home nation control and the cities are unbesieged. Freikorps are only available after certain dates. The Austrian Freikorps is available starting in the March 1809 Economic Phase, and the Prussian Freikorps is available starting in the March 1813 Economic Phase.

Using Cossacks and Freikorps
Cossacks and Freikorps have "5" movement points and may not be forced marched. They may move through enemy forces and may be moved through by enemy forces, without being required to stop. They may not be transported by fleets. Cossacks and Freikorps may move anywhere they can reach and are allowed by the rules.

- Cossacks and Freikorps block enemy supply but do not need to be supplied themselves unless besieged.
- When a Cossack or Freikorps ends its movement in an area containing enemy field forces it must initiate an attack.

- When unbesieged Cossack and/or Freikorps that are alone in an area and are themselves attacked, the controlling player(s) may, if standing orders were given, automatically retreat (withdraw) them before any combat occurs into any adjacent area not containing an unbesieged enemy corps. If attacked by a force containing at least one enemy corps with a cavalry symbol and the standing order to retreat was given, a random number between 1 and 6 is chosen and if the number is"4" or less the unit will retreat.
- Cossacks and Freikorps may be removed from the map during *any* Economic Phase and once removed are not eligible for placement until any later Economic Phase.

NOTE: To remove Cossacks and Freikorps from the map, click on the unit, click the "Remove Special Unit" button and click "Yes" to proceed.

13.2.3 Turkish Feudal Troops

Turkey differs from the other Major Powers in that it purchases army factors and ships only for the Janissary, Imperial Cavalry and Nizami-Cedid corps and fleets. Turkish feudal corps (infantry and cavalry) start the game at full strength in feudal infantry or cavalry factors.

Raising Feudal Factors

All army factors in the feudal corps are raised in the Levy Check of the December Economic Phase. The Turkish player may elect to bring any or all of the feudal corps up to full strength by removing them from any location on the map, or choosing them from the counter pool, and then placing them in any area in the province of their origin (i.e., the province for which the feudal corps is named) during the December Economic Phase. This may not be done if that province contains an unbesieged enemy corps, if it is controlled by another Major Power or if the feudal corps in question is besieged.

Standing Down Feudal Corps

During the year the Turkish Major Power may "stand down" (i.e., remove from the map) any or all feudal corps (feudal infantry and feudal cavalry) during Turkey's Land Phase without altering their army factor strengths. A feudal corps may not stand down if besieged.

NOTE: To remove a feudal corps from the map, click on the unit, click the "Remove Special Unit" button and click "yes" to proceed.

Returning Feudal Corps that Stand Down

Any feudal corps that stands down may be placed back on the map during any later Turkish Land Phase.

- A feudal corps that stands down may only be placed back on the map in one of its home province city areas if that home province does not contain an unbesieged enemy corps or is not controlled by another Major Power.
- A feudal corps may not move and does not need to be supplied during the same month it is placed back on the map.

Using Feudal Corps

Feudal corps perform like other corps except that they may neither detach, exchange, or absorb army factors.

Feudal Corps Provinces

The Crimean, Podolian and Transylvanian feudal corps are available only if the province of the same name is ceded to Turkey. Feudal corps from any provinces ceded by Turkey to other Major Powers are lost while ceded. Turkey cannot use the feudal corps nor can it be used by the Major Power to which the province was ceded.

Feudal Corps Maintenance

Maintenance must be paid only for feudal corps actually on the map during an Economic Phase. Feudal corps not then on the map, even if placed during the following three months, do not have to be purchased.

13.2.4 Austrian Insurrection Corps

The Austrian Major Power has two insurrection corps available.

Placing Insurrection Corps

Immediately after an enemy corps, Cossack or Freikorps has entered a designated area in an Austrian province, the program *may* halt the movement of moving force and, at the option of the Austrian player or AI, trigger the placement of the insurrection corps at their current strength.

- If the corps are placed in the area containing the enemy corps, that enemy corps (but not Cossack or Freikorps) would have to cease its movement.
- Insurrection corps need not be placed at the first opportunity and so could cut supply chains if corps, Cossacks or Freikorps later activate their placement by crossing a border into an eligible Austrian province.
- Insurrection corps may only move within their home nation's provinces, even if they are ceded. If compelled to retreat out of these border provinces they must immediately stand down.

The Austrian player may set up to 3 Austrian provinces during the Diplomacy Phase as Insurrection trigger areas. These designated areas will immediately halt any enemy corps movement when the units enter the area. At this time then *ALL* insurrection units will become available for placement during the next Reinforcement Phase. Any area in Austria's home nation can be set as a trigger area as long as the Insurrections corps are not placed or ready to be placed. Provinces are not eligible as insurrection trigger areas if the province is currently ceded. All insurrection areas will be shaded in white and will only be visible to the Austrian player!
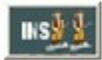
 NOTE: To set an area as an "Insurrection Trigger" area, select the "Insurrection Toggle" button in the lower left phase button panel of the Diplomacy Phase. This will enable an area as a trigger or disable (if already enabled) the area.

Using Insurrection Corps

Insurrection corps are treated similarly to Turkish feudal corps in that they may not detach, absorb or exchange factors. They may stand down during Austria's Land Phase unless besieged; however, after standing down they may not be placed on the map unless once again activated by the enemy's presence.

Raising Insurrection Corps Factors

Insurrection corps are automatically brought up to their full strength of 15 militia and 3 regular cavalry factors (even if off map), only during the Levy Check of the December Economic Phase, if not then besieged and no enemy corps are located in the same province. Unlike Turkish feudal corps, the factors in the insurrection corps are treated as normal Austrian militia and regular cavalry factors (although they may not be detached, absorbed or exchange factors).

Insurrection Corps Maintenance

Maintenance must be paid only for insurrection corps actually on the map during an Economic Phase. Insurrection corps not then on the map, even if placed during the following three months, do not have to be purchased.

13.2.5 The Austrian Tyrolean Revolt Corps

If a Major Power to which the Tyrol province has been ceded goes to war with Austria, the Austrian player may, during the next Austrian Land Phase, place the Tyrol corps in any Tyrol area that does not contain an enemy corps.

Tyrol Corps Strength and Use

The Tyrol corps has an initial strength of eight Austrian regular infantry factors and, once placed, can be used the same as any other Austrian corps, detaching and absorbing army factors, getting infantry factors as reinforcements, etc.

- Maintenance must be paid for the corps during every Economic Phase that it is on the map.
- If the corps counter is removed from the map for any reason, it cannot be placed on the map again for the remainder of the war that triggered its placement.

Tyrol Corps Removal

When peace is made between Austria and the Major Power that held (and may still hold) Tyrol province, the Tyrol corps and any infantry factors it may hold at that time is removed from the map. It may be introduced again, at its full strength of 8 infantry factors, if there is another, later war that again triggers its availability, etc.

13.3 Minor Countries and Ceded Provinces Control

13.3.1 The Conquest of Minor Countries

A minor country is conquered by one month's unbesieged occupation of its capital. The old control flag is changed for a conquered control flag of the new controlling Major Power to show the new control at the conclusion of the Land Phase.

- The minor country capital does not need to be occupied (garrisoned) in order to establish control of the city, as long as the city area contains a friendly corps.
- If applicable, sea supply will not be checked for in port cities until AFTER the phase in which the city control was established.
- When a minor country is conquered by a Major Power, the minor country's surviving land forces are considered to be eliminated and removed from the map. Minor country fleets are removed but remain at their current ship strength and the fleet and ships are available as soon as that minor country again becomes a minor Free State. While off-map, no maintenance is paid and factors and ships may not be added.
- A minor country conquest gains the conqueror "+1" political point per district and costs the Major Power from which the country was conquered "-1" political point per district.
- If a Major Power is not at war with another Major Power when a minor country it has been selected to run captures army factors of that other Major Power, those army factors are returned immediately when the minor country is conquered or the war lapses.

13.3.2 Conquering Ceded Provinces

A Major Power may conquer a ceded province (even if not originally owned by that Major Power) exactly as if it were a minor country, unless the original owner controls it again, in which case it again becomes an unceded province. An unceded province may never be conquered. A Major Power may cede provinces only as part of a formal (conditional or unconditional) peace. Conquest of a ceded province does not gain or lose political points. NOTE: The program uses color overlays in place of a flag to indicate that the province is a ceded province.

- An enemy Major Power's capital city must be entered, and occupation must be maintained, in order to establish control for the purpose of conquering the province.

13.4 Forces in Other Countries − Access

13.4.1 Access

"Access" is one country permitting another country's forces to operate in the first country's territory.

Minor Country Access

Any Major Power may move forces and trace supply *through* a neutral minor country. A Major Power may not also build depots and/or occupy cities in a minor country unless that Major Power is at war with or controls that minor country.

Major Power Access

A Major Power may only move through another Major Power's territory with that Major Power's permission (called "voluntary access") or, without permission, if at war with that Major Power, or during a 3-month grace period following a war (called "temporary access"), or if Peace Condition C.5 applies (called "enforced access").

- **Voluntary Access:** Major Powers may request voluntary access into an ally's territory using the phase button and/or accept (grant) voluntary access into theirs using a standing orders function. To grant access, the Major Power must give a standing order to allow access by checking off the appropriate box in the Diplomatic Reactions Screen. To cancel an existing access agreement, uncheck the box and the program will respond to the order to cancel during the next Diplomacy Phase, but allow the ally who formally had access, a three-month (three Land Phases) grace period (temporary access) to leave the ally's territory.
- **Temporary Access:** When voluntary access has been canceled or a war has concluded, all forces affected by either action will have a three-month grace period of continued access. If, after three Land Phases, these forces have not left the other Major Power's territory, the program will repatriate the land forces to the nearest supply source, or to the nearest unbesieged controlled city in that Major Power's home nation, ceded province, or controlled minor country. Fleets will be moved out to the nearest sea area. EXCEPTION: If the victor chooses the "enforced access" condition (C.5).
- **Enforced Access:** When enforced access is gained (Peace Condition C.5), it is unconditional and may not be rescinded (unless war between the Major Power's negates the agreements).

13.5 City Occupation

13.5.1 Minor Country Capitals

A minor country capital does not need to be occupied (garrisoned) in order to establish control of the city, as long as the city area contains a friendly corps. If there is no city garrison or a friendly corps in the city area, the minor power's city is controlled by the nation that controls the territory in which the city is located.

13.5.2 Major Power Capitals

An enemy Major Power's capital city must be entered, and occupation must be maintained, in order to establish control of the city and its province. If there is no garrison, the Major Power's city is controlled by the Major Power that controls the territory in which the city is located.

13.5.3 Using the Harbor Defenses

The Major Power that controls a port city (indicated in Selection Area Info window) and has a garrison there determines use of the harbor defenses, regardless of the Major Power formally controlling the province or minor country in which the city is located. Port cities without garrisons may not use their harbor defenses. (NOTE: The program does not allow corps to determine use of the harbor defenses.)

13.5.4 Allied Garrisons when War is Declared

If garrisons from different nations are in the same city and suddenly find themselves at war, the program will determine city control between the hostile garrison forces at the end of the Diplomacy Phase that the declaration occurred. A random number is chosen and then modified by the number of factors in garrison. The losing side will have their factors captured.

13.5.5 Neutral Garrisons in Besieged Cities

Neutral garrisons or corps (belonging to a Major Power not at war with any of the besieging corps) in a city belonging to an enemy of a besieging corps must vacate the city as soon as a siege of the city is announced. These garrison factors and corps will be repatriated to the nearest *unbesieged* controlled city in that Major Power's home nation, ceded province, or controlled minor country.

13.5.6 Occupying Ship Building Locations

If an enemy occupies a port city containing the building and/or completed but unassigned ships, all of these Major Power ships are considered to be destroyed.

13.6 Minor Countries with Districts

Some minor countries are unusual in that they consist of two or more "districts " while most minor countries have only one district.

13.6.1 Country Composition

These minor countries have a "major" district (which gives its name to the whole minor power) and a "secondary" district. For example: The minor country Denmark consists of the major district of Denmark (capital Copenhagen) and the secondary district of Norway (capital Christiana).

13.6.2 Declarations of War

Major Powers may not separately declare war on a neutral secondary district while it is still part of the neutral combined minor country. For example, a declaration of war on Denmark is also considered a declaration of war on Norway (unless Norway has already been conquered). The cost in political points to declare war on neutral minor countries with more than one district is "-1" political point per district.

13.6.3 Control

Whoever is given control of, or conquers, the major district of one of these minor countries is also automatically given control of, or conquers, the secondary district with no need to independently conquer the secondary district capital.

- The control of a secondary district is not given to the controller of the major district if a secondary district is already controlled by a different Major Power.
- It is possible for one Major Power to conquer a secondary district (by controlling its capital) while another Major Power controls the major district. For example, one Major Power can conquer Norway by controlling Christiana, while another Major Power conquers Denmark (the district) by controlling Copenhagen. When this happens, Denmark is considered a separate minor country from Norway. Similarly, Sweden can be considered a separate minor country from Finland if

conquered separately. Another way these districts can become separated is when a player declares the major district a Free State, its secondary district (if any) becomes a single conquered minor country. Once separated, the program will not allow for multi-district countries to reform.

13.6.4 Corps and Fleets

The Major Power controlling the major districts of these minor countries controls their corps and fleets. For example, Finland and Norway have no corps and fleets and, when separate, these secondary districts must be treated as conquered minor countries. When a secondary district is a part of its combined minor Free State its manpower and money values can be used to purchase that minor Free State's ships and army factors. For example, when Norway is a province of Denmark its manpower and money values (all doubled) can be used to purchase Danish ships and army factors.

13.7 Political Status Adjustment

Each Major Power has an initial starting position on the Political Status Display as given in the setup. That position is altered by winning or losing combats, by gaining formal allies or breaking alliances, being surrendered to or surrendering, declaring war upon a country, becoming bankrupt, by economic manipulation, by conquering a minor country or having one conquered from you or by being selected to run it.

NOTE: To view the display, click the "Show Political Status Display" button found on the top menu bar of the main play screen.
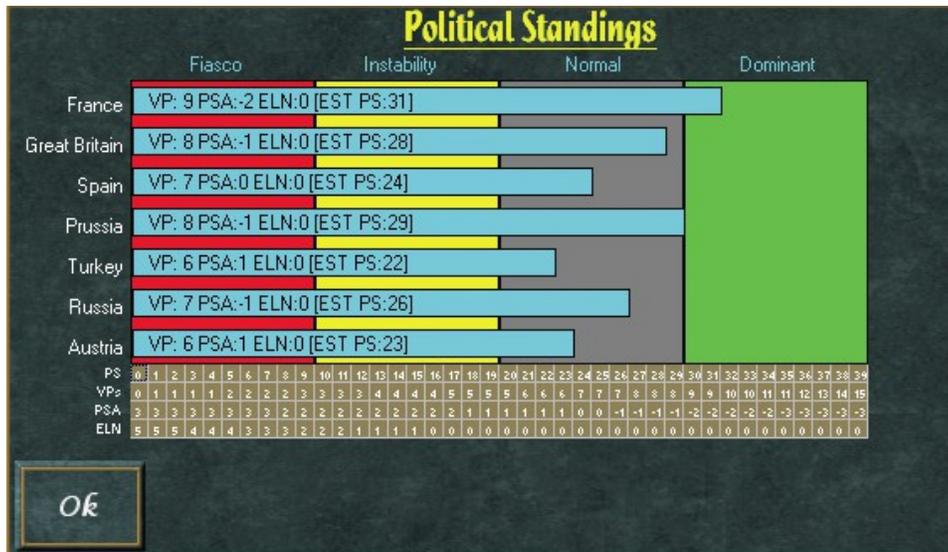
13.7.1 Adjustment Procedure

When political points are adjusted, all positive adjustments require the Major Power's political status marker to be moved that number of spaces along the display from left to right (the zone lines are contiguous; e.g., the right end of the Neutral Zone joins the left end of the Dominant Zone). Similarly, negative adjustments require the marker to be moved from right to left along the display. A Major Power's political status marker cannot be adjusted off either end of the Political Status Display but remains at the end until adjusted away by gains or losses. If a Major Power would have been forced off the lower end of the display, then that Major Power must sue for peace during the next Diplomacy Phase with every Major Power at war with it (only a conditional surrender has to be accepted).

13.7.2 Status Modifiers

When determining who will run a particular Neutral minor country that has been attacked (see Minor Country Control), the following status modifiers apply:

- **Fiasco Zone:** "-2"
- **Instability Zone:** "-1"
- **Neutral Zone:** "0"
- **Dominant Zone:** "+1"

13.8 Leaders and Commanders

The leaders in the game represent historical personalities who held major commands during the Napoleonic Wars. All leaders, except NELSON, must always be stacked with a corps of that Major Power or controlled minor power when on the map. NELSON must always be stacked with a fleet(s) of the British Major Power or British-controlled minor country. If a leader is voluntarily left unassigned, the program will offer two options before allowing the game to advance: either accept a random number event 1 through 6, representing the amount of time the leader must remain inactive in the counter pool, or reassign the leader before continuing. Where a leader becomes unstacked due to foraging losses, the leader is removed from the map and is returned in any later Reinforcement Phase. Leaders do not need supply and, except for NELSON, may be transported on fleets only if stacked with a corps.

NOTE: The numbers shown for selected leaders represent their Strategic Rating (ability to withdraw/reinforce/outflank), their Tactical Rating (head-to-head combat resolution modifier), and their "Tactical Maximum Rating" (number of corps they can effectively manage). The letter indicates their Seniority Rating (order of precedence among fellow leaders).

13.8.1 Leader Movement

Leaders may move by spending their entire movement with a corps (fleet for NELSON) with which they began the Land or Naval Movement Phase. Alternatively, a leader may be retired from the map during the appropriate Reinforcement Phase (unless in a besieged city or a besieged port city that is also blockaded) and then placed with any unbesieged corps (fleet for NELSON) of its Major Power in any later appropriate Reinforcement Phase.

13.8.2 Leader Capture

When all factors on a side or in a pinning force with which a leader is present are eliminated by combat that leader is captured by any Major Power on the opposing side of the owning player's choice. If a leader becomes unstacked through losses incurred during besieged supply, the leader is captured by the besieging Major Power of the owning player's choice. Captured leaders must be returned as an effect of peace and may be returned earlier at the option of the capturing player (who will gain "+2" political points for the early release), the leader being placed on the map in any later appropriate Reinforcement Phase.

13.8.3 Returning Leaders

When a leader is removed from the game under peace condition C.6, that leader can only be returned to the game in one of two ways:

- If the removed leader's Major Power ever occupies the Fiasco Zone on the Political Status Display during an Economic Phase, the leader is eligible to be returned to the map for normal use during the next or any later Reinforcement Phase.
- If the Major Power is not in the Fiasco Zone during an Economic Phase, the controlling player may, if desired, drop a number of political points equal to the total of the removed leader's strategic plus tactical ratings numbers (EXCEPTION: the NELSON leader, with no ratings numbers, can be returned for a deduction of "-10" political points). If this is done, the leader is eligible to be returned to the map for normal use during the next or any later Reinforcement Phase.

13.8.4 Leader Casualties (Optional)

After the completion of a field, trivial, or naval combat, each side with a leader or leaders present, is checked to see if any became casualties in the combat by choosing a random number, 1 through 36. Receiving a random number of "36" (same as rolling a "12" by rolling two dice) indicates a leader casualty. If a casualty is indicated, the program randomly chooses a leader counter from among those present (if more than one is present) and chooses another random number, 1 through 6, for the chosen leader. If the random number is a "6," the leader casualty is "killed" and taken permanently from the game. On any other result, the leader casualty is "wounded" and taken from the map for a number of complete months equal to the random number.

13.8.5 Leaders who are Commanders

The leader in charge of a force is called the "commander." If no leader is present, the best corps intrinsic ratings (the intrinsic ratings reflect the abilities of the corps commanders) of the corps present is used. Fleets have no intrinsic ratings. If no corps is present, garrisons, Cossacks and guerrillas have an intrinsic Tactical and Strategic Rating of zero.

Major Power Intrinsic Ratings

- **France:** Strategic Rating [2] & Tactical Rating [2]
- **Britain:** Strategic Rating [2] & Tactical Rating [2]
- **Russia:** Strategic Rating [1] & Tactical Rating [2]
- **Austria:** Strategic Rating [1] & Tactical Rating [1]
- **Prussia:** Strategic Rating [1] & Tactical Rating [1]
- **Turkey:** Strategic Rating [1] & Tactical Rating [1]
- **Spain:** Strategic Rating [1] & Tactical Rating [1]

Minor Country Intrinsic Ratings

- **Sweden:** Strategic Rating [2] & Tactical Rating [1]
- **Others:** Strategic Rating [1] & Tactical Rating [1]

13.8.6 Choosing or Determining a Commander

If there is only one leader present on a side during combat, that leader automatically commands; otherwise, the commander is determined as follows:

Commanders for Allied Armies

The leader with the highest Seniority Rating commands the defending army and when there are ties, the leader with the highest combined Tactical and Strategic Rating. If there are still ties, the program gives command to the leader that was last to enter the area.

Commanders among Other Leaders

If there are several leaders from the one Major Power, the leader with the highest Seniority Rating is chosen. "A" is a senior rating to "B" is a senior rating to "C" is a senior rating to "D." If there is more than one leader of the same highest Seniority Rating then the program will choose which leader to use. If there are multiple leaders at the same seniority and their seniority is the highest, then you can double-click the leader NOT currently set to the commander and they will be swapped.

Reinforcing Leaders Taking Command

If a reinforcing leader arrives during a combat, he takes command only if he has a higher seniority rating or if there is currently no leader.

13.8.7 Commander Uses

The commander chosen will be used for all purposes in combats and only that leader's Strategic and Tactical Ratings will be used.

Tactical Maximum Ratings

Each leader has a Tactical Maximum Rating ("TMR"):

- If commanding more corps than this rating, the leader's Tactical Rating is reduced by "-1"
- If commanding more corps than *twice* this rating, the leader's Tactical Rating is reduced by "-2"
- If commanding more corps than *three times* this rating, the leader's Tactical Rating is reduced by "-3"
- If commanding more corps than *four times* this rating, the leader's Tactical Rating is reduced by "-4"
- If commanding more corps than *five times* this rating, the leader's Tactical Rating is reduced by "-5"
- If commanding more corps than *six times* this rating, the leader's Tactical Rating is reduced by "-6"
- Regardless of the number of corps commanded, the Tactical Rating can never be modified to below zero.
- Corps included in an outflanking force are counted for determining a commander's Tactical Rating.

For example, if NAPOLEON, with a Tactical Maximum Rating of "6" and a Tactical Rating of "5," commands 7-12 corps, then his Tactical Rating is reduced from "5" to "4." If NAPOLEON commands 13-18 corps, then his Tactical Rating is reduced from "5" to "3."

Tactical Ratings Comparisons

The opposing commanders' ratings (which may be modified if Tactical Maximum Ratings are exceeded) are compared on the Commander Chart, which gives a "0," "+1" or "-1" random number modifier for attacker and defender in a combat round. The Tactical Rating is calculated round by round (reinforcements may change the commanders' Tactical Ratings from round to round).

13.8.8 Commanders for Pursuit

For pursuits, the combat commander is not necessarily the leader used. Any leader with a cavalry leader symbol may be used to modify the pursuit as long as at least one factor of that leader's nationality is pursuing.

13.8.9 The Bernadotte Leader

The "BERNADOTTE" leader is available as a French leader from 1805 to 1810. At the start of the August, 1810, Reinforcement Phase or Land Phase (if Reinforcement was skipped), the French BERNADOTTE leader is removed from the game, regardless of current status (active, inactive, captured, or in exile). BERNADOTTE becomes the Crown Prince of Sweden in August, 1810, and becomes available as a Swedish minor leader in 1811. If the French leader BERNADOTTE is killed, then the Swedish minor leader BERNADOTTE is also removed from the game.

13.9 Phase Skipping

You can click the main menu "Show Phase Skip Menu" button at the top of the screen and you will see a menu popup that will allow you to skip certain phases. You can select to skip the Diplomacy, Reinforcement or Naval phases only at this time. You can either skip just one phase OR skip continuously until you disable the skip setting. NOTE: You cannot select to skip the Naval Phase while in that phase.
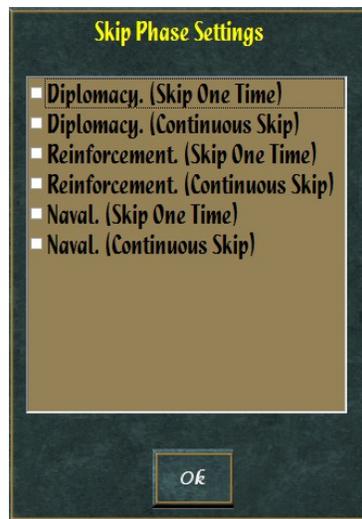
13.9.1 Skip Nullifications

Skip settings will be canceled for the Reinforcement Phase if reinforcements are ready to be placed. *ANY* declaration of war issued against you will cancel *ALL* skip settings.

14.0 Scenario Editor

14.1 Entering the Editor

The Editor is entered from the main menu. At the main menu you should see a button (Editor) at the bottom of the screen. Click this button at which point you should see the Editor window popup. From this window you can load a scenario, create a new scenario or delete an existing scenario.

14.2 Creating a New Scenario

At the editor screen, go to the New Scenario Map selection box and select the map you wish to use. NOTE: The default EiANW Map is only one option at present but other maps may become available for use as scenarios are added by Matrix Games. After you have selected the map then select an "Empty" slot in the scenario list box. NOTE: You cannot create a scenario on top of another scenario BUT you must manually delete an existing scenario to make that slot available. Now click the NEW button to create the scenario. The default name will be "New Scenario". You can change the default name in the Scenario Name box as well as the scenario description in the Description box.

NOTE: An asterisk at the top of the Editor window next to the scenario name indicates that you have unsaved data in the current scenario. Click the SAVE button to save this data and you should see the asterisk go away. Be sure to click the SAVE button or your changes will NOT be saved! To edit your scenario later, select it in the scenario list box and click the LOAD button.

14.3 What Can Be Edited

For Major Powers:

1. Starting Victory Points.
2. Victory threshold (with and without Economic Manipulation).
3. Starting Political Status.
4. Starting manpower and money.
5. Starting corps/fleet factors.
6. Corps morale.
7. Conquered major provinces (set to control of any Major Power).
8. Alliance restrictions. This basically means that the chosen Major Power in the far left Nation box and the selected nation in the Complete Nation List box are restricted from forming an alliance for the specified amount of months.
9. Enforced peace settings. This keeps the selected nation from issuing a DOW on the chosen Major Power for the specified number of months.
10. Diplomatic stances toward any other Major Power (i.e., alter the Natural Alliance Table). Stance is actually the number to be used in the Natural Alliance Table between the chosen Major Power in the Nation box and the selected nation in the Complete Nation List. The more negative the more hatred between the two nations. This helps determine how the AI should act toward other nations.
11. Access (None, Voluntary, Forced, or Temporary).
12. Unit strengths as well as map placement. This also includes the ability to change the corps/fleet maximum factors values.

For Minor Nations:

1. Diplomatic status (Neutral, Influenced, Conquered, Free State, Allied, or At War). This is relative to the chosen Major Power. NOTE: You may be able to set a minor at war BUT this may to be done even if you cannot reach the minor thus making a lapse of war unavoidable!
2. Starting corps/fleet factors.
3. Corps morale.
4. Unit strengths as well as map placement, including the ability to change the corps/fleet maximum factors values.

Units:

Each unit of a chosen nation can be selected for editing (i.e., select the nation from the far left Nation box and then you can scroll through all of that nation's units using the Nation Units box on the right). You can then edit the type of unit (Corps, Fleet, Depot, or Leader), starting location (place on map, place out of game, place in ready, or place in reserve), name of unit, current factors, maximum factors, tactical, strategic and tactical maximum ratings (TR/SR/TMR), movement points, unit attribute (Normal, Feudal, Cossack, Freikorps, or Insurrection), and home provinces.

Creating and Deleting Units:

Double-click in the Nation Units box on a selected unit and you should see a popup menu to create a new unit (Infantry, Cavalry, Heavy Fleet, Light Fleet, Transport Fleet, Depot, or Leader) or to delete the currently selected unit. Once a new unit is created, you can rename it and edit it as described above. NOTE: Only the Name field for naming new units should be edited; if you change nations and then return to the previous nation, the Nation Units list should be updated with the new unit name(s).

Start Year and Month:

The start year and start month can be set as well.

14.4 Using the Map in Editor Mode

14.4.1 Adding Units on the Map for the Scenario Start

To place a unit on the map, you should select it from the Nation Units box in the Editor window then click the PLACE ON MAP button, at which point you should be taken to the map where you can click to place the unit. NOTE: You must still place the unit in a valid location; i.e., you cannot place a corps in a neutral Major Power without access! You may relocate the unit by clicking the unit on the map then double-clicking on a valid area. By placing a unit on the map for the scenario's start you must note a couple of things:

1. These units are frozen to the province they are being placed in. You cannot remove these units at the scenario's Setup Phase!
2. Garrisons (discussed below) cannot be relocated or removed at all. They are frozen in the area they are setup in!

14.4.2 Adding Garrisons and Provinces on the Map for the Scenario Start

Clicking the "OK" button from the Editor window will take you to the map where you can add garrisons and provinces to the selected nation. Note that in the example screen above you are editing France and are in the Editor mode from the phase label at the top. Double-clicking on the map will bring the Editor window back into view. The popup menu to add a garrison or province can be enabled by simply right clicking on the map. REMEMBER: Go back to the editor and save these changes!

14.5 Using Your Created Scenarios

Once you have created a scenario, you may select it from the Scenario list on the Start Game menu. You can then set up forces and save default or AI setups as described in section 5.2. The setup naming conventions are:

<Nation 1st letter><Nation 2nd letter><SCENARIO Name><_User entered name>

<AI><Nation 1st letter><Nation 2nd letter><SCENARIO Name><_#>

The number at the end of the AI filename simply allows the engine to quickly scan the available setups for the current nation and scenario, starting with zero. These files are saved in the *\Setups* directory with a *.set* filename extension. For example, for a new scenario named "Custom Campaign 1805-", a sample default and AI setup file for France would be named:

FrCustom Campaign 1805-_Default.set

AIFrCustom Campaign 1805-_0.set

14.6 Sharing Your Created Scenarios

You must copy the *eianw###.ged* file which is in the *\Data\databases* directory. To determine which file, your first scenario in the list should be *eianw011.ged*. User created scenarios start with *eianw011.ged* then *eianw012.ged* and so on. You will also need to copy the tables project file (*eianw011.tpf)* from the *\Data\tables* directory and then copy these files to the destination PC in the same directories. You could simply rename them to whatever *eianw###.ged* and *eianw###.tpj* number to prevent overwriting an existing scenario on someone else's machine. It does not matter what slot it is in as long as they are the same. Also, you will need to copy any setup files from the *\Setups* directory for your user created scenario. These could all be compressed into a single zipped file with a readme text file providing additional details about your new scenario.

15.0 Charts and Tables

15.1 Terrain Effects Chart

Terrain – Land Units		Cost	Land Combat Effects		
			Casualty Mod	Morale Mod	Pursuit Mod
Clear		1	0	0	0
Forest		1	-1	0	-1
Mountain		2	-1 Attacker Only	0	-1
Marsh		2	-1	+1	-2
Desert		1	0	+1	-1
River			+1 If Area Contains Unbeseiged Enemy Corps		0
City		0	See Siege Combat		
Crossing Arrow			+1 If Allowed; Not Allowed If Enemy Fleet In Adjacent Sea Area		0

Terrain – Naval Units		Cost
Sea Area		1
Port		1
Iceline		Not In Winter
Coast Line		Not Allowed

Terrain – Ports	
Port Values	2/3/50 Hamburg
1st No.	Trading value for Great Britain
2nd No.	Trading value for controlling MP
3rd No.	Harbor defense value for combat

15.2 Minor Country Chart

Minors	National Modifiers							Manipulation	
	Au	Fr	GB	Pr	Rs	Sp	Tu	Influence To/From	Ally To/From
Algeria	+1	+2	+1	+1	+1	0	+3	1	3
Ansbach	+1	+2	0	+2	0	0	0	2	3
Baden	+1	+3	0	+1	0	0	0	1	2
Bavaria	+1	+3	0	+1	0	0	0	2	4
Berg	+1	+2	0	+2	0	0	0	1	2
Breisgau	+1	+3	0	+1	0	0	0	1	2
Chechnya	0	0	0	0	-2	0	-1	3	5
Circassia	0	0	0	0	+1	0	+1	2	4
Corfu	+1	+1	+2	0	+1	0	+1	1	2
Corsica	0	+3	+2	0	0	+1	0	1	2
Cyrenaica	0	0	0	0	0	0	+2	1	3
Dalmatia	+3	+1	0	0	+1	-1	0	2	3
Denmark	+1	+3	-1	+2	+2	+1	0	2	4
Egypt	+1	0	+2	0	0	+1	+3	2	4
Finland	+1	+3	+3	+1	-2	+1	0	2	4
Flanders	0	+4	+1	+2	0	0	0	2	3
Genoa	+1	+2	0	0	0	0	0	2	3

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

	National Modifiers							Manipulation	
Minors	Au	Fr	GB	Pr	Rs	Sp	Tu	Influence To/From	Ally To/From
Georgia	0	0	0	0	0	0	-1	2	4
Gibraltar	+1	+1	+4	+1	+1	0	0	1	2
Gottingen	+1	+1	0	+2	0	0	0	2	3
Hamburg	0	+1	+1	+1	0	0	0	2	3
Hanover	+1	+1	+3	+2	0	0	0	2	3
Hesse	+1	+1	0	+2	0	0	0	2	3
Holland	0	+2	+1	+1	0	0	0	3	5
Holstein	+1	+3	0	+2	+2	+1	0	2	3
Imertia	0	0	0	0	-1	0	+2	2	5
Julich	+1	+2	0	+2	0	0	0	1	2
Lausitz	+1	+1	0	+3	0	0	0	2	3
Liege	+1	+3	+1	+2	0	0	0	1	2
Lombardy	+1	+2	0	0	0	0	0	1	3
Luxemburg	+1	+3	+1	+2	0	0	0	2	3
Malta	+1	+1	+3	+1	+2	+2	-1	1	2
Mecklenburg	0	0	+1	+3	+1	0	0	1	2
Modena	+2	+2	0	0	0	+1	0	1	2
Morocco	0	+1	0	0	0	-2	+3	1	3
Munster	+1	+1	+1	+2	0	0	0	2	3
Naples	+1	+1	+1	0	0	+3	0	1	2
Nassau	+1	+2	0	+2	0	0	0	1	2
Norway	+1	+3	0	+2	+2	+1	0	2	3
Oldenburg	+1	+2	+1	+1	+1	0	0	2	3
Palatinate	+3	0	+1	+1	0	+1	0	1	2
Palestine	0	0	+1	0	0	0	+3	1	2
Papacy	+3	0	+1	0	0	+2	-1	1	2*
Parma	+1	+1	0	0	0	+2	0	1	2
Persia	NA	NA	NA	NA	NA	NA	NA	NA	NA
Piedmont	+1	+3	0	0	0	0	0	1	3
Poland	0	+3	+2	0	0	+1	0	NA	NA
Portugal	0	+1	+3	0	0	+1	0	2	3
Rhodes	0	0	+2	0	+1	0	+2	1	2
Romagna	+3	0	+1	0	0	+2	-1	1	2*
Sardinia	0	+2	+3	0	0	+1	0	2	3
Savoy	+1	+3	0	0	0	0	0	1	2
Saxony	+1	+1	0	+3	0	0	0	2	3
Sicily	+1	+1	+2	0	0	+2	0	1	2
S. Pomerania	+1	+2	+1	+2	-1	0	0	1	2
Swabia	+1	+2	0	+1	0	0	0	2	3
Sweden	+1	+3	+3	+1	-1	+1	0	3	6
Switzerland	+1	+3	0	0	0	0	0	4	7
Syria	0	0	+1	0	0	0	+3	2	4
Thuringia	+1	+1	0	+3	0	0	0	2	3
Tripolitania	0	0	+1	0	0	0	+3	1	3
Tunisia	0	0	0	0	0	0	+2	1	3
Tuscany	+1	+3	0	0	0	+1	0	1	2
Venetia	+3	+2	+1	+1	+1	+1	0	2	3
Wurttemburg	+1	+2	0	+1	0	0	0	2	3
Wurzburg	+1	+1	0	+3	0	0	0	2	3
* If not Spain, France or Austria, then 5									

15.3 Victory Conditions Chart

If there are several joint victors, the choices are made alternately, but no choice may be repeated. Joint victors chose in order according to the Political Status level at the time of surrender

15.3.1 List A: Use with a Conditional Peace:

- **A.1:** Remove no forces (cancels B.1 and B.7)
- **A.2:** Pay no reparations (cancels B.3)
- **A.3:** No special truces (cancels B.2)
- **A.4:** No trade embargoes (cancels B.5)
- **A.5:** Cede no land (cancels B.6)

15.3.2 List B: Use with a Conditional or Unconditional Peace:

- **B.1: Remove 3 corps.** Loser must remove *three* corps. This choice may not be made if C.1 is already chosen.
- **B.2: Enforced Peace 24.** Loser may not declare war on the victor for 24 months. This choice may not be made if C.2 has already been chosen.
- **B.3: Reparations 1/2.** Loser pays *half* the original home nation tax value (fixed at the start) to the victor during the next Economic Phase, or *1/3* in each of the next *two* Economic Phases *if at war with another Major Power*. This choice may not be made if C.3 is already chosen.
- **B.4: Royal Marriage.** Victor gains an additional "+2" political points for a marriage between the royal houses. The first of the two to declare war on the other loses an additional "-1" political point (a loss of "-5" political points instead of the usual "-4").
- **B.5: No Trading.** Loser should not trade with Great Britain or with America (in this case, Great Britain does not gain the lost American trade), at the victor's choice. If the loser does trade in defiance of this, the victor may declare war on the loser even if within normal peace time restrictions (the normal 18 month period, or B.2 or C.2). This choice may not be made if C.7 is already chosen.
- **B.6: Cede 1 Province or Minor Country.** Loser must cede *one* minor country or province (if available) of the victor's choice. The province must be either adjacent to the victorious Major Power's controlled territory and/or contain one or more of the victor's corps. The province may not contain the losing Major Power's capital city. This choice may not be made if C.4 is already chosen.
- **B.7: Remove 1 Fleet.** Loser must remove *one* fleet. This choice may not be made if C.1 is already chosen.

15.3.3 List C: Use with an Unconditional Peace:

- **C.1: Remove home nation forces.** A victor may choose *one* of the following:
  - **C.1.a: Remove 3 Corps.** Loser must remove *three* corps from the map. The choice may include any corps. This choice may not be made if B.1 is already chosen.
  - **C.1.b: Remove Garrisons.** Loser must remove *all* home nation garrison army factors.
  - **C.1.c: Remove 2 Fleets.** Loser must remove *two* fleets of the victor's choice. This choice may not be made if B.7 is already chosen.
- **C.2: Enforced Peace 36.** Loser may not declare war on the victor for 36 months. This choice may not be made if B.2 has already been chosen.
- **C.3: Reparations All.** Loser pays *all* the original home nation tax value (fixed at the start) to the victor during the next Economic Phase, or *2/3* in each of the next *two* Economic Phases *if at war with another Major Power*. This choice may not be made if B.3 has already been chosen.
- **C.4: Cede 3 Provinces or Minor Countries.** Loser must cede any combination of *three* provinces and/or minor countries of the victor's choice (less may be taken only if less is available). The provinces may not contain the loser's capital city. Any province(s) chosen must be either adjacent to the victorious Major Power's controlled territory and/or contain one or more of the victor's corps. This choice may not be made if B.6 has already been chosen.

- **C.5: Enforced Access.** The victor may garrison all cities in province and minor countries controlled by the loser except for capital cities. The victorious Major Power has unconditional access through territory controlled by the loser. All these effects apply until next at war with each other.
- **C.6: Remove One Leader.** The loser must remove *one* leader of the victor's choice.
- **C.7: Half Trade.** (*May only be applied against Great Britain*.) *Half* of all money collected through trade *at the time of the surrender* (including colonial trade), must be given to the victor for the next *four* Economic Phases, unless war again breaks out between the two powers. This choice may not be made if B.5 has already been chosen.

15.4 Natural Alliance Table

Attempting Major Power	Potential Accepting Major Power						
	Austria	France	Great Britain	Prussia	Russia	Spain	Turkey
Austria	–	0	+3	-1	+1	0	-2
France	-1	–	-10	-3	-2	0	+1
Great Britain	+3	-10	–	+2	-1	+1	0
Prussia	-1	-2	+2	–	+3	0	0
Russia	+1	-1	-1	+3	–	0	-3
Spain	0	0	+1	0	0	–	-1
Turkey	-2	+1	0	0	-3	-1	–

NOTE: The program chooses a random number between 1 and 10 for the attempting Major Power and 1 and 20 for the potential accepting Major Power. The attempting Major Power's number is then modified by the status modifier (see section 13.7.2) and the value found on this table by cross-indexing the two Major Powers involved and then comparing the modified number to the potential accepting Major Power's number. If the attempting Major Power's modified number is equal to or higher than the potential accepting Major Power's unmodified random number then an alliance is formed.

15.5 Naval Combat Table

Random Number	0-1	2	3-4	5	6-7
% Loss	5	10	15	20	25

Random Number Modifiers:
+1: British fleet on the side
+1: For having 1.5 times more heavy ships than the other
-1: If a side consists solely of light ships
-1: Austrian and/or Prussian fleet on the side

Determining the Wind Gauge:
Highest random number gets the Wind Gauge.
"+1" for a side with British fleet(s).
"+1" if the side has NELSON.
Maximum modified random number is "6".
A fleet(s) attacking a port always has wind gauge.

Naval Interceptions:
When intercepting in the same area, a "3" or less must be chosen as the random number. In an adjacent area "1" or less must be chosen as the random number. When NELSON is with the intercepting fleet, "-1" is subtracted from the random number.

15.6 Operational Possibilities Chart

Chit Choices		Attacker				
		Outflank	**Assault**	**Escalated Assault**	**Echelon**	**Probe**
D e f e n d e r	**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 − 3-1 3-1 D − 4-4 4-4	A 3-3 4-3 3-3 D 3-1 3-1 3-2 (I) A − 4-1 4-1 D − 5-4 5-4	A 2-1 3-1 3-2 D 2-1 2-1 2-1 (I) A − 2-1 1-1 D − 3-3 3-4	A 2-1 4-2 4-3 D 2-1 2-1 1-1 (I) A − 4-2 4-2 D − 2-3 2-2
	Counter Attack	A 2-1 2-1 2-2 D 2-3 3-3 3-3 (I) A − 4-4 4-4 D − 3-1 3-1	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 − 5-4 5-4 D − 4-1 4-1	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 +1or 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)

15.6.1 Notes and Modifiers to the <u>Operational Possibilities Chart</u>

Notes:

(A) Armies are not split into pinning and outflanking forces.
(B) A side's final morale level is increased by "+1" if commanded by a Turkish leader.
(C) An Austrian commander adds "+1" to <u>Combat Resolution Chart</u> random number (net maximum "+1").
(D) If the outflanking force does not arrive after the first combat round, the defender automatically withdraws before the second combat round and cannot be pursued.
(E) The attacking commander's Strategic Rating is increased by "+1".
(F) Tactical Ratings are ignored for the modification of random numbers.
(G) The defender's final morale level is increased by "+1" if commanded by a Russian leader.
(H) If defender is all cavalry and/or Cossacks/Freikorps, Strategic Rating is "+1".
(I) Outflanking force arrives if the random number is equal to or less than the modified Strategic Rating. Modifiers to Strategic Rating are "-1" in forest, mountain or marsh area and "+2" at the end of the second round.

Modifiers:

- **Forest:** The casualty level is reduced by "-1" for *both* sides.
- **Mountain:** The attacker's casualty level is reduced by "−1".
- **Marsh:** The casualty level is reduced by "-1" and the morale level is increased by "+1" for *both* sides.
- **Desert:** The morale level is increased by "+1" for *both* sides.

15.7 National Morale Values Chart

Type Army Factor	Morale Value
Cossack, Freikorps, Guerrilla	1
Turkish feudal (cavalry & infantry)	2
Spanish/Turkish regular cavalry	3
All other Major Power cavalry	4
All militia infantry	2
All guard infantry	5
British regular infantry	4.5
French regular infantry & artillery	4
All other regular infantry & artillery	3
Round the base morale value up to the next tenth of a point. The final morale value is -0.5 per additional "day" of combat.	

15.8 Guard Commitment Table

Random Number	Morale Level Shift	
	+1	+2
1	0	1
2	0	1
3	1	2
4	1	2
5	2	3
6	2	4
NOTE: Result is the number of extra guard factors lost. Only the French and Russian guards may make a +2 shift. British or Spanish Guards may not be used for this purpose.		

15.9 Commander Chart

Defending Commander's Tactical Rating	Attacking Commander's Tactical Rating					
	0	**1**	**2**	**3**	**4**	**5**
0	-1	0	0	+1	+1	+1
	-1	-1	-1	-1	-1	-1
1	-1	-1	0	0	+1	+1
	0	-1	-1	-1	-1	-1
2	-1	-1	0	0	+1	+1
	0	0	0	-1	0	-1
3	-1	-1	-1	0	+1	+1
	+1	0	0	0	0	0
4	-1	-1	0	0	+1	+1
	+1	+1	+1	+1	+1	0
5	-1	-1	-1	0	0	+1
	+1	+1	+1	+1	+1	+1
	Attacker's modifier					
	Defender's modifier					

15.10 Combat Resolution Chart

		Casualty Level									
Morale Level	**Random Number**	**1**		**2**		**3**		**4**		**5**	
		%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	5%	-0.2	5%	-0.4	10%	-0.6
	3	0	0	5%	-0.2	5%	-0.5	10%	-0.7	10%	-1.0
	4	0	-0.2	5%	-0.5	10%	-0.8	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%	-1.5	15%	-1.9	15%	-2.2
	7	5%	-0.8	10%	-1.4	15%	-1.9	15%	-2.4	20%	-2.6
2	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%	-1.4	10%	-1.8	15%	-1.9	15%	-2.3
	6	5%	-1.5	10%	-1.9	15%	-2.2	15%	-2.3	20%	-2.8
	7	10%	-1.9	10%	-2.4	15%	-2.6	20%	-2.8	20%	-3.3
3	0	0	0.0	0	-0.3	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
	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

Morale Level	Random Number	Casualty Level									
		1		2		3		4		5	
		%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS	%LS	MRLS
4	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
	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
	6	10%	-3.0	15%	-3.2	15%	-3.5	20%	-3.7	20%	-3.9
	7	10%	-3.6	15%	-3.8	20%	-4.1	20%	-4.3	25%	-4.5
5	0	0	-0.9	5%	-1.1	5%	-1.4	5%	-1.6	5%	-1.8
	1	5%	-1.1	5%	-1.4	5%	-1.6	10%	-1.9	10%	-2.1
	2	5%	-1.4	5%	-1.7	10%	-1.9	10%	-2.2	15%	-2.5
	3	5%	-1.8	10%	-2.1	10%	-2.3	15%	-2.6	15%	-2.9
	4	5%	-2.3	10%	-2.6	15%	-2.8	15%	-3.1	20%	-3.4
	5	10%	-2.9	10%	-3.1	15%	-3.4	20%	-3.6	20%	-3.9
	6	10%	-3.5	15%	-3.7	15%	-4.0	20%	-4.2	25%	-4.4
	7	15%	-4.1	15%	-4.3	20%	-4.6	20%	-4.8	25%	-5.0

15.11 Pursuit After Combat Chart

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

Always "1" versus forces withdrawing unbroken after a day's combat	"+1" to random number with pursuing cavalry leader "-2" column shifts to the right in marsh "-1" column shift to the right in forest, mountain, desert
Pursuit Losses: 1 cavalry = 3 infantry = 6 militia factors	

15.12 Siege Table

Random Number	Result
-1 to +1	Sortie?
+2 to +3	NR
+4 to +7	Breach

Random Number Modifiers:
 -? City siege value
 +1 Undergarrisoned

Sortie?: If the defender elects to sortie, a random number between 1 and 6 is chosen:
"1-4" = besieger loses a factor.
"5-6" = defender loses 1 factor.
Breach: may lead to surrender or an assault.

-1	(To a maximum of "-3") Lost by the loser for each of his fleets participating on a naval combat's losing side.
+1	Extra gained by the victor in a naval combat if commanded by NELSON.
-1	Extra lost by the loser in a naval combat if commanded by NELSON.
+1/2	(Rounding up to a maximum of "+3") Gained by the victor for each enemy corps participating on a field or limited field combat's losing side. Corps starting with 20+ factors count as 2 corps for this purpose.
-1/2	(Rounding up to a maximum of "-3") Lost by the loser for each his corps participating on a field or limited field combat's losing side. Corps starting with 20+ factors count as 2 corps for this purpose.
+1	Extra gained by the victor in a field or limited field combat is commanded by NAPOLEON.
-2	Extra lost by the loser in a field or limited field combat is commanded by NAPOLEON.
+1	For the winner of a siege assault combat if the garrison has corps or the city is a fortress.
+1	Per district for conquering a minor country.
-1	Per district for having a controlled minor country conquered by another Major Power.
-3	If Paris or London is enemy occupied and unbesieged during an Economic Phase.
-2	If Berlin, Vienna or Constantinople is enemy occupied and unbesieged during an Economic Phase.
-1	If Madrid, Moscow or St. Petersburg ("-1" each) is enemy occupied and unbesieged during an Economic Phase.
-3	For going "bankrupt" during a Money and Manpower Expenditure Step.
-/+?	For Political Status Adjustment during the Economic Phase (section 13.7).
-1	Per minor country or ceded province ceded during a Ceding Step.
+1	Gained for creating or conquering Poland.
+2	Gained for creating the Confederation of the Rhine or the Ottoman Empire.
-?	To return a removed leader: Political point loss must equal the leader's Strategic plus Tactical Ratings. EXCEPTION: The NELSON leader, with no ratings numbers, can be returned for a deduction of "-10" political points.
-1	For a nuisance penalty (randomly determined) when repeatedly asking an AI ally for help. Each failed request attempt after the first adds to a cumulative toll.

16.0 Player Notes

The following notes apply primarily to campaign games.

16.1 Austria

Like Prussia, Austria holds a central position on the map. Surrounded by Russia, Turkey, Prussia and France, it requires a true Metternich to successfully negotiate the rocky path of "realpolitik."

First, attempt to negotiate a non-aggression pact with Russia and Turkey. Russia should be easier than Turkey because, with so many Turkish provinces near the Austrian border, the Turkish player may find a war to his advantage. However, Turkey may only want North Africa and may desire peace in the Balkans to facilitate a Franco-Austrian conflict.

A pact with Prussia could be crucial to counter an aggressive French player. Austria will eventually have to face the French army so, if Austria finds itself falling behind in the territorial scrabble for minor countries, face that war sooner rather than later. This means that the more friends Austria has, the better. While the French are strong they are not invincible. If Austria can ally early with Great Britain and Prussia, the alliance will have superior strength.

If Austria finds itself at war with Turkey, the insurrection corps can prove to be invaluable. It is important to place these corps down at the correct time. Let the first few corps past and only when Turkey is moving its last few, place the insurrection corps on the map, forcing a battle and cutting supply lines. Turkey's first few corps should not be able to take part in the battle (unless adjacent) and you will be fighting on more even terms. At the very least, the threat from off-map insurrection corps should make Turkey cautious when crossing the Austrian border. In the 1812 and 1813 campaign games, Austria's objective has to be the destruction of France. Only when France is brought down to size can Austria pursue its own plans for victory.

16.2 France

France is the strongest power in Europe. Better troops, faster movement, better and more leaders and a buoyant economy make France a very powerful opponent. However it is not unbeatable, especially if overstretched and faced by a powerful, well-financed coalition.

Do not pressure Austria or Prussia too much, especially in the early phases of games starting in 1805, as this may create a coalition against France and, early in the game, France is weaker than a combined Austria/Prussia coalition. Try to weaken a possible Austria/Prussia coalition, perhaps by favoring one of them in the division of minor countries or by encouraging Turkey or Russia to attack one of them. "Divide and conquer" should be the basis of French diplomacy in all campaign games.

Control of Italy could cause the greatest amount of friction in games starting in 1805. With Russia controlling Corfu, every Major Power except Prussia has the capacity to claim some part of Italy. Being too forceful with French demands could prove disastrous. On the other hand, if the other Major Powers squabble over Italy, this is definitely to the French advantage, so encourage this by offering morsels to potential allies.

France has a lot of victory points to gain so don't be frivolous in declarations of war. If possible, get the other Major Powers to declare war on France. With better French morale and leadership, France should win at least 60% of the battles and thus gain more political points than are lost. Remember, it is better to tackle a large army with low morale than a small army with high morale since they are easier to beat and winning battles means gaining pursuits and victory points (via political points) and that is what the campaign game is all about. If France does declare war, try to have the forces available to win that war fast!

In the 1812 campaign game, France faces a tough situation. Moscow is a long way from Poland and a powerful Austria and Prussia (and probably Turkey) are just waiting to draw sabers. First, take Moscow

or St. Petersburg. Move the two corps from central Prussia into Russia. Even though they are mostly militia, they are great for absorbing battle and attrition losses. Guard Warsaw while marching east to Moscow or St. Petersburg. Leave at least one French infantry corps plus the Poles (who can receive reinforcements) and Davout to defeat Tormassov. If the Russians have Bagration's force all in one area, strike in the first turn! Always leave a couple of corps in areas which can be used to build depots and use money for supply for as long as possible. If Poland is lost, French supply lines will extend back to Mecklenburg or Saxony and these are difficult to defend, even against roving Cossacks. As soon as Moscow or St. Petersburg falls, get out of Russia, pronto! Hopefully, the Russians will be too crippled to greatly hinder the withdrawal.

Get out of Spain! Historically, Napoleon refused to give up any of his empire and so lost the lot. If Prussia and Austria choose to fight a winter campaign, every factor will be needed to hold Italy and Germany. However, France has a huge force in Spain and if the British or Spanish follow too closely, crush them!

If things are going well, especially in the Grand Campaign Game, France may wish to impose a "continental system" on the rest of Europe by denying trade money to Great Britain. Although this will not bring the British lion to its knees, as Napoleon hoped, it can slow them down and deny them subsidy money to finance France's continental opponents. Peace condition B.6 allows this to be imposed on Major Powers that lose wars to France and, if France has a decent money surplus, other Major Powers may be persuaded not to trade with Britain by offering them cash subsidies equal to lost trade if they do not trade with Great Britain. Perhaps the most powerful weapon at France's disposal is the ability to say when France moves in the Land Phase sequence. This allows France to plan "double moves" (move last in one Turn, then first in the next Turn). This can mean attacking an enemy that was eight areas away before that enemy can react. A favorite tactic of one of our play testers was to move last in the last month before an Economic Phase and occupy an enemy capital. This forces that Major Power to rely on British charity for the finances to continue a war.

When the inevitable coalition forms against France, remember Napoleon's words: "I would rather fight allies than be one of them."

16.3 Great Britain

Correct play of Great Britain, more so than that of any other Major Power, requires the process of maximizing the strengths of the British position and minimizing its weaknesses. This is so because those strengths and weaknesses I are more pronounced than for other powers.

Precisely because enemy access to Great Britain is restricted by the English Channel and policed by the overwhelmingly powerful British navy, the British player need never retain any major troop numbers at home. Almost the entire army can be used overseas. However, it must be said that that army will always be rather small' and so where and when it will be committed should be chosen with caution. Likely places include the islands of the Mediterranean, North Africa, Spain, Scandinavia, Russia (to threaten St. Petersburg and/or weaken the Russian navy), the Dardanelles and East Prussia where, because of their wealth, the British forces can use regular supply while other armies may suffer from foraging for supply. Of course, as circumstances develop, the better places for commitment will present themselves. Almost never commit British armies in fragments, keep them together so as to minimize the risk of having them destroyed piecemeal and to gain the maximum benefit from Wellington's superior leadership abilities.

Proper use of money is central to proper British play. Simply giving it to whoever begs loudly will not do. Decide who Great Britain's long-term enemies will be (usually France) and dole out money in small increments to those Major Powers which appear to be staunchly opposed to those enemies. The establishment of a "slush fund" for the purchase of military and political favors from these and other Major Powers can also prove useful.

It is seldom worth denying trade with America. The loss of colonial trade resulting from a war with the United States is worth more to Great Britain than the few money points denied to enemies. However, as

such a loss may really hurt financially weak countries at crucial moments, this should not be ignored. A final warning about trading-it does not do to have too many enemies, and consequently, too few trading partners at any one time.

Build up the army as evenly as possible, concentrating on regular cavalry and infantry. The British army has unequaled quality regular infantry but lacks size. Most militia is better used for home garrisons than in the field diluting the high British morale. Always maintain a naval superiority over the combined navies of any two enemies or potential enemies.

16.4 Prussia

Prussia, like Austria, is in a central position and, in a campaign game starting in 1805, has a large high-quality army. Prussia has access to many minor neutrals, but a lack of political acumen could find Prussia embroiled in a losing war. Until Blucher arrives in 1806, Prussia has very poor leadership and unless a good opportunity presents itself, Prussia should try not to antagonize its neighbors early. Form an alliance with Austria, Russia and/or Great Britain. This would have the major benefit of support in a defensive war. Preserve the large army, especially the cavalry which is expensive to buy.

The toughest question in the opening stages of the game is whether to create a Polish Free State. If done, Prussia could gain large numbers of high quality Polish troops. However, Austria and/or Russia could attack and conquer the Prussian Polish provinces that would otherwise be difficult to obtain. Mecklenburg, Hesse, Saxony, and the Duchies are in the Prussian sphere of influence, with Hanover and Denmark less so but still attainable. With British help, maybe even Sweden could be taken.

In the 1812 and 1813 campaign games, Prussia must help with the French downfall. Use the saved up manpower (as regular infantry if Great Britain will provide the necessary money) on the turn that Prussia attacks.

16.5 Russia

Russia has great defensive strength, due mainly to its edge-of-the-map position. This position, coupled with its great size, poor forage values and Cossacks, make it difficult for other Major Powers to force Russia to peace terms.

A major problem for Russia is the lack of adjacent neutral minor countries. Neutral minor countries are the coinage of diplomacy and provide room for easy expansion. Russia should gain Scandinavia through conquest or an arrangement with other interested powers and the Polish Free State question can be used as a lever in diplomacy with Prussia or Austria. Russia has a large army of good quality, allowing it to pick all the combat options with confidence, particularly the "Defend" option, as this increases Russian morale. Russia also has decent leaders, an artillery corps and a good basic economy.

Russia will often be called upon to intervene in Central Europe and must negotiate useful gains in these wars. A Turkish war can only be undertaken with good planning and powerful forces and can be made easier with help from an ally. Turkey is especially dangerous to Russia early in campaign games starting in 1805 or anytime that Turkey has the help of a powerful ally.

Corfu has strategic advantages that belie its seeming insignificance. Using sea supply from the Baltic, reinforcement corps and factors can allow rapid expansion into Italy and North Africa.

The last question is where to place the Russian navy. Two fleets in the Baltic and one in Corfu appears to be the best option at the start of a campaign game starting in 1805, but may be modified by the results of Russian diplomacy.

In the 1812 campaign game, retreat before La Grande Armée. Keep a large force south of the Pripyet Marshes to threaten to cut supply behind the French advance to Moscow. Keep Cossacks busy in the French rear areas to force detachments to guard French supply lines. Fight for control of St. Petersburg

and Moscow and try to get support from Turkey. With superior play, the French can be sent reeling back to Poland with the specter of defeat haunting their every faltering step.

16.6 Spain

Spain's advantage lies in her large fleet, therefore an entente with France and/or Great Britain (both of whom could find Spain a useful ally) could provide several opportunities to expand into North Africa and Italy. In the early stages of campaign games starting in 1805, with some diplomacy, Spain could get Naples, some of North Africa and Portugal. Further minor countries may need to be decided by force of arms.

Spanish guerrillas can be used as an excellent deterrent to an attack on the Spanish home nation. They can cut supply lines and even amalgamate to attack isolated factors Spain must still leave some regular forces to defend the homeland and to prevent occupation of all provincial capitals.
In the 1812 and 1813 campaign games, Spain is, of course, at war with France and the French may wish peace. Great Britain and Spain are natural allies in these games and Spain should bargain for a good settlement, if any is made. France may need peace much more than Spain.

16.7 Turkey

Turkey has possibly the most interesting and challenging set of tasks of all the seven Major Powers. It has virtually unlimited amounts of feudal (basically militia) infantry and cavalry with which it can relentlessly assault an enemy, but with such low morale, Turkey will not win very many battles.

When in combat, pick one of the high risk-high yield options such as outflank, assault, cordon or defend, when fighting an opponent with high morale (such as the French or British). If "Echelon" or "Probe" is picked, inferior Turkish morale will probably cost the combat, even though the opponent's pursuit will not be good (as he will have lost a lot of morale as well). Choosing the indicated options could lead to spectacular failures but, if the opponent is outguessed, it could mean a stunning victory where a (usually) superior Turkish cavalry force (plus cavalry leader) can mean a relentless pursuit. When in combat, ensure that there is a feudal cavalry corps to take pursuit losses if the battle is lost. One combat advantage Turkey does have is that feudal infantry is not counted as militia for purposes of taking losses once having lost "2.0" morale. Turkey can continue taking losses from feudal infantry regardless of total morale loss.

In the early stages of campaign games starting in 1805, concentrate on carving out a North African empire and try gaining a foothold in Italy. In Italy, Turkey can be opposed by France, Austria, Spain, Russia and/or Great Britain, so don't get too greedy. Austria and Russia will be wary of a strong Turkish strategic position and, to avoid antagonizing them, do not set up corps on their borders. An early pro-Austrian stance could be to your advantage as it allows Austria greater freedom to fight the French (which could debilitate both of them).

In the 1812 and 1813 campaign games, an initial anti-French stance is essential to bring her down to size with the degree of commitment to her downfall dependent on the number of victory points that the French player bid for France.

16.8 General Hints

Like most games involving a diplomatic element, campaign games of *Empires in Arms* require players to be constantly negotiating among themselves. Players should realize that even the shorter campaign games are long enough for many political changes and re-alignments to occur and today's enemy can be tomorrow's ally. Try to be as truthful as possible in dealing with other players and faithful in honoring informal agreements. Players can appreciate a skillful "double-cross" when it is decisive in deciding the outcome of a game, but gratuitous "stabs in the back" (especially early in a campaign game) that gain only a few political points accomplish little except to gain everyone's distrust and a desire for "revenge" among the other players that can have disastrous long-term consequences. Imposing a "harsh" peace on a current enemy (i.e., removing the best leader, corps and fleets, the best and richest provinces, etc.) can

leave that enemy so weak that other Major Powers can declare war on the weakened Major Power to gain "easy" political points (known as "shooting cripples") and the weakened Major Power will be useless as a potential needed ally in some later war.

Have goals and a general plan for achieving them. Do not make alliances lightly! Alliances that do not last can cost political points (and victory points) when they have to be broken. When asking for help in negotiations have something favorable to offer in return for the desired help. This could take the form of a loan or subsidy, ceding territory that the other player wants, offering help in future projects or anything else that an imaginative mind can conjure. For example, France or Britain could offer to send a corps and a good leader to which a large number of Spanish corps (Spain lacks good leaders for large armies) without leaders could be attached. This offer is favorable to Spain as it increases Spain's chances for winning battles and political points while it is favorable to the offering Major Power as it enables France or Britain to risk few factors in the campaign on that front and leaves most of their strength free for use elsewhere. Always offer something, but try to offer no more than is absolutely necessary. Players with a reputation for upholding and following through on agreements will find that their negotiating position is far stronger than that of more erratic players. In this game, friends can be very important and many of the game's rules favor coalition activities.

A campaign game is won or lost based on the accumulation of victory points. Gaining large numbers of victory points depends on gaining political points and keeping an overall high position on the Political Status Display. It is not necessary to win every war and/or battle to win the game. What is important is not getting into situations where long stretches of time are spent in the Fiasco and/or Instability Zone with resultant low gains in victory points. In the long run, it is better to realize that a situation is hopeless, surrender early enough to get the most favorable peace terms possible and accept a few Economic Phases with low victory points rather than to "fight to the end" and be reduced to a military "basket case," lacking the strength to avoid further surrenders, to exert diplomatic leverage or to later rapidly regain the lost political points.

Study the number of victory points required for the Major Powers to win a game and figure what is called for in terms of victory points per Victory Points Step. For example, in an 1805-1807 campaign game, Austria needs 110 victory points to win. This is an average of a little over 9 victory points per Victory Points Step. If 10 victory points is bid for and gains control of Austria, this increases the average needed to 10 victory points per Victory Paints Step. Is a bid this high or even higher warranted to gain control of Austria? Once the need is established, what plan gives the best chance of accumulating the required total of victory points?

Study the Political Status Display. There are definitely times when securing alliances, making peace, ceding minor countries, economically manipulating, etc. are most advantageous in minimizing or maximizing political/victory point losses and gains. For example, if a Major Power's political status marker is in the Dominant Zone box with "-2 PSA " and "11 victory points," making an alliance ("+ I," political points) just before an Economic Phase is not very productive. The alliance maker's political status marker would be advanced into the "-3 PSA" and "11 victory points" box, so that no additional victory points would be gained from the alliance and the Political Status Adjustment Step will see the marker adjusted into the same box where it would have been if no alliance had been mode. In a case like this, waiting for a more favorable moment to make the alliance makes good sense. Since political points are lost to declare war, the ideal war is a short and successful one; preferably declared just after an Economic Phase and concluded before the next Economic Phase. The political points dropped to declare a war can cost a considerable number of victory points over the course of a long war, even if eventually victorious. Of course winning some big battles can counteract the initial political point drop, but can always winning be assured?

Tricks of the Trade: As with most games there are some helpful "tricks" that can come in handy during the course of a game. A few to keep in mind are as follows:

1. Especially during a Grand Campaign Game, there are periods of peace when a Major Power may safely cut expenses by getting corps and depots and their maintenance costs off the map. Corps without cavalry can be put into garrison until needed later and feudal and insurrection corps can

stand down. Remaining corps can be spread out into richer (higher forage value) areas where (since they are not moving) they can safely forage without risking forage losses. As war approaches new depots can be placed where needed, corps massed where needed, new corps created from garrisons and, if necessary, new regular cavalry factors built in time for the start of hostilities.

2. A depot garrison can participate in a field combat with friendly corps in its area. The up to 10 extra factors garrisoning a depot can be a useful increment in force to a defending army without adding another corps that could reduce a commander's tactical rating.

3. If an army contains militia, do not mass it all in one corps, but spread it over as many corps as possible. Then, if foraging losses occur, as many as possible can be militia factors.

4. For security, large garrisons are often left in home nation cities, especially in capitals and border cities. When determining final morale, a garrison of 11-20 factors that contains all regular infantry plus 1 militia factor has the same final morale as a garrison of the same size that contains all "3.0" morale value regular infantry. This is also true for garrisons of 21 or more factors with 2 militia factors. This can save a few bucks in the creation of these large garrisons.

5. When determining final morale, the inclusion of a Cossack or Freikorps or two with a large army should have no effect on final morale, but remember to provide cavalry factors for loss if the army breaks and/or is pursued.

6. If the Guard Commitment option is used and a guard or grenadier corps is available, carefully study the situation after every combat round. Sometimes committing the guard can guarantee that an enemy will break on the next combat round where this would not be sure without the guard. In other cases, if it is certain or nearly certain that the army with the guard will break on the next combat round, using the guard may cause greater morale loss to the victor and reduce their pursuit class.

17.0 Grand and Grandiose Strategy

Grand and Grandiose Strategy

Playing *Empires in Arms*

(Reprinted from *The General*, Vol. 23, No. 4)

by Bruce C. Milligan

The following article was written specifically about Empires in Arms*, but Bruce Milligan's advice is so sound and so universal that it can easily be applied to almost any wargame, whether you're playing* EiA*,* Siege of Jerusalem*, or* RISK 2210*. Read it, learn it, and use it!*

Let's face it, gang. There was only one NAPOLEON, and even he made a mess of things in the end. You shouldn't get too depressed if you have some problems steering one of Europe's great powers through one of the most turbulent and violent eras of the 19th Century. *Empires in Arms* is the perfect game for you to show that you can do better than Boney himself. It is also the perfect tool to show you that subjugating Europe for more than a decade ain't easy! The intent of this article is not to tell you how to win at *Empires in Arms*. Although I am fairly certain that I have played the game in its varied forms more often than the majority of the readers of *The General*, I do not claim to have any perfect systems. In fact, I have never won a 7-player game. While mulling over a defeat or planning a new march to hoped-for victory, however, I have had many hours to reflect upon what I feel are some of the better (not necessarily the best) means by which victory might be, if not assured, at least moved within the realm of possibility.

The purpose of this article, then, is to give you some ideas that you might implement in your own play. The bulk of my discussion is devoted to strategy and styles of play, not tactics.

This is deliberate. After one or two battles you should have a pretty good idea of what will increase and what will decrease your chance of victory. If you find yourself fighting a war you should never have gotten into (a very popular pastime in this game), the outcome of one or two battles won't make much difference to your eventual chance of victory. With that thought in mind, I've focused on what might be called, if it does not sound too pompous on my part, Grand Strategy and Grand Tactics.

The designers devoted a number of paragraphs in the original rules folder to the subject of strategy, with specific ideas for each country. Craig Taylor added his thoughts in the Avalon Hill version. Based upon

my experience in four campaign games to date, I urge you to read these suggestions thoroughly. I will try not to repeat them, and in return, you should try as much as possible to adhere to all of them.

Following are my ideas on the game, organized in a very simple manner (the order in which I thought of them!) They reflect what I feel are the most important considerations when planning strategy for a particular campaign or the game itself.

Know Your Goals Before You Begin

Putting this in writing might seem ridiculous to some people, but what seems ridiculous to me is how few players ever think about anything other than the turn in progress. As Aristotle said, "the unexamined life is not worth living," and the unexamined monster game is not worth playing. If you are going to devote a hundred or more hours of your life to a game, you should spend the first few hours of that experience thinking about what it is you really hope to achieve and whether that goal is truly within reach.

The primary object of each of the powers in the campaign games, as defined by the victory conditions, is to be the first player to reach or exceed his required victory point total. This sounds simple, but I am constantly surprised by the number of players who don't even begin with the simple step of figuring out how many victory points they should be aiming for per turn or per game year, on average, in order to reach their total by December 1815.

Assume you are France in a game in which economic manipulation is being used. You need 400 victory points. Without bidding a single point for the country, you need to average a bit over nine victory points per quarter if you expect to win by the end of the game. Turkey, on the other hand, with only 315 points to gain, needs to average a bit over seven. Clearly there is more impetus for the French player to take aggressive action than the Turk, because the Turks can average seven victory points a quarter without doing anything!

For countries such as Turkey, Spain, and Prussia, doing nothing in the sense of launching aggressive wars against other powers is often the best course to eventual victory. This doesn't mean you're not taking an active part in the game. To the contrary -- you're actively pursuing a very smart strategy.

Conduct Diplomacy, Don't Play *Diplomacy*

Whenever I begin a game of *Empires in Arms* with one or more experienced *Diplomacy* players involved, I'm worried. Inevitably, probably because this game has seven players and a Diplomacy Phase, they concluded that they are playing *Diplomacy* itself. They know what they're going to do -- turn on their neighbors whenever they get a chance. So what if France is overrunning Austria? As Russia, I can attack him from the rear and really mess him up. Later, when the Austrian player revives, and aided by the Prussian (and possibly the Turks and French as well), repays the favor, the Russian player might ruefully reflect upon his action.

In *Empires in Arms*, unlike *Diplomacy*, today's victim can be tomorrow's tormentor. Because each player needs a different victory point score to win, it is not at all necessary that you savage your neighbors and natural allies in order to win the game -- usually.

Something else you must always keep in mind is that the enemy of 1805 may be the loyal ally of 1810. It is an inferior player who lets personal animosity determine his overall strategy or who stabs someone in the back merely because the opportunity exists. In *Diplomacy* it is common to attack someone merely because you dislike him or his style of play. In *Empires in Arms* it is almost as likely but much more stupid. If you want to get back at someone, excuse yourself from the table and go let the air out of his tires, but in the game stick to the goal, which is playing to win.

Fellow players have criticized me for telling a rookie that he was not playing the game the right way. Undoubtedly this is a justified criticism. Everyone has a different style, and there's no proof that mine is perfect. Nevertheless, in my opinion, the worst players of *Empires in Arms* are the ones who do not put

themselves firmly in the role of chief of state of their country. If you play against competent players and treat every attack on your country as a personal assault, you will have no chance to win this game.

The sole question you must ask yourself, every time you consider an action, is this: "What will this do for my chance of winning the game?"

Be Patient or You'll Become a Patient

Avoid constant warfare. Staying out of trouble until you're ready for it takes a lot of careful planning and diplomacy. At the same time you must carefully build your strength for the struggles to come without attracting attention.

No matter what you do, however, the other players will notice your buildup. They aren't dummies. You'll be dragged into plenty of wars. One or more of your rivals will eventually feel compelled to attack you, if only because you can coast to victory if he doesn't!

Should you decide to attack someone else, imagine your martial pride as your full-strength corps move out of the fully-garrisoned cities, fully supplied instead of foraging, while your 30-ship fleets sail along the army's flanks! Believe me, you'll be much better off that way than if you send corps of 8 to 10 strength points, half of them militia, stumbling out to do battle with a powerful foe.

The only country that really needs to fight and win wars almost constantly is France. The other powers should fight only when forced to by enemies or circumstance, or when the rewards of going to war make it too lucrative to avoid. The greatest mistake I see in other players is that, as wargamers, they cannot resist the urge to get into a war just to "spice things up," even when they would be far better off staying at peace. Consider that Austria, France's most bitter and constant enemy on the continent, was actually at war with NAPOLEON during only 1805, 1809 and 1813-1815. The rest of the time the Austrians were scheming, planning and building up their strength for the next tussle.

If you expect to be constantly at war with someone during the game and you are not playing France (or Great Britain, although often this war is fought from the blockade boxes), then you can expect to be as successful as a football team that scrimmages five days a week before going off to play the big game. I was on a team like that, and we were lucky to have 11 healthy players on the field after a hard week of what our coach called "knocking heads together." We won only one game in my senior year.

Like that football team, your country will be financially and militarily exhausted on "game day" if you have been fighting nonstop. You will almost certainly lose that war to someone who laid low for several years, conserving his resources, filling his treasury with gold, and painstakingly raising large corps of well-trained regulars and cavalry instead of the militia you are left with.

Constant warfare drains your treasury, your manpower, the organization of your army, and your own intellectual energy. The French player may engage in it out of necessity; other players should avoid it at all costs.

Know Your Own Strength

In 1806, after sitting by and watching Napoleon destroy the Austrian army and humble the Russians, Frederick William III of Prussia (egged on by Queen Louise, whom Napoleon once labeled "the only real man in Prussia") decided this would be a swell time to declare war on France. It wasn't. The Prussian army in 1806, while impressive in numbers and on the parade ground, was a brittle husk of the tool wielded by Frederick the Great, in large part because of its aging and decrepit leadership.

Players of *Empires in Arms* should heed the lessons of history and take every factor into account when deciding if they are ready for combat.

The French army, as the designers tell us, has everything: good leaders, good morale, lots of cavalry, and plentiful infantry. It also moves faster and forages better than anyone else. Be brutally honest with

yourself when assessing what your army does best (even if what it does best is hide in southern Spain until the guerrillas and the British can come to the rescue) because in *Empires in Arms* the fortunes of a kingdom can topple (for a couple of years, anyway) on three quick rolls of the dice.

As an opponent of France, you've got to swallow your pride and acknowledge reality. Nobody is going to beat France by himself unless the French player is a fool. And usually he isn't, or he wouldn't have figured out a way to be playing the strongest country in the first place! Too many players go to war with inferior troops, incompetent leaders, and an empty treasury, and then blame the game when the enemy marches into their capital. The countries of *Empires in Arms* are not equal. Don't assume that because someone else does it, you can, too.

Even the French player has to recognize his limitations. I once saw the French buried under the overwhelming numbers of an Austro-Russo-Prusso-Spanish alliance in January 1805, which resulted in Napoleon's defeat and exile by the end of that year. Some astute diplomacy, or even a well-planned withdrawal into France's interior to gather strength, might have avoided this.

Know Your Enemies

If you're Turkey, odds are you would prefer to avoid a naval war with Great Britain. If you are the British player, you really would rather not declare war on Spain and attempt a march on Madrid with your tiny army. If you are the Prussian player, do you really want to thumb your nose at the Tsar while Napoleon peers at you across the Saxon border?

You have to know what your opponents are capable of just as much as you need to know what you can do. This ought to be obvious, but novices and the headstrong should heed this advice.

Remember the Costs of War

Napoleon's French army, born in the desperation of a penniless revolutionary government, learned to make war pay for war by appropriating virtually all of their food and forage in the field. So standard was this that the French army had, to all intents and purposes, no commissariat; the troops were expected to feed themselves. This is partially reflected in the superior marching capabilities of the French.

Any army, even the French, that must forage to exist is going to run into trouble in the winter, in poor forage areas (Spain and Russia), and when several corps occupy the same area. It will be in really big trouble if all three of these conditions apply. Its commander will be faced with the choice of moving one or two areas every turn or suffering a steady drain on manpower. Attrition of even one factor per corps per turn adds up very quickly!

Save your money for supply before beginning a campaign against a neighbor. If you are fighting on more than one front, remember that depots are limited. As rich as the British player is, he can't afford to subsidize all of France's enemies at once!

Guard Your Capitals and Garrison Your Fortresses

As long as you control your provincial capitals, you control the provinces and can raise their money and manpower. As long as you control your national capital, you can raise money nationwide.

Even if strategic considerations force the abandonment of a province or the national capital by your field armies, leave a garrison. Every city with a garrison has to be invested, and with a bit of luck you will continue holding the city for one or more turns. Sometimes this can mean keeping the income of a valuable province or an entire nation for another quarter; sometimes it can mean national survival for another three turns (because you must surrender if you lose all capitals).

At the very least, the invader must split off a corps to besiege your small garrison; if he doesn't and you are on your toes, you can purchase a corps marker (always try to leave at least one unbuilt for this

reason), build it in the garrisoned city, and threaten his supply line, potentially forcing his entire army to forage while deep inside your territory. This can drive an invader bananas, or worse if winter has arrived!

Every fortress should have a garrison of two or more factors so that if you are besieged and must forage yourself, the loss of one factor will not cause the fortress to fall by default. The more troops you have in the city, the longer it can last. If a garrison is forced to surrender, you'll probably get them back as soon as the war ends anyway.

Needless to say, corollary advice for prospective invaders is to remember that in many ways *Empires in Arms* is primarily a game of economics. The real power in this game lies in money and manpower; think of them as potential armies and fleets. When you go to war with someone, you should strike not only at his armies but at the provinces and minor countries that sustain those armies and give them their strength. More than one player has been forced to negotiate because his capital is occupied and he is without funds.

Avoid Winter Campaigns

"Winter quarters" was an accepted routine for every army in the field for centuries, until the invention of canned food in the American Civil War. In *Empires in Arms*, the best thing to do in the winter, at least in northern climes, is to put your corps, by themselves, in the best forage areas possible and not move them at all unless absolutely necessary. Sometimes it will be necessary, but aimless marching about will expend either a large amount of money or a frightful number of troops.

If you're at peace and expect to stay that way for a while, corps without cavalry should be broken down into garrisons. Then you can forget not only about supply considerations, but also about maintenance. Leave a garrison on a depot if you want to have troops in an area that lacks a city.

Build Wisely

This entire article could be much shorter and perhaps more useful if I limited it to two words -- "Be smart!" Smart choices are especially important during production.

You must build in the proper proportion and with a sense of what you will be doing six months or a year ahead. You've also got to keep an eye on the production of prospective enemies. If the British player builds an average of five ships per quarter while the French player steadily cranks out four (which he can easily do), and Spain and Russia are also each building two or three ships, in a couple of years there will be trouble for the Royal Naval -- big trouble! If anyone other than France regularly builds more than half as many ships as England per quarter, it must be regarded by England as a virtual *casus belli*. I would interrogate such a player very closely as to his plans for that fleet. I like to say, without appearing too menacing, "You don't need more ships -- you've got me to protect you." If that doesn't work, there are other recourses, and England can always use the political points if a naval war breaks out.

If you pour a lot of money into cavalry, and then when they appear your corps are either already full or are in the field away from a friendly depot, you'll feel pretty silly converting that $15 cavalry factor into infantry. Always make sure that when troops arrive in the game they can arrive on the map where you want them.

As mentioned previously for different reasons, it doesn't hurt to buy a corps every quarter, just in case you have to build it somewhere should a crisis develop over the next three turns. Militia is cheap and good to build when you are broke or about to be overwhelmed, but if you build it in large numbers just to save money you are going to experience a drastic drop in the overall quality of your corps.

Think about what you are building and have reasons for it. Don't build just because it makes you feel like you're doing something.

Use Minor Countries Wisely

Conquered Minors are a good source of income. Depending upon the circumstances, you may do better to make them Minor Free States so you can benefit from the additional troops and increased income that will result. Generally, it's a good idea to keep most Minors conquered while you add badly-needed manpower to your own, usually superior corps.

Once this is accomplished and your corps are at or near full strength, you may find that the Minor troops are of more use in their own corps. Certainly this is true for the French player, who lacks sufficient corps of his own to maintain his far-flung empire. Invading Spain or Russia with insufficient Minor corps to guard your supply lines will quickly demonstrate what I mean.

Other players can benefit too. Minor corps help to hold far-flung possessions in Africa and elsewhere, and also provide protection from the ravages of the Instability Zone. Even with poor morale they can be useful garrisons and free up your better troops for field battles. They can even be used as cannon fodder in big battles, absorbing some of the losses without weakening your morale too much.

Sweden, with three good corps and a nice fleet is an asset to anyone's order of battle. England, with such a small army of its own, can always gain from having a 15-factor Portuguese corps (especially at the optional higher morale level). Turkey, whose army generally has low morale anyway, should beg money from someone to build up the 12 factors of Syrian cavalry, which by itself can turn a small Turkish triumph into a crushing victory via pursuit. Countries such as Poland, with better morale than most major powers, and Naples and Denmark with their fleets, also have much to offer as free states.

Know Your Generals

Napoleon can outflank, especially when on defense, and expect to succeed. Hohenlohe can attempt the same thing and expect never to see his outflanking corps again. Just as Grouchy never showed up at Waterloo and Bernadotte never showed up anywhere (except in Sweden, on the other side), some generals cannot do what others can.

Learn their strengths and weaknesses by careful study during peacetime, not by rueful reflection on a ruined army (nice ring to that, eh?) Don't forget about seniority -- you don't want KUTUSOV sulking (or, in his case, napping) in the background while Alexander cheerfully leads the Russian army to its doom.

Trust Your Neighbors

What's this? Trust in a game with a Diplomacy Phase? That's correct. I contend you should always trust your neighbors to do what they think they can safely get away with.

This means that as Russia, while fighting France in the Germanies or elsewhere, you should always maintain strong garrisons, along with at least two or three corps and a decent general, in southern Russia to keep an eye on the Turks. The Turkish player, in turn, should garrison his fortresses and keep at least some feudal troops on European soil while he is raising hell in Africa in his bid to create the Ottoman Empire.

Whoever has Portugal (usually Great Britain or Spain) should assume the other wants it and keep sufficient strength in Lisbon, Elvas, and Madeira (even if only a strength point or two) to keep his "honest" neighbor from being too strongly tempted. Ditto for Sweden. If Russia gets it and leaves only a minor garrison there, can he really blame the British player for thinking how much he could use that manpower, or how much more useful the Swedish fleet would be blockading Brest then sitting -- and growing stronger -- in port under the control of a possible rival?

When war comes you must concentrate your forces against your primary opponent, but you also must leave nothing important unguarded. In my experience, former *Diplomacy* players inevitably give in to old instincts, and the first instinct of too many *Diplomacy* players is to stab anyone foolish enough to turn his back, even when such an attack is strategically counterproductive. It's OK to leave an area weak enough

to cause temptation, as long as the temptation is small. Problems arise when you cut the garrisons too finely and the temptation becomes irresistible.

I'm not saying this makes sense -- often it doesn't at all. It still happens, so be on your guard.

Know When to Quit

"This isn't World War II" is a phrase I repeat over and over again, usually in vain, to wargamers accustomed to the style of total war that prevailed in the 20th century. Gamers aren't alone in this affliction; plenty of national leaders also haven't figured out when the game's not worth the candle. As a competitor who hopes to win, however, you need to understand this principle.

You are out of the game only when you are unable to raise troops, so there is no point in fighting to the bitter end in a campaign that you have no chance of winning. It's far better to cut your losses, ask for a conditional peace, and start rebuilding your army so you can have your revenge (if that is your wish) as soon as possible.

Too many players of *Empires in Arms*, when losing a war, seem to prefer total destruction of their army and country to temporary setback. When winning, they seem invariably to demand unconditional surrender. Why this is I do not know; perhaps they feel that by destroying themselves, they somehow drag the enemy down with them. Perhaps it is the age we live in. It seems unnecessary to point out that a nation which you crippled by demanding an unconditional surrender is unlikely to raise a finger to help you when the Corsican Ogre comes bashing at the door of your palace with the Grande Armee. Still, apparently, someone has to do it.

In one game I played, even the French player preferred not to demand unconditional surrender, on the very astute, vampiric assumption that a country bled dry by him in one war would not be a useful source of victory points in a second and third war. He would prefer to knock his enemies down, wait for them to dust themselves off and get up, and knock them down again. He's a smart player.

Generally, one or two big battles will tell you who has the upper hand in a war. Once that imbalance becomes clear, you should give up if you're holding the short end of the stick. Not suing for peace after losing a battle or two in 1805, or even 1810, may be tantamount to giving up for good on the game. The game is long, and historically the French bullied most of the rest of Europe until 1812 before they started to get their comeuppance.

If you're losing a war, end it on the best terms possible. This applies to every player, even the French. Take solace in knowing that the terms of peace that require you to give something up also protect you from your tormentor for 18 months or more. This is stronger protection than any army or ally can offer you, so use it.

Pay Attention to What's Going On

There will be long stretches in the game where you may feel that, either because it is not your turn or because you're at peace with everyone, there is nothing going on of interest to you. You're wrong. Everything that goes on in *Empires in Arms* is of interest to the good player.

Every time a battle is fought or a war is ended, one person (or more) gains victory points and others lose them. Each player's position on the Political Status Chart is the most important gauge of success in the game. Where each of your rivals is (remember that a player can be a rival without being an enemy) will go a long way toward determining your policy toward that country.

It is also smart to observe each battle, if only to see which chits are chosen by the various players. Everyone has his own style of play. A player who chooses "Escalated Assault" or "Outflank" two times out of three is sending you a message. If you ever fight a battle with him and you picked up on that message, you may have an advantage when choosing your chit.

Notice who is building what and where. If depots and corps start appearing on your borders, don't assume they have been sent there to benefit from the healthy climate. They certainly aren't looking out for your health!

As I stated at the outset of this article, if you are going to devote a good chunk of your life to a game of this scope, you ought to devote some thought to it in advance. It will be just as useful to pay close attention to the interactions of the other six players throughout the game if you intend to achieve final victory.

Here's one parting thought: the first question Napoleon would ask about a general was this, "Is he lucky?" Keep rolling ones for foraging and sixes for combat and you'll probably win no matter what you do!

Ten Tactical Tips

1. Although Napoleon said, "I would rather fight an alliance than be part of one," the fact remains that allies do have one advantage in battle. If you contribute, for example, two corps to a battle against the French, the most political points you will lose in a defeat is one, while you stand to gain as many as three. Your nation could lose three battles and win one and still come out even. True, the French would then have nine political points, but the important fact is that you would not lose nine.

2. Protect your supply lines, and threaten those of the enemy. Armies in this period did, and in the game can, easily lose more troops through foraging attrition as in combat. You can help them by sending Cossacks, guerrillas, Freikorps or (for those not blessed with these troop types) small cavalry corps to attack depots or block supply lines. Remember what I stated about fortress garrisons!

3. Use the terrain to your advantage. It costs one extra MP to cross a river into combat. In some cases, the mere fact of you being behind a river will make you unassailable for a turn. Remember the effect of mountains, swamps, and woods on combat and leadership abilities. Don't do what one of our players once did, which was to march the entire Prussian army into a swamp with a forage value of "0," get his supply line cut, and then have to forage for six corps in the swamp!

4. Commit the Guard if you can, but only when it will help. There are occasions when committing your Guard, if you have one, will guarantee you victory. There are other times when it will guarantee you defeat. Know the difference!

5. Consider screening your main army. If you are cowering in fear of a French onslaught or are merely unsure of where the blow is to fall, think about putting a small corps (or even better an all-cavalry force) in front of your main army. This can buy you a turn's grace at minimal loss to yourself and may give you a better idea of your enemy's objective.

6. If you are about to fight an army that you are fairly sure of defeating, remember that with the proper placement of small corps on the flank of the battle you can direct the enemy's retreat into an area of your choice. Sometimes this can set him up for even more trouble (or supply problems) than he already has.

7. March dispersed; fight concentrated. Foraging is prohibitively expensive in some provinces, so it may be better to have your corps in mutually supporting (adjacent) areas, from where they can reinforce each other following one round of combat. This assumes you survive that round. Remember that most countries (with the exception of France and Russia) will probably have one large army and several smaller formations. You should never have individual corps wandering all over the map; they can get nibbled up piecemeal.

8. Build as much cavalry as you can, and keep the bulk of it with your most important field force. Large numbers of cavalry can make the difference between a "qualified victory" and pulverizing

an enemy army via pursuit. For this reason, both the victorious and the defeated should have as much cavalry as possible.

9. Quality will usually beat quantity in a field battle. In one game, six Austrian strength points routed 34 Turkish feudal points. If your army has higher morale and avoids getting wiped out, you should win most of your battles.

10. Choose your chits wisely. The British player, knowing he has the best morale and a small army, is not interested in battles that last three rounds and might cause him to lose 30%-50% of his army. The Turkish player, on the other hand, shouldn't care how many troops he loses, if he can inflict similar losses on his opponent. He may lose the battle, but next time he will still have his Turkish hordes and the enemy army may be a fraction of its former size. Think about these things when you choose your chit. Which do you wish to reduce -- morale or strength?

18.0 Campaigning in Arms

Campaigning in Arms

Guidelines for Emperors

(Reprinted from *The General*, Vol. 27, Nos. 2 and 4)

by Phillip Hanson

In Vol. 27, Nos. 2 and 4, of The General*, Phillip Hanson defined and established sound general principles for Tactics, Logistics, Strategy and Grand Strategy, and then applied these to each of the seven major powers in* Empires in Arms*.*

The game *Empires in Arms* maintains its fascination because so much happens within such a simple framework. Guiding the destiny of a nation successfully through this turmoil requires patience and planning on a scale seldom heard of in wargaming. It is not unusual to be terribly concerned about events which will occur 12, 18 or even 36 turns in the future. Furthermore, events conspire to make drastic revision in plans necessary, so that flexibility is also vital to success. The player which sticks to an outmoded plan will lose as surely as one with no plan at all.

When thinking on the game in progress, you must avoid the common trap of according too much importance to the battle currently underway. What to do after a battle has been joined is "Tactics," and is only lightly represented in this game. The more important questions of what to produce and how to feed your growing army are "Logistics," to which the successful player pays constant attention. Conducting the various wars (that include your current battle) is the domain of "Strategy." And the when and why of war comprises "Grand Strategy."

Each of these considerations is of increasing importance. Winning players keep Grand Strategic matters uppermost, and organize lesser matters to save that objective. A wonderful aspect of the Grand Campaign Game (132 turns, from 1805 to 1815) is that it offers sufficient scope for a well-conceived Grand Strategy to triumph in the face of even severe setbacks stemming from early bad luck. Those who play any lesser version have no guts and deserve no glory.

TACTICS

So, a battle is on. It may or may not be the battle you wanted, but it is the battle you have. Keep your wits about you, abide by these principles, and you will do well enough.

Learn the Mechanics. Surmising that your attacker's best tactical choice is "Outflank" will do you little good if you don't realize that means you should choose "Cordon." Examine the charts carefully so you know the rough morale and casualty implications of each combination for each side. Especially be conscious of the morale losses. Too often, commanders are seduced with rapacious fantasies of crushing the enemy to the last man, and so overlook choices that could merely win them the battle (along with its accompanying political points). Knowing what's going on - or should be going on - will also help catch such slips as using the wrong chart or overlooked die roll modifiers. Don't depend on others to remind you of such, as their interest is not as immediate or powerful as your own.

Know Your Enemies. Is this battle similar to any previous ones, from your opponent's point of view? Do you remember what happened in such cases? Look for any pattern in enemy chit picks and exploit it. Put yourself in the shoes of the enemy. What are his objectives in this battle? What would you do if faced with his situation? What tactic would advance those objectives? Will he be trying to break you morale; or is he out to kill factors? Now... what should you do to counter that?

Consider too what the leader in command of the other side is capable of doing. Often you can eliminate some enemy choices as simply unreasonable based on the competence (more commonly the lack thereof) of an enemy leader. This will aid your own selections. For instance, Alexander or Hohenlohe are

unlikely to risk either "Outflank" or "Withdraw" due to their strategic ineptitude. All these considerations will guide the opponent's chit picks, and frustrating these should guide yours.

Know Yourself. Armies and generals have their idiosyncrasies. So do players. Try not to fall into predictable habits that others can use against you. Examine the game history, looking at it with the eye of an opponent. What are your weaknesses as a player? What patterns have you fallen into? Others will be watching you, even as you watch than.

Consider Each Round Afresh. Observe the ebb and flow of battle. Important changes can occur between rounds of battle, some of which contain opportunities you can exploit.

It can be to your advantage to have your commander "sandbag." For instance, if Kutuzov is fighting the Grand Vizier and already has a cavalry superiority of +1, his +1 for command will be wasted. But, if he sandbags down to a "3" Tactical Rating, this gives the Turks a -1. And +1 for Russia and -1 for Turkey is far better than a +1 for Russia and 0 for Turkey. From the viewpoint of the Russians, anyway. This situation arises whenever your opponent has a "2" Tactical Rating, while yours is "4" or "5." Switching from +1 to -1 for him, and vice versa is possible each round. Examine the charts for maximum impact, and remember that +1 helps win battles while -1 helps avoid defeat - not the same thing at all.

Also think about committing the Guard after each round. If committing it would guarantee an otherwise uncertain break, do it. If your side is going to break anyway, throw them in only if it will take significantly more of the enemy down with you.

Just because reinforcements are available does not mean they should be used. Calling them forward may simply catch than up in the ruin of the original force, and perhaps soak up some of the enemy overkill in the bargain. They can also raise your political point loss, a very bad thing. However, if you have the enemy on charts that hurt them, the extra factors can heap their casualties to gratifying levels (especially if the reinforcers bring cavalry to the "Pursuit" afterward). Again, what about the reasons you placed that potentially reinforcing mass where it now is? If you move it, their objectives may go unmet.

Keep always the big picture in mind. This is, after all, the lowest level of play in this game.

LOGISTICS

It is difficult to know what to write about this without appearing to belabor the obvious. However the stupid things I have done make me think that the obvious may well need belaboring.

Plan Your Supplies. The good commander knows where his next meal is coming from before he sets out. Do you plan to forage, then don't head for barren country. Realize that when foraging you are rolling 1D6 to find your loss of factors. If your negative modifiers to this roll total less than 6 you face a risk of loss. Check out those modifiers that apply here carefully. The most important is the "forage value" of the area. It can give you a -6 right off. Unused movement points help. Being at home helps. Everything else hurts your chances. Everything. Extra corps account for a +1 or +2. Forced marching for another +1. Winter kicks you for +2. These are not trivial effects. Each of these pluses can mean $3 and two manpower lost, and less punch in the next fight.

Consider this example from an actual game. Napoleon declares war on Austria in December, and promptly obtains victories campaigning in fertile Italy that month. Come the next month, six magnificent French corps pounce on a pair of Austrian corps hiding in the Tyrolean Alps. Oops! Napoleon forgot to fill the treasury during the interphase, spending like there was no tomorrow. The nearest depot is three areas away. He elects to use his paltry $6 saved money to pay for the artillery corps' supply. The others must forage. All except the cavalry have moved their full allowance. The area has a "2" forage value; they are not at home, but it is winter, so they get +2 for that - to go with the +2 for the horde trying to find sustenance among these rocks. Total modifiers: +1. The French get to roll a 1D6 (+1) for loss out of each of the four infantry corps and 1D6 for the cavalry corps. The average loss will be 4.5 factors (3.5 for the cavalry) - 21.5 in all. Poor rolls can make this worse... much worse.

In fact, in this game, the cavalry all died, contributing nothing to the battle for all their suffering. The result of this was a mauling of La Grande Armee before the first musket was fired. Some $60 and eight manpower in the cavalry loss alone. Desertion had put a hurt on the Guard that the Austrians never could have. And what was Napoleon's comment on this debacle? "I didn't think it would be that bad." The first three words, at least, are true.

Always be careful of your supplies. It is probably not worth foraging losses of ten factors to kill five factors of an enemy, who will probably just withdraw anyway.

Plan Your Depots. Depot supply is the best way to feed your army in most situations. Depot supply in the above example would have cost $30 more. A considerable sum to be sure, but a much better investment than the ten infantry factors the French bought as an alternative. Avoid placing depots haphazardly, and remove them when no longer needed unless you can garrison them. An enemy often finds the carelessly placed depot the perfect answer to his own supply problems when campaigning in your rear. Depot garrisons are nice to have around. They don't have to forage or pay for supply; they can destroy the depot before it falls into enemy hands; but they are still there to help fight when enemies come into their space. In this way, they can add much-needed depth to a defensive campaign.

Produce What You Need - Not What You Want. Kings (and players) have a mania that can bankrupt or otherwise destroy a thriving kingdom. Especially important is whether or not to build ships, for instance. Prussia and Austria can find good use for a single ship. This vessel will allow sea movement and supply, so long as no "real" navy objects.

But others have no need for ships unless they plan to challenge British dominate on the high seas. Good luck to those who try. British pluses are hard to beat. Instead, husband your resources for uses more helpful when the little Corsican with the big army shows up again.

If you simply must have a navy, protect it. Its home port must be garrisoned for the port defenses to function against a possible visit from Nelson. Be on guard against British landings, as well. They have superior morale, so it can be tough to keep those expensive fleets from being scuttled due to a combination of blockade and land attack. Your port's garrison must be large, with help available from nearby corps. Will the expected results from your naval spending really be worth this sizable diversion of resources?

Build Just a Little Militia. Militiamen pollute the morale of your forces and can cause them to break before their time. Nothing is more galling than the unnecessary loss of a battle, unless it is the accompanying unnecessary losses of political status and victory points. This leads many elitist types in the game to conclude that militia has no proper place in the armies of the era. Au contraire! If a hostile force threatens an important ungarrisoned home city during the interphase, a ragtag force of militia can keep them from walking in. The enemy will then have to lay siege, and may fail their roll, so buying time for reinforcements to arrive. Of course, one wonders why such an important city was left unguarded in the first place.

Too, city garrisons for most players can have militia on a 1:10 ratio with regulars without my morale penalty. Check it out. Ten regular factors at 3.0 plus one militia factor at 2.0 makes 32 which, when divided still equals 3.0 after rounding up. The same can be done with field armies of course. Calculate its morale; add two morale points and divide by one more factor. Keep going until you can no longer round up to the same tenth of a point. Large forces can often accommodate three or so militia factors without penalty. Why waste $9 making them regulars when they can count as forage and early battle losses just the same as your precious regulars?

Militia also appear immediately, a great advantage when you need to exploit a rapidly changing situation. If you figure an enemy will quit the field if hit with large casualties, militia can provide the factors on your side that you need to produce those casualties on their side. I am ambivalent about the "Militia Conversion" option (12.1.1). It cuts into the special Prussian advantage considerably, reducing it to merely a use for odd manpower points and the capacity to raise troops from reserves during wartime. Not much solace compared to the disadvantage of having to play Prussia (about which we further below).

Save Money. The rich player can defeat the broke by the simple expedient of declaring a winter war. Declaring in January, just after the enemy has blown another chance to set wide a financial reserve, will yield two months when they cannot move without severe foraging losses while you own troops feast on the fruits of better times. See the above example of NAPOLEON in Austria for the importance of keeping a healthy war chest on hand.

STRATEGY

"Logistics" is, at its best, but one component of "Strategy." All the supplies in Europe won't win the war for you without a definite, and competent, strategy. So, a few guidelines on the other aspects you should keep in mind follow.

Use Mass. Empires in Arms has been described as "Mass Warfare in the Age of Napoleon." Take this credo to heart Mass Warfare. MASS. Let this one word be your guide as you ponder the disposition of your forces.

In this combat system, the harm done your foes depends on how many men you bring with you. Bring many and be rewarded with heavy enemy casualties. Bring few and your hopes will lie in an unmarked grave, despite all your victories. Political status is the most important thing, but it is not the only important thing. Warmaking capacity depends on available troops (i.e., mass). A string of losses in which the enemy, notwithstanding victory, loses more factors than you is still a logistical victory for you. (Complete victory can be defined as breaking and destroying the enemy.)

Neglect of the use of mass has been the undoing of many an ambitious general. Corps are not simply corps in this game. Just because you have four corps and the enemy two, victory is not guaranteed. Theirs may be "full;" yours may not be. Always assume the enemy corps are at maximum strength unless you possess absolute knowledge to the contrary. This will save you from unpleasant surprise.

And keep your forces concentrated in one main army. Splitting your resources usually merely allows you to be inferior in two places at once. Factor superiority is crucial to victory. If you cannot obtain superiority on two fronts, concentrate you force against the principal foe. If you cannot achieve superiority anywhere, surrender. There are worse fates.

Pay Attention. Use the limited intelligence rules to your advantage. Keep track of the forces involved in all battles. If no one else is maintaining a running record of game events, do so yourself. He who has sole ownership of the game history will find himself in a powerful negotiating position when others suddenly became concerned about the exact strength of a force which has turned and now threatens their capitals.

A "public" history is useful to all players, and I recommend keeping one posted and updated. In this case too, use the limits of knowledge to your advantage. Enemies will stalk your weak corps, hoping for easy political point gains. Slip your available reinforcements into an eligible understrength corps, and it suddenly becomes powerful, ready to surprise the unwary.

Remember Cavalry Modifiers. If you are using the Cavalry Superiority option (12.3.3.1) as you should, then you must seek cavalry superiority and avoid cavalry inferiority. If the enemy is known to have exactly four cavalry factors, then to attack with only two or seven is to fight at a disadvantage, and to expose your men to needless peril.

Choose Your Ground Carefully. If the enemy is cavalry heavy, try to maneuver the battles into swamp, forest, mountain or desert where pursuit is difficult. Always keep in mind that mountains discriminate in favor of the defender. A fine thing when defending; on attack it can turn against you. One ploy is to attack a weak force in the mountains with a strong force of yours. The enemy retaliation will occur within these same mountains, except with you on the defensive this time. This may be just the edge you need to bleed an otherwise over-powerful enemy force.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

Any clever deployment can be well worth the extra effort, as the following example will demonstrate. The French, after causing themselves legendary suffering by foraging in winter in the Alps (see above), eagerly looked forward to crushing the two Austrian corps set out as bait. The first round goes poorly for the Austrians despite favorable chit picks. But the sound of battle draws the attention of Archduke Charles, who promptly arrives with four reinforcing corps to take charge of battle and give the upstart a rough handling.

Assign Leaders Thoughtfully. Study the tactical modifiers chart and compare your leaders with the desired tasks. Then make appropriate assignments. For example, there is an automatic tendency by Austrian players to assign command of the army facing Napoleon to Charles. But he may not be the best choice. Mack and Charles have exactly the same modifiers against Napoleon (+1 to the French). It may be better to give Charles command of a different force and send him out to hunt lesser French commanders down, since he is better than any of them (except Napoleon).

Compose Your Groups Carefully. It is the foolish player who does not calculate the morale of his force in advance. You should know what it is and be prepared to exploit the "round-up" rule in calculating morale under the preferred method. See the above comments on militia for but one example.

When grouping forces, combine arms. This ancient doctrine is still the most effective way to fight, as witness the fact that sensible countries in *Empires in Arms* have cavalry intrinsic to their infantry corps. Nations without this advantage (Britain, Turkey, Russia, by and large) will find it hard to get both maximum leadership benefit and cavalry superiority. Bringing along enough cavalry corps is just too harmful to the leaders' tactical abilities. Hard choices then must be made. Be sure to bring infantry along in every force unless you we hunting Cossacks (which is usually a waste of good cavalry corps and exposes them to the danger of later attack). If you have only the precious cavalry, Guard and/or artillery in a group, any battle losses will be expensive indeed - in line with mother ancient adage which reminds us about a fool and his money.

Know Your Objectives. There are many reasons to fight a battle. Even if you are defending (meaning the time and place were not of your choosing), you still have something to gain from each fight. Battle objectives might include such things as: take a city; defend a city; gain political status; preserve a force; kill as many of the bastards as possible. Before you commit yourself to a battle, take a moment to work out what it is you realistically can achieve, because you strategic objectives might dictate different actions.

Many are best pursued running away. Even the French should withdraw occasionally when there is little hope of profit from a particular battle. Think carefully about what you wish to achieve and how each tactic might advance your goal. This is particularly critical for the defender. The attackers chose the time and place for this fight, and undoubtedly did so for a reason. Frustrating their intentions should be foremost in your mind. Perhaps they wish to gain political status from beating you up; retreating into a city or withdrawing successfully would deny them this. Consider each case.

Perhaps your chances of victory are essentially hopeless but you are forced to fight anyway (to defend your nation's capital, for instance). Appropriate goals here would be to fight on until reinforcements or allies can arrive, or simply to bleed the foe in preparation for the next war to follow your surrender. As an attacker, you must know what you want. If you seek political gain, killing everyone in an inferior group is unwise. If you can beat them this turn, then they will be so much the later and you can beat them again for more points. Cats, the most successful of nature's hunters, often play with their food before eating it to further their enjoyment. So should you.

Low-morale forces attacking dominant powers must realize that their main chance for victory lies in bleeding factors (manpower) front the enemy. Neither France nor Britain can afford to throw away strength point factors. If you force them to do so, they may decide that aggression against your nation simply does not pay in the long not.

Defense Is Cheap. Naked aggression really is more expensive than defense. Wars which were not your idea are cheaper because the enemy must carry the fight to you, operating at a distance from supply and reinforcement. Remember that the declarer must force surrender on the defender, which usually means

heading onto the defender's home turf. The defender, on the other hand, falls back closer to his sources of supply, often fighting directly atop his depots. The upshot is that defenders eat cheap, and receive prompt reinforcements.

Know What Time It Is. There is a time for war, and a time for peace. For most countries, most times are times for peace. Peace is good. Peace is a time for rebuilding or strengthening your defenses and alliances. Let others lose political status to declare on you. And when you feel the need for a war coming on, lie down immediately and hope it goes away. If it won't, try to goad your enemy into declaring war on you. Three political points is a lot to lose at the outset, and better he should suffer this than you, right?

But for France, most times are times for war. France has a powerful thirst for victory points, which can only be slaked by political status, which is most easily obtained by aggression against her neighbors. This is what keeps the pot boiling in *Empires in Arms*. But all this conveniently starts to creep into the realm of "Grand Strategy."

GRAND STRATEGY

Honesty IS the Best Policy. Do not try and be clever and jerk the other players around with a two-faced diplomacy. To do so will only make them mistrust you, shun coalitions with you, and secretly strive to clean up the neighborhood by disposing of you.

As an example, a Prussian of mine acquaintance agreed with the Russian, Austrian and Brit to form an alliance against France during the diplomacy phase of January 1805. In the very next phase, he and France declared war on Russia, achieving nothing but to anger those he had gratuitously lied to (the Frenchman was, of course, overjoyed). This same Prussian agreed to an informal peace in a later war with Austria, then backed out. So when Britain saw an opportunity to put Prussia into civil disorder with a swift declaration of war he did not hesitate, and wound up in control of half of Prussia. The only motive espoused by the British player for this action was "to clean up the neighborhood." Beware lest ye fall victim to the same folly.

It is seldom worthwhile to lie. Cultivate ambiguity instead. Avoid definite commitments, except those you intend to honor. Be also very specific in your agreements, keeping promised actions to a minimum. When you do make a promise, keep it. This will make you a sought after partner in many profitable adventures.

Don't Jump on the Bandwagon. The "bandwagon effect" occurs when a country is down. The urge among wargamers to jump into the war can be very strong, especially with other players egging you on. Resist until you have decided and defined what you will gain. Realize that those who were in the war ahead of you we likely to make off with all the juicy peace conditions. Too, you may someday desire the aid and/or friendship of the down-and-out nation.

It is often better to aid the suffering empire. This can be done through a declaration of war against the winning players, sudden deployments on the border of one of the combatants, discreet (and deniable) subsidies, or even studied neutrality. Such a rescued empire is much more likely to remember your actions with gratitude than those already winning the war, who are probably just going to resent sharing the spoils with you anyway. Even if war with the unfortunate is in your national interest, it is usually better to wait until the present one is complete. That way you get to have the peace conditions all to yourself. Also, this allows both sides - each of whom is a possible future opponent anyway - to bloody each other while you grow stronger. Better their troops should die cutting your enemy down to size than yours.

If you do decide to add the critical mass to swing the war to one side or the other, be sure to get firm commitments on what's in it for you. Carefully evaluate the dangled inducements in light of your long-term plan before jumping.

Keep an Eye on the Standings. Unlike most games, *Empires in Arms* is not won on the game map. It is won on the "Political Status Display." There me several indicators of relative progress that you should keep an eye on:

1.   *Total Victory Points Gained.* Know not only your own totals, but those of the other players so you can best judge where you stand. This is the most primitive indicator of success, but is amazing how many players overlook even this simple measure.

2.   *Percentage of Victory Level Gained.* Divide the total needed to win the game (minimum victory point total plus your bid) by the number achieved so far. Keep track of this for everyone. This is a much better gauge of progress and gives much solace to small countries who might otherwise become disheartened as they watch the larger countries gain victory points in huge-seeming jumps.

3. *Number of Interphases Needed to Finish.* This one is very important during peace, when countries tend to settle at a certain level of victory points per quarter for long stretches. Subtract the current victory level for each nation front the total it needs and divide by the number of victory points gained this interphase. This can be a telling number, especially if a smaller nation has fewer points than a larger one but is gaining them at the same rate.

The race nature of the game cannot be overemphasized. These measures will help you figure out where you stand compared with the other players. This should help guide your Grand Strategy. Remember that your goal is political status rather than imperialism, or militarism, or ego massage. If you do, you will go far.

Hang Ten. The goal of your striving is to get to the third space in the dominant zone while manipulating for the "+2." This space yields the highest number of victory points sustainable through economic manipulation. Hold here through long periods of peace and you will have a leg up on the others, and can conceivably simply coast to a victory. If this is not possible, there is no excuse for not being at the top of the neutral zone during peacetime. Manipulation alone can get you there and, once arrived, can sustain an 8 victory points per quarter gain indefinitely by just +1" manipulation.

Never, never manipulate for loss of political status. *Ever.* Always manipulate for the "+I" or "+2" unless sure and certain events will put you up so much that the extra bonus will be wasted. For example, if you can guarantee that you will be at the Neutral "6", "8" or "10" space, then manipulating for "+1" will be wasted. Similarly, at Neutral "9", "+2" will be wasted. When at peace, it is often possible to predict exactly what your political situation will be at the next interphase. Plan your political status as carefully as you plan your campaigns.

Some players feel that war is an excuse to cease manipulating because of the huge amounts of money and manpower the war will chew up. Most countries, though, cannot be so sure of winning battles that they can afford to waste opportunities to gain political status. And what happens when you lose you minors by being that one point into the instability zone? What good will your three or few extra factors do you then?

Manipulation is also your best friend when healing from a losing war. You will have peace with the victor or victors for six long interphases. During this time you can gain as many as 12 extra political points. Sneer not, that is more than a whole zone on the display.

Gauge Character. In this, as in all games with a diplomatic component, sizing up the other's integrity and capability helps considerably. Have you played with these people before? Who was trustworthy then? Odds are they will play this game in the same style. It's also a good bet that a competent player of other games will handle this one well, too.

More subtly, it helps to know if a particular player is more susceptible to threats, pleas, misdirection, flattery and/or bribery. Blending all these in proper proportions makes for a formidable diplomacy. Cultivate deftness, and be bold enough to act on yew perceptions when indicated, even to the point of modifying the hints given in the next section of this article for each country.

Don't Try for Dominant Status. For Austria, Prussia, Russia, Spain and Turkey, striving for dominance is foolish. It will only lead you to shoot yourself in the foot by alienating friends you will almost certainly need later. Besides, it's usually much easier to simply win the game.

Bid Wisely. The most common error I've seen is to bid fantastically high for the powerful countries. What formulating your bid, plot out - roughly - where those points will be coming from. Do not simply assume that you can always go out and kick a little butt for that extra political status. Most players' ability to kick butt at all is severely constrained by the ugly realities of weakness and mutual dependence. In short, adhere to the KILL principal: "Keep It Low, Lunkhead."

Bidding for Play	
Total Victory Points	*Victory Points / Quarter*
308	7.0
330	7.5
352	8.0
374	8.5
396	9.0
418	9.5
440	10.0
462	10.5
484	11.0

Turkey, Prussia and Spain need, as a base, less than 7.5 victory points per quarter to achieve their necessary totals by game end. Austria and Russia can get by with less than 8 on average. Britain will need almost 8.5, while France needs to gain over nine per interphase! To raise your necessary total to over 8.0 (which can be achieved by manipulation during peace) or 10.0 (the maximum sustainable during peace) is very grave and should not be done without good reason - and a definite plan for where all these points win come from. "I'll just declare war if I have to" is not a viable answer - even for NAPOLEON.

Don't Give Up. There is a terrible tendency to despondency among the smaller empires after being overrun by Napoleon's steamroller. Historically, Austria was beaten before the game begins, and was twice more thrashed by the Corsican, before finally emerging victorious. Smaller countries - especially Prussia and Spain - can take a defeat or two, even a severe one and still come back to win the game. Not so France. If France gets dragged down into instability (let alone fiasco) even once, her chances of winning go down the tubes along with the status. So hang in there and bleed La Grande Armee, even when losing; then start the buildup for the next time. Your day will come.

Now, let us apply the above to each of the seven empires in turn.

FRANCE

On you lies the burden of the game system. By that, I mean that an uninteresting French player makes for an uninteresting game. You should cultivate an "attitude problem." Remember that each of these lesser countries, and arguably any two of them together, is inferior to your glorious might. At the same time, remember that you are not as powerful as all of them put together. Keep a moderate rein (but only a moderate one) on your ambitions and France will go far.

How each game will unfold will largely depend on your decisions. Yours is the power to make or break empires (including your own, let's not forget), raise new nations, humble the divine-right monarchs, and forever reshape the map of Europe. Your options are basically three: you can make war "Early and

Often"; or you can "Build Up" your army to more effectively crush these upstarts later; or, you can build a "Navy" to allow a final solution to the problem of Perfidious Albion.

Under the "Early and Often" strategy, you should begin the game at war with Austria, Prussia or Spain. You can reach any of these three easily and have immediate superiority over them. Starting at war saves you the loss of three political points and will precede the formation of alliances, so there is no call to allies. There is indeed a psychologically curious, but still potent reluctance among players to become involved in existing wars. You, as France, will certainly want to present the conflict to others as "just between me and Prussia" (or Spain or Austria). Perhaps they will even believe this. And if others do become involved in this contest, so what? Let them. Better they should lose the political points than you.

It can also be effective as well to declare on either Austria or Prussia on the first turn instead. The reasoning here is that they will not know of your intentions during set-up, and will almost certainly have declared against some minor countries who will quite possibly seek your benevolent protection against the aggressor, inasmuch as your war gives you +2 on the roll to obtain these minors. Then as the, say, Prussian army finds it has its hands full defending against your French forces, their lapse of war will put these plums and their troops in your hands at no cost. However, minors are more useful as conquered states than as Free States, so as France I prefer to get my territory honestly - by war.

In either case, your goal is to prevent the formation of effective conditions against you by crushing one of the potential partners early, before they have time to raise forces, establish diplomatic ties, coordinate deployments, and so on.

By following sound logistical and strategic principles, your enemy will soon lie prostrate at your feet. It is tough to pass up the sweetness of total victory, but often a conditional surrender is enough for France. Judge this ruthlessly according to your own need for political points. Bear in mind, however, that a crippled enemy will be easy pickings for the likes of the Russian bear. Who needs to give the Tsar free political status? Let him earn it the way you did, on the battlefield.

Furthermore, France should always select an Extended Peace and a Royal Marriage. The purpose of the latter is to gain even more political status (and thereby victory points). That was the purpose of your war in the first place, remember? Extended peace is also critical to discourage the formation of effective alliances against France. If you, say crush the Austro-Prussian combine into the dirt in 1805, getting conditional surrenders from both, then you can declare war against either in February 1807, while neither may declare war against France until August. Your goal is then to turn your attention to, perhaps, Spain, having until February 1807 to crush her. Then you may again declare war against either Austria or Prussia, and the other may not become involved for six months. And the Spanish war will have secured that flank for a year or so. Let the others know that it is nothing personal; you're just on a circuit and have a schedule to keep. (Doubtless, they will understand and sympathize.)

The question of just which target to start the cycle is important. Spain, of course, is tempting by virtue of its weakness. However, tying down a large contingent there will provide lots of French targets in your exposed rear. Unless the Prussian and Austrian players are foolish, they will realize that you are giving them their best chance ever.

No, either Austria or Prussia is the best choice for France in the beginning. Their armies we very similar in initial composition, so treat this as a toss-up. I lean towards bashing the Prussians before BLUCHER shows up, so as to have the +1/-I die modifiers in any significant battle. Too, once their large initial force (particularly the cavalry) is destroyed, they will take forever to rebuild it, so you needn't worry about them as a threat for a long, long time.

The "Build" strategy differs in several critical aspects. First, France should not declare any pre-existing wars. Your goal is to grab the lion's share of the minors, construct an awesome fighting machine, then begin establishing your circuit in early 1806. Under this strategy, you should be quite assertive with respect to the division of the minor powers. In the first turn, when the "Italian Question" comes up, make it known at the outset that Tuscany is yours. Negotiate about the others from there, picking up any other minor Italian states offered or uncontested.

When you have them, declare no Free States. You want those men in your army, training to be stalwart Frenchmen, not in same simpering minor allied corps with no morale to speak of. Those corps are all tiny, too, polluting your excellent leadership pointlessly.

Avoid getting involved in North Africa or on any of the islands. The British navy will always be waiting to pounce, cutting off vital corps from reinforcements and recall. Do not put your own head in the guillotine in the first place and you need not worry about it being cut off.

Appearance and attitude are everything here. Present yourself and your case strongly and confidently, and your legitimacy as arbiter of the fate of Europe will be firmly established. Act the wimp, and the dogs will scent blood. You can easily handle four, or even five, wars against minor countries at once. Pick the ones you want and discuss these with the other players. They may be as eager to avoid an early war as you.

Finally, your mind, while set to seek peace, should not run from war if it is thrust upon you. Remember, any war declared by another doesn't cost you my political status, and even offers the opportunity to feed further victories to French public opinion. The purpose of all this distasteful avoidance of war is to construct a juggernaut with which to roll over them all later. In particular, you will require the full Guard and artillery complements the army can contain. After that, train three to five cavalry factors per peaceful interphase. Build no ships. Increase your war chest by about ten over what you had after the last interphase. Voila! You have Le Grande Armee for smiting your neighbors, consisting of the Guard, I-IV corps, and either the V Corps or the artillery corps. This awesome force will total 143 factors (144 with the artillery instead) of a morale of 4.2.

Furthermore, this mass will not dilute Napoleon's leadership, and will contain enough cavalry to avoid inferiority to any (and gain superiority over many). With this instrument shall ye conquer. Just make sure to leave someone at home to keep an eye on Britain. DAVOUT and two corps is usually sufficient for this task.

Build one militia factor per large corps that will not be traveling with the Guard. The roundoff leaves your morale for such corps at 4.0 still, and you need to save that cash for replacement Guard and artillery factors. The artillery is of singular importance. You get two factors for two manpower (not one as with other troop types); this is big help in gaining mass. And these factors get to shoot twice (once by bombardment, and once in each regular round)! The chart for bombardment tends to be twice as good as the battle chart. So, artillery is eight times as good as regulars (well, OK; I realize that during regular rounds they fire on whatever chart everyone else is using, making the calculation 2 x 2 x 1.5 = 6). Don't let this slip by. Any NAPOLEON who fails to build the corps to its maximum is an idiot.

Your goal is to declare your first major war in the first quarter of 1806. A January declaration is often effective. Enemy forces will customarily be spread out in high-forage areas waiting for spring. To move first is to catch them by surprise, and probably with too little money to fight a winter war. Your rich war chest will save you in good stead.

Offensive as it may be, snuggle up to the British. Point to your lack of a naval building program as evidence of your goodwill. Seek trade; it benefits you much more than him. If the British player is so foolish as to trade with you, use that money to build cavalry for the more efficient destruction of his continental allies. (This is the only form of vengeance against the English open to you under this strategy.) Resign yourself to never seeing Dover.

Perhaps, once you hold every German and Italian minor state and have crushed all the major continental powers that have the temerity to ally with Britain, perhaps then you can think of invasion. But even then the British player will have laid many, many keels. Catching up will require quite a wait. And you must have a 3-2 superiority to even contemplate the matter (as discussed below). No, it is your army and not your navy that will win the game under this approach.

A French "Naval" strategy is very simple. You must build as many ships as you can (subject to building enough army factors to defend the empire), as well as acquiring the minor countries with naval forces.

After some years of this, you will have a 3-2 superiority against the Royal Navy and can reasonably expect to get an invasion army ashore. This is the minimum required for any naval success. Anything less will mean the end of your fleet and your plans.

Now, there are other places in *Empires in Arms* to find ships than at your shipyards, so this depressingly long timeline can be shortened. The Spanish have a nice fleet and are no match for you on land (see below). The most likely way to gain control of the Portuguese navy is by proxy through a cowed Spain. Taking Portugal ought not to be beyond their (admittedly) meager capacities. Sweden can only be had through some dereliction on the part of Russia. Perhaps you can arrange a distraction after the Russian declares war against it (if it falls to you to control). But don't put a lot of effort into this, however, because the prospects for payoff are slim.

Denmark, now, is another story. They harbor no good will towards the British as a result of Nelson's Copenhagen raid. The Danes will often be driven into your arms when the British player declares war on them. This is all the more likely if you are at war with Britain. Keeping Denmark though is a more difficult proposition. And one tied to your general anti-British strategy. You must keep one corps in port with each of your fleets, even if they contain only a factor or two. Naturally, these should be placed so as to be within range of Britain.

Now the British player is faced with a dilemma. If the British do not blockade your ports, France can declare war against them in support of some minor power (if not already at war) and invade. If the British do blockade your ports, they must do so in some strength inasmuch as they cannot afford any chance of losing a naval battle that would leave their islands open to invasion by even a single French corps. This will leave them precious little to defeat the Danish navy (which would certainly sortie against any British invasion of the islands). Many times the result of all this maneuvering will be that France retains control of Denmark and its all important fleet of 19 ships (representing six months worth of ship-building for Napoleon).

As a final aside, those same corps and fleets will also be available for a surprise invasion should Britain foolishly make a major commitment to the eastern Mediterranean. Keep a close eye on his naval deployments. If the British player ventures beyond two-turn range, declare war and invade with your coastal corps - no matter what strategy you may be following.

Irrespective of which strategy above you follow, a land war is virtually inevitable. France has the unique ability to do a double-move combination (last, then first). While this extends your range to eight areas, the more practical effect is to allow you to attack forces five areas away without outrunning your supplies. Keep Eugene and Jerome with Napoleon at all times. This way, they will do better service by catching a bullet meant for him than ever they could leading troops. Having looked at possible French grand strategy above, let us now consider her relations with the other empires in play.

Spain. Historically, the Spanish paid Napoleon a monthly indemnity to obtain his sufferance of the confirmed presence of a Bourbon on a European throne, be sure to mention this fact to the Spanish player (whether or not you plan to insist on similar treatment). To avoid your justified wrath, he should also put his fleet at your disposal should you wish it. And naturally, he will allow the infamous British nowhere near Portugal, and will after taking it be glad to declare Portugal a Free State to make another 12-factor fleet available to France. Spain has much to gain from such an arrangement as well, odd as this may seem. It stands to gain Portugal, and a secure flank. So the French should offer some support for their expansions in North Africa, as controlled minors in Spanish hands are not in British hands.

Nevertheless, the Spanish player will covet carrots that the English may dangle before them. Tie the apron strings tightly. Insist that the Spanish maintain troops in garrison in Lorraine or some such place. That will keep Spanish knives out of your back. If the Spanish agree to all these terms, reward them with an alliance. Even though the political status for stomping over them can look tempting when no other war is available, it is unwise to attack a Spain that sees things the French way.

Britain. The British are certain to be a constant source of irritation to you. Nonetheless, you gain more from trade than they, so offer it whatever possible under an "all-or-none" policy. Then spend the money

on cavalry with which to better attack their continental allies, or on more ships with which to invade the British Isles. Two-faced certainly, but that's life in the dominant zone. Keeping the minor fleets away from British control is critical to any hope you have of ever invading. Do not allow them to sweet-talk the Russian out of his legitimate interest in Sweden. Denmark, of course, should be yours. And Portugal belongs to Spain. Keep these out of his hands, and the naval balance looks less bleak. Similarly, prey on the insecurity of any naval action by Spain, Russia or Turkey during diplomacy with them. "The British could always declare war on you, move first, and crush your navy," you will say - often.

When at war with Britain (a regular state of affairs), try to sucker him into landings you can crush. The British take forever to recover from any serious loss of troops. If he declines to be obligingly stupid, point out to their continental allies how little bleeding the British have done, despite the quality of their troops, while you rampage through the others' homelands. Make a habit of checking every turn for an opportunity to land troops in Britain. If they take the first naval move while a war is in progress (especially a war they may have forgotten about due to inactivity), demand a strength count on any fleets that can intercept your invasion. All you need is a 3-2 edge over the fleets between you and Dover, and only for a single naval phase. After that, the French navy is expendable to achieve a large-scale landing in England.

Prussia. It exists only to provide France with cheap political status advances. Do as Napoleon did and trounce them regularly. Much of his military reputation was built on piles of Prussian corpses. Get into the 18-month cycle against them as soon as you can. Whenever they surrender unconditionally, take minor states and/or provinces. Poland is a nice base from which to keep an eye on the Russian.

Austria. See the above paragraph. With less cavalry potential, the Austrian has a hard time turning his wealth into anything fearsome. But watch out for Charles; he knows his way wound a battlefield almost as well as Napoleon. Always, always remember when settling on peace terms to separate your enemies whenever feasible. Why fight Austria and Prussia together, when fighting them individually is so much easier and more profitable?

Russia. Russian help can seal the doom of Prussia and Austria, but why cut Alexander in on the spoils? Do make sure he takes Sweden to keep it out of unfriendly hands. If you feel a need for Russian help or support, or even friendship, cut him in on some Italian minors.

Attacking Russia is folly. Count the areas from Poland to Moscow. And then consider who might vacation in Paris while you're in Russia. If this doesn't dissuade you, play out the Russian scenario. Only if you can win that consistently should you even think about invading Russia in the campaign game. Now, if the Russian should somehow wind up with some Italian or German minors, that may be mother matter. Just remember that forcing Russia to surrender is virtually impossible, so settle in for a long war.

Turkey. Your only natural ally. You want nothing they have or can ever give you. Furthermore, their enemies are also your enemies. This is always the basis for a beautiful friendship. The only potential for friction lies in North Africa, should the Spanish player prove intelligent enough to see the advantage in allying with France. In this case, try to broker a fair partition (i.e., one that excludes England and keeps your two friends from each other's ducats, and hence their navies intact.)

GREAT BRITAIN

Always remember that you are Great Britain. You, like the French player, are a dominant power and should act the part. Otherwise, the others will lose respect. Your demesne is the sea. It brings you wealth and keeps your enemies safely away from your vulnerable homeland. Rule the waves and win the game. Try anything else and lose. It's that simple... and that complex.

Your primary objective is obvious: keep your islands safe. Who threatens your islands? No matter how you consider it, the answer comes up "France." All your energies must therefore be centered on the destruction of the French capacity to invade. This may very well require the destruction of the French empire. Oh, darn.

Let's look briefly at the naval picture. His Majesty's Royal Navy is by far the most powerful, with some 100 vessels. But next are the perfidious French with 49 to their own account, and maybe 15 stolen from the legitimate government of Holland (so, 64 in all). Then Spain weighs in with 57 ships, and the Russian with another 49. The Turkish 22 are unlikely to be very significant in your calculations. Naturally, your nightmare is that they will all gang up on you. Equally natural, the evil Napoleon will be doing all he can to encourage such a conspiracy. This doomsday scenario, and your fear of it, should motivate all your diplomacy.

What you must do is dangle the substantial benefits of association with England before the greedy eyes of the Spanish and Russian players. Help them out with their goals so long as they are not building ships. The only purpose for them to be building ships is to do something you will not like. After all, if you do like the actions of others, you can protect them with you fleet. Do not swallow any nonsense on this score. A major shipbuilding program by any other power is detrimental to your interests, and very possibly to your territorial integrity. Wield your trade club to punish momentary offenders.

Of course, England must add more ships to her own account. Build a minimum of two each interphase, even if you see no current need. By the time the need is apparent, it will be too late to begin. Build more than these two if others do. Britain can easily sustain five per interphase, and can usually push the total to ten if it must.

Do not allow yourself to be out built at the shipyards under any circumstances. The other important source of ships is the navies of the minor countries. Seize as many as possible. If you cannot seize them for yourself, try to keep them independent. If you cannot do that, keep them out of French hands. And if you cannot even do that, look for every opportunity to destroy them utterly. Looking over the neutral minors, we find:

Sweden. The Russian will almost certainly declare war on Sweden. Your reaction should be dictated by British relations with the Russian, and by the roll of the die for control. If the Evil One gains control, urge the Russians to hunt down the Swedish fleet (for the political status gain it can give). It may even be best for Britain to avoid rolling for control of Sweden for this very reason. Ships on the bottom, be they Swedes or Russians, cannot carry enemy soldiers to your shores. In general, encourage naval battles among the others. Sometimes, though, it may be to your advantage to have the Swedish fleet in the hands of the Russians. They may cooperate with your continental schemes if you dangle this plum before them. This is one of those instances where gauging the character of your fellow player is very important.

Denmark. England can usually capture Denmark without too much trouble, providing you are not at war with France (or the French have not made the preparations for invasion outlined above). If your land forces will not be immediately available for the conquest of Denmark, little will be lost by delaying awhile. The Prussians cannot capture it so long as the Danes' fleet guards the crossing mows. The Russians have many fish to fry, and should be informed in any event that Denmark is legitimately yours. They will probably not wish to tangle with your fleet -especially if you are reasonable concerning Sweden. If someone else does declare war against the Danes and you gain control, do all you can to bring about a lapse in that war and to keep their forces out of Copenhagen. The Danish capital is on an island, so the Danish fleet can always be sent out to do battle or to interdict the crossing arrows. Then, even should you lose the naval combat on their behalf, the prize goes to the bottom.

Portugal. Historically, the British and the Portuguese had been friends since the 1300s. Banter about that 500-year friendship freely in diplomacy with the Spanish. The Spaniard may be amenable to selling his admittedly legitimate interest in Portugal, particularly if his relations with Napoleon are poor Naples/Sicily. Forget grabbing this fleet unless you are playing with the Kingdom of the Two Sicilies option. If so, insist on Sicily as your part of Italy during its carve-up. Probably no one will object. If they do, inventory your ships in their presence and review all those naval rules that so outrageously favor Britain.

As for the rest of Italy, try to broker a peaceful solution between Austria, Russia, Turkey and yourself. Inciting a war with France is OK, but discourage the others from petty bickering amongst the anti-French

forces. Remember that those who are not anti-French today may wine to their senses in the near future. Internecine conflict will not do. Threaten trade sanctions if any misbehave. For your part, restrict your demands to Sicily and Sardinia. These are islands and can thus can be protected by your navy. Graciously consent to yield those rich mainland minors (which are, after all, within the reach of the vile Bonaparte) to the others. Make sure they are aware of your generosity in this matter. Hanover/Hesse. Forget it. Yes, these are the king's ancestral lands, and he doubtless pines over their loss. But Britain does not have a realistic chance to take them; and if taken, they could not be held. Pursuing them will only put your tiny army out where Bonaparte can get it. And we don't want that do we?

In general, stay off the mainland. Do not be tempted to send your army where malefic Frenchmen can abuse it. Wait until your army is very strong (over 50 factors), then commit it all at once in concert with your allies. Restrict your attentions to the Mediterranean islands and North Africa. All the other maritime powers have Mediterranean islands you can scoop up should they be so foolish as to irritate you. Use these as bargaining chips. Do not allow any of them to simply assume that you will automatically suffer their presence on these, which are by nature British.

By the same token, do not needlessly antagonize people. Quietly point out how forbearant you are to allow them to maintain their ownership over these same islands. Make a big point out of grabbing these and you will have made needless enemies.

Never forget that Britain itself is an island. There must be strong British forces within one turn's sail of the English Channel. Pencil into your copy of the Sequence of Play the "Checking for Channel Security Phase." Check it every turn. If you should forget - even once - you'll be amazed at how quickly the declarations of war can come. If your group is playing with the Lille-Dover crossing arrow, pencil it directly onto the map (if the game's owner will permit). Park a British fleet there. Leave it even during the interphase. It is well worth it to be sure you don't forget about some trivial war against, say Austria, which has been dormant for months. It would not do to wake up to the sight of fire raging in your shipyards as Austrian light infantry run over the waters of the Channel. You have been warned.

Do not trade with France. Ever. What is the French player going to do with that money anyway? Build ships with which to invade Britain, that's what. For the other empires, the trade gives you some leverage. Trade with the 0/1 ports only in exchange for some kind of favor. There is absolutely no reason to line the pockets of the others needlessly. You want the others to have to come to you hat-in-hand for their surplus cash. Giving it away like this reduces their need for you. You may want to institute a policy of only trading with the 1/1 and 2/2 ports, except for your allies. This is a hard-nosed approach, and will reduce your discretionary income as well, but it can encourage alliances against France. Or it can blow up in your face as they turn to Napoleon for income. Tact is not dispensable in this, or anything else.

So, how does the above relate to English relations with the other six players. Let's see.

France. Napoleon is rich enough to build his fleet up to its full capacity (120 ships). He is also rich enough to give the Dutch funds to raise their own fleet to 30 ships. This is a formidable armada, and must not be permitted to develop. You have two strong allies in this regard: Admiral "Impatience" and Admiral "Inattention."

The historical Napoleon tried to invade England before he was ready to tackle the Royal Navy. Your Napoleon may do the same. It will be a long time before France can have a navy that can match yours. If France attacks too soon, Trafalgarize them. Once down to 10 or 15 ships, the French will think the better of bothering you again.

If, even once, they leave a strong fleet in a port without a garrison, declare war (if not already at odds), move first, and kill it off. Even if but ten or so ships are present, their loss is a heavy blow to invasion plans, and a giant step towards British security. If only a weak garrison is at hand, a swift landing might take the port. If a blockaded port falls, ships in the port must either sally into the teeth of your wind gauge or be scuttled. This may not profit you much in victory points after accounting for the cost of declaration, but it will profit you immensely in terms of sound sleep. But beware of French factors showing up during the Reinforcement Phase. Still, the worst thing that can happen is that you will still be at war with France.

Other than this, you must keep France embroiled in continental wars to drain the money that would otherwise surely go into his naval program. Subsidize the enemies of France in proportion to their success in killing Frenchmen. A bounty on French factors might not even be a bad idea.

Another potentially profitable tack is to sucker some French corps into North Africa. North Africa is your playground. Any French army must sail there, and that means they cannot return without your permission. If the corps are substantial in size, strand them there and encourage your continental allies to declare war on the rump of the French army.

A particularly wicked ploy is the "Tripolitanian Shuffle." If Britain declines war against Tripolitania and the French gain control, they must take the corps into the field (as Tripoli cannot hold all its own army factors). Now this minor country consists of four territories which are all coastal. If you take a six-factor British corps you can pretty much count on your 4.5 morale to beat down their pitiful 1.5 morale without causing them any casualties. That means you can suck a political status point off the French each month until they remember they can voluntarily dissolve this corps. This might even be quite awhile.

Spain. England and Spain can help each other. As the wicked Bonaparte gazes over the Pyrenees, what does he see? Easy political points, that's what! What the Spanish need to deter French aggression is cavalry, higher morale and a competent leader. You can supply all of these. British money and Spanish manpower (they have goodly amounts of it) can make fine cavalry. The higher morale and fine leadership will come from your expeditionary force under Wellington. What you need from Spain is a second front to worry the French, cannon-fodder to screen your valuable and hard-to-replace troops, and assurances that the Spanish navy will not fall into French hands. Spain can provide all of these.

Of course, Spain does not need any more ships. They are already superior, naval-wise, to all the powers except England. Pointedly ask the purpose of each ship Spain builds. They can easily defeat Turkey's navy, the most likely opponent. France's navy you will handle yourself. Russia is not a threat to Spain surely. There is, therefore, only one naval power left as a target. If the Spanish have the money to waste on unneeded shipbuilding, obviously there is no need for British subsidy. Cavalry is what Spanish surplus gold should go for - not ships. Naturally, they would not think of allying with France.

Prussia. Bear in mind that the Prussians can call up a huge army from their reserves (consisting of one-quarter cavalry) if supported 3:1 with money. If timed properly, this can be devastating to the French. This ratio makes for a high morale force (3.3 if even a single previously-built cavalry or guard factor is included), and lots of these forces, if two conditions come about.

The first is for the Prussians to have a large pool of saved manpower. This will depend on his losses, which depend on how the first continental war and division of minors plays out, which is all largely beyond British control. Urge the Prussian player to save men especially when at compulsory peace with France. The other necessary condition for the rebuilt Prussian army to reappear is that the British (you) save $3 per manpower point the Prussian has in reserve. Let's look at an example in which the Prussians have saved 40 manpower points: This 40 points will support creation of 20 factors. Dividing them 3:1 yields 15 infantry and five cavalry factors. Fifteen infantry cost $45, and the five cavalry cost $75 - a total of $120, or exactly $3 per manpower point. Just remember to sock away $3 per Prussian manpower if you expect the Prussians to take the field at a crucial moment. It will seem a great burden to have to save that money when there are so many other things it could be spent on. Certainly other players will beg and plead for the cash. You must remain firm; stiff upper lip and all that.

It will seem an even greater burden when the malevolent Corsican cuts these troops to ribbons. Ah well, these are the dollars that must be spent to bleed the French. Try using British rather than Prussian troops and see how that feels to you.

Russia. Denmark is yours. Surely the Russians will realize this. If it seems possible, strike a deal for Sweden. Perhaps the Russian visualizes his destiny in the south. Offer to split off Finland if you think that will make the deal seem sweeter. But in no case press so hard as to offend the Russian player. His fleet joined with the French would be very dangerous. There is no reason for England to come into

conflict with the Russian, unless he fears greatly for his fleets or he plans to team up with the Dark Lord. This last would be, as noted below, highly risky for the Tsar.

Austria. Try to weld together an Austro-Prusso-Russian alliance with you using subsidies as the carrot and fear of the French as; the stick. "NAPOLEON will get you if you don't watch out" and that sort of rot. These three powers have little to fear from you in term of direct aggression, and much to fear from France. The Austrians are a critical part of such an alliance, giving it more resources and enhanced strategic options arising from the increased room for maneuver. Austria, like you, can never be secure so long as France hangs over them. Play on this, and his lust for French minors, and the Austrian emperor should come around.

Turkey. North Africa is the critical issue here. Cyrenaica and Tripolitania can be valuable sources of manpower for the British army. And the Turks would not lose much revenue in allowing you to take them. Also, they can more than make up their loss by trading with Britain. You wouldn't want to trade with someone who denied such a reasonable request, would you? All the years of goodwill between these nations notwithstanding. So you can likely strike an acceptable deal with any Turkish player in his right mind. Your support in Italy would be most helpful to them, for instance. So would onetime or continuing payments. There is much room for negotiation leading to mutual profit here. And this should be the watchword for all Great Britain does, as you will be called upon to make heavy financial contributions to others to achieve the victory rightfully yours.

SPAIN

As Spain, you are caught between a rock (Gibraltar) and a hard(-nosed) place. Britain and France are each quite capable of destroying you. Yet you have something that each wants. Skillful diplomacy can allow you to play one against the other, but it must be done very carefully.

Spain has a pretty good navy which must be protected from the Royal Navy, which sadly can probably smite it. Once your navy is gone so, in effect, is Spain's major power status (as you cannot realistically hope to ever build back over $500 worth of ships). And Spain has a modest army, totally inadequate to the task of defending the land from Le Grande Armee, which sadly can always smite it. Taken together, this all might seem to the pessimist as a prescription which
adds up to the inevitable loss.

It ain't necessarily so. Protection can be couched in diplomatic as well as military terms. This is good, since military protection is infeasible for Spain. The French should be keenly interested in maintaining your fleet, and can often be persuaded to help keep hostile British troops away from your ports. Few British players will then wish to enter a gunnery duel against the port of Cadiz in order to destroy your fleet. On the other hand, the British are looking for a safe staging area for their troops to marshal for the march on Paris, or to open a second front against the French, or for cannon fodder to throw against the French, or to lure the foraging French into poor areas. Spain can provide any of these to the English, thereby gaining access to high-morale troops to stiffen its defenses.

An alliance with both dominant powers is very much in Spanish interests, especially if they are already at war with each other. It will raise the political cost of declaring war on you, which is a far better deterrent than the prospect of tangling with your fearsome armed might. (If Spain considers declaring war on either of these, you are a fool and deserve to lose, which will surely be your fate.) It is improbable that they will call you into their own wars. What, after all, are you going to do against Prussia? Russia? Austria? And war with the Turks in alliance with either can be very much to your advantage. If logic goes against you and one does call for your support, declare war with them (as a loyal ally should), then note your inability to help. It is vital to preserve the five-point cost to them in declaring war on you. If they should go to war with each other (as is likely), it is usually best to side with France if forced to choose. Hide your fleet in a fully-garrisoned port and cry loudly far help, pointing out the juiciness of my British troops that do land in Iberia. The French can preserve you from the British, at the cost of your losing your initiative. The reverse is generally not true unless the French are very busy elsewhere.

Even given all this, what will Napoleon do after the war in Germany is over? Even should France lose and surrender there, will Spain be included on the victors' side. Probably not, as Napoleon will then be hungrier than ever for the political points he can get for beating up weaker countries. Will the victors in this case insist on French army reductions on your behalf? Possibly, but can you be sure? Can Spain hold off even the rump of Napoleon's army? Weigh all this very carefully when choosing sides.

Spain has two basic places to look for expansion - North Africa and Southern Europe. The former is your best bet. Going after North African colonies will surely bring conflict with the Turks. This is fine, as you can likely beat the Turks. Under this strategy, Spanish interest in Italy is restricted to minor countries or traded off entirely for support in your war against the Heathen Horde of Turks. You goal should be firm and sustainable control of Algeria and Tunisia; these valuable states will make up for your weaknesses as they both have good manpower values and offer some respectable income as well. You can always walk across and take Morocco. A first turn declaration of war against all three is feasible. Check British and French intentions though, as they may have something to say about the matter. To go further east along the north coast will mean conflict with either Turkey or Britain, or both, on unfavorable terms. Italian holdings are a temptation that can lead to ruin for the Spanish. You are not strong enough to hold Naples (should you be so fortunate as to even obtain it) against the Austrians or the Russians, much less the French. Angle for a smaller piece of the boot: the Papacy, Sicily, or Sardinia perhaps. Whatever you come away from the Italian Question with, be content and milk it for income as long as it lasts - because it may not last long, depending on the sufferance of Britain (in the case of Sardinia/Sicily) and France, Austria or Russia (in the case of all others).

Of worse, Portugal and Morocco are in your legitimate sphere of influence, and you should never let anyone sweet-talk or browbeat you out of them without gaining a hefty favor of some kind in return. Looking at who might try to do so, we find:

France. Napoleon needs the Spanish navy if he is ever to have a serious chance of invading Britain. Use this as best you can in your diplomacy to avoid a war with France. When the war does come, seek a conditional surrender. Perhaps France merely wants some political status and will settle for a marriage and other undamaging conditions. Very seldom will it be n France's best interest to totally destroy you.

If the Frenchman seems implacably hostile, hide your army in North Africa to keep from losing battles and political points, and then swallow the eight for an unconditional surrender. "Tis worse to have fought and lost than never to have fought at all." You won't beat Napoleon unless he has sent a puny force; and you'll have to give up sooner or later anyway. It is better done sooner than later. Of course, if you don't care about political status (i.e., winning) go ahead and fight. You can make life in Spain hell on French troops. For a taste of what it's like, run through the Peninsular War scenario. Keep track of the political points though, and you'll find it is Spain who loses - big. Nor is it in your interest to see France destroyed. Even a rump of France can overwhelm your army after Europe has been made safe for the German speakers. If France is going under to a grand coalition, you have a difficult choice; what to do depends upon your assessment of the French player's character. Perhaps France is without a moral compass and will declare war on you after it recovers from its surrender, even if you were loyal. If you suspect this, declare war against him in order to get in on the surrender terms. Try to get the extended peace as your condition. But if the French player is the type to remember favors, then you should stay out and hope neither side will take out their frustrations on poor Spain.

Britain. The British need Spain friendly for reasons previously outlined. Use this as your lever to obtain freedom of the seas. If the British sink your ships, jump into bed with the French - immediately. Your hopes for effectiveness as a world power go down with your navy. Remind the British player that nothing - not even losing chunks of Spain - will get you as much as losing the fleet. Do whatever it takes to spite him if he kills your navy. Point out to the British the benefits of Britain owning Cyrenaica and Tripolitania (in terms of their manpower problem). Those two in British hands make a nice buffer twist you and the Turks in North Africa.

Turkey. At last, someone weaker than yourself on the battlefield. You can beat the Turks; what's more, you are near them, which makes it possible to do. Spain has unquestioned naval superiority in the Mediterranean over the pitiful so-called navy of the Heathen Horde. That means you can reach all of

North Africa and any of the islands in the Mediterranean with a naval invasion. If the British player has been bright enough to grab Cyrenaica and Tripolitania, then the Turks cannot even get at you overland. And even if the access is legally possible, long distances and your naval supremacy make it impractical to bring the battle to you. You can choose the time and place to most benefit the Spanish army. This means that the Turk has to watch for your landing everywhere, and you can concentrate your strength on fights you can win. Your army has a 50% higher morale than their basic trooper. And you can always evacuate smoothly if things start to look dicey.

The bottom line is you can win wars with Turkey. Beginning at war with them is a good idea, and a very muscular foreign policy is clearly justified by the facts of relative strength - so long as the English don't sink your navy. Use the Turks as a punching bag. Bat their minuscule navy about for political points. Drop on small groups of Turkish corps at various places for yet more status. Toy with them as a cat toys with a mouse and watch your political stock rise. Two cautions here. Do not attempt to remove them from the war by taking their capital. Such a move could easily drown your army in an ocean of feudal troops. Avoid any large concentration of Turks in favor of small, killable ones. Secondly, do not capture territory you cannot hold. You are not seriously trying to take Palestine, or Syria, or Egypt. You want to pounce on the corps there for political gain. But lands lost by the Turks to you will later be lands lost by you to another, with accompanying loss of political points.

Austria. There is no need for anything but amity between the Austrians and the Spanish. Make a deal over your respective and legitimate Italian claims. Attacking Austria without substantial support from France is very risky, even if it is weak. Who is going to guard Madrid while you play in Italy-or march on Vienna? How are you going to withdraw your forces when things go badly elsewhere? No, stick to Turkey-bashing. Be friendly and peaceful in all dealings with Austria.

Prussia. You have virtually no reason to even talk to the Prussians. You and they will be playing a different game in different parts of the world. The Prussian player may wish to sucker you into some grand alliance against France. But you should only be seduced by British money and troops. Let other blandishments pass over you without a trace, like waves beneath the keels of your ships (which you stand to lose by being stupid).

Russia. Cut the Russian player in on the division of Italy. Find out what his position is on the central British-French conflict. Remember that he too has a substantial navy and may decide that he has interests in North Africa as well. Together with the French and the Russians, you can indeed humble the British, should that be your collective desire.

AUSTRIA

No doubt about it; Austria is in a tough position in *Empires in Arms*. Everybody nearby wants a piece of your territory... and everybody is nearby. You are not in any shape to oppose them all; you must have some friends to help you. If you cannot forge a lasting alliance with at least one of your neighbors, you are doomed to a long and depressing game.

You do have certain advantages, however. Austria is a very rich state, which can help provide a rapid recovery from the numerous hammer blows. Charles is a splendid leader, one who can even bleed Napoleon. A pesky problem is that everything you want to buy requires two manpower factors, but Austria gets 25; it is galling to throw away that extra factor. You cannot even manipulate with it; your manipulation loses six or eight.

You must, consequently, either buy ships (which you should do once simply to make sea supply and transport possible) or conquer the Papacy. No other accessible minor country will do. Look around. Romagna offers two manpower; Bavaria, four; Wurttemberg, two. Naples has five only if the Two Sicilies rule is not in play. But if you conquer the Papacy, what does that leave for France? Are the French likely to agree to settle for Tuscany? Those French, they vex you at every turn.

A modest and unassuming posture may bear the greatest fruits diplomatically. What Austria most desperately needs - more cavalry capacity in your army - you can never get. You might as well,

therefore, adopt a low profile if you believe this will mollify, rather than encourage, French adventurism. It is France that causes you the greatest headaches. La Grande Armee hangs over you like the sword of Damocles whenever Austria attempts anything. How to deal with France is the central question in Austrian grand strategy.

You might decide to take the war to them early in the game, while you and your allies have superiority in Guard and cavalry, and have not yet been split apart by staggered compulsory peaces. The idea is to deny France the additional men and monies from minors while gaining some for yourself. Realize that sooner or later, you must fight France. In many ways, sooner is better.

The alternative is to assert yourself in Italy and Germany, gaining important minors to aid your build-up in preparation for the ultimate showdown. The problem here is to keep the alliance intact in the face of diligent French attempts to split you up. Russia, particularly, is likely to desert the coalition. Still, every minor in your hands is one less in Napoleon's (at the risk of you having more dirt than your army can defend). Just bear in mind that these minors, which gain you no political points to acquire, lose you one when lost.

For Austria, everything in the game devolves to adept diplomacy. Taking each of the others in turn, here me my suggestions:

France. Sooner or later you will be at war with France. Plan on giving Napoleon a stomping in conjunction with Prussia, Russia, Britain and Spain. Strive always for this end. When the war with France does come, conduct it very carefully. You will need to have allies to have my chance of winning. If there is no prospect for allies, surrender immediately.

Mack and Charles are equally good at resisting Napoleon with up to four corps. Examine the tactical rating modifiers on the charts. They each give to France a +1. If Napoleon himself is leading the enemy against you, it might be wise to detail Charles to oppose some other French force under a less imposing French commander. Salzburg is an excellent place to park Mack and four corps. It will cost a mere $2 a turn to supply up to 64 factors from a single depot. The French can ill-afford to ignore such a large force poised to strike at their important minor states, supply lines, or even into France itself. The mountainous terrain will be in your favor, aiding in the goal of bleeding the French while awaiting the arrival of your allies.

Britain. The British player will be your friend if he has any sense at all. He needs some large land armies on his side to distract Napoleon and keep the Corsican from building up a navy. Therefore, he must give you some money. Remind him of this, as he has a tendency to be tight-fisted with your legitimate subsidies. And while it is quite true that Austria is a rich country (as he will no doubt point out), wait until you try to bring back 15 cavalry factors. You begin with that many, and Napoleon can make them evaporate just as fast. Austria can come up with the 30 manpower with little trouble, but where else will $225 come from if not from Britain?

There is a chance that you may even have something to say to one another about the division of Italy, should the British be so foolish as to yearn for a continental empire that France can snatch away at will. Point out this folly to them should they lay claim to minors on the boot. If the British persist, acquiesce - but insist that they then commit troops to defend these territories, for you certainly won't be able to do so.

Prussia. Prussia is, as should be, your bosom buddy. The Germanies hang together or separately. Support the Prussian with money if need be. It is critical for you to be able to enter my round of diplomacy saying, "Prussia and I think..." Do not allow foolish pride to jeopardize this strength. And support Prussia in the equitable division of the German minor states. Strive at every turn to assure that as many such as possible fall into Prussia's hands or your own, simply to keep them away from France. Ignore any opportunity to make off with Silesia. Dominant status is a snare and a delusion, getting you to attack your only friends and thereby destroy yourself. Do not be led astray.

If, despite everything, the Prussian will not be your true friend, Austria is most likely doomed. Smile, put up a good front, and make every effort to make him see the light.

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

Russia. Any stomping of France will be much easier with the Russians helping. Russia, Prussia and Austria can dance on Napoleon's grave. So find out what the Russians want as their price. Almost anything will be worth it because you cannot really commit to an all-out effort against the French with the Russians hovering just behind you, waiting to scoop up the Galicias. And you need the Russian more than he needs you. A certain flexibility in what you have come to regard as your lands may be necessary to gain his cooperation and support. Giving up pieces of Italy is less painful than giving up pieces of Austria.

Spain. Spanish cooperation in the coalition would be helpful. Find out what he wants as his price. Odds are you won't be able to give it to him directly, but you might convince the British (who are probably in the position to grant Spanish desires). The more who come to Napoleon's wake, the merrier the party will be.

Your only possible bone of contention with Spain is Italy - specifically Naples. The Spanish may want it; so do you - and so does France of course. It will not do to see France have it. It is much better that it wind up in Spanish hands if it cannot be yours. And it makes an excellent bargaining chip for cementing your friendship with Spain.

Turkey. Austria is in a delicate situation vis-a-vis the infidel Turks. You can crush their army easily enough, and in so doing reap much political status. However, you do not do so with France hovering at your back door. Initially, the best approach to take with the Turks is to tell them in no uncertain terms who will be the primary target for your army if they are unwise enough to interfere in Austro-French relations with a vulturish declaration of war. You need to keep them out of the fight until matters with France are settled. Then, if you wish, Charles may turn and crush them during the mandatory peace when Le Grande Armee cannot rescue them. Naturally, you should not attempt this if your own army has been too mauled to field an expeditionary force of at least 50 infantry and ten cavalry factors. (That is, above and beyond what is necessary to defend Austria from such other threats as exist, or seem to exist.)

Important logistical considerations come into play in any war between Austria and Turkey. Careful attention to supply and reinforcements should guide your conduct of the war. If Turkey invades, let the first two corps move freely into your territory. If they both finished in the same area, let the third through unmolested as well. If not, then stop the third with the Insurrection Corps. Stop the fourth one in any case. Your objective in this war is to gain political points. Therefore, you wish to engage stacks of one, three or five enemy corps. To engage any stack of two, four or more is to allow the enemy extra strength with no more political points risked.

It is tempting to form a large force around Charles and go crushing all Turkish concentrations, but do not be shy about engaging isolated corps of his with a single full corps of yours as well. Your troops are better - substantially better - than his, and you should win most encounters. If the enemy has an infantry symbol, you can be highly confident of cavalry superiority (with even one cavalry factor intrinsic to your corps); only the Nizami-Cedid has any cavalry capacity among his infantry corps.

Keep careful track of the strengths of Turkish feudal corps. Move into the home provinces of those that are weak (or dead) during your December turn. Because your turn comes after Turkey's, there will then be unbesieged enemy corps in those home provinces and that feudal corps will be ineligible for muster. This can be a rude shock to the Turkish player who takes a "so-what" attitude toward his feudal casualties. The same ploy will also prevent previously stood-down corps from standing back up.

Locate the Janissary and Nizami-Cedid corps. Attack them with a large group of yours and a good leader. Even if you don't win against these superior (for Turks) troops, you want to bleed their quality formations so that they present less of a threat.

While Austria need not accept a conditional surrender from the Turks, it may be wisest to do so. You don't really want to weaken them just so the Russian can profit with no effort, do you? Beat them up until you have gained a goodly dose of political status, then make peace. Do not overlook the advantage of an informal peace (no Compulsory period). You can then crush them again later for a quick boost to your political position (the only valid reason for starting my war with Turkey in the first place).

PRUSSIA

Poor Prussia - so near to enemies and so far from meaningful help. Prussia is caught between the expansionist French and the expansionist Russians. It is frequently very convenient for the two to decide to partition Prussia the way Prussia earlier engineered the partition of Poland.

So, what to do? First, count yourself lucky if the French are not already at war with you as the game opens. This means they will have to spend political points to declare on you. Next, seek an alliance with Austria. It should be very happy to enter into a mutual-aid pact with Prussia. Seek also the help of the Russians. Grit your teeth and agree to their demands, which are sure to be extravagant. Try to grab as many minor states as possible to build up your strength. Buy as much cavalry as you can afford, subject to maintaining a war chest of at least $30 and using all your manpower on regular factors. Do not save manpower at the start of the game.

The time to save manpower is after the first war against France. By then your proud cavalry arm will undoubtedly be savaged. Compress the remainder into as few corps as possible, and bank your men during the interim to save money. Bring them on just as Peace is expiring, financed by British coin.

An alternative strategy worth considering is to buy absolutely nothing in the early game. Save everything. You need not announce your lack of reinforcements, and it can be an effective deception to simply build a corps off another from time to time to provide the illusion of growth. The objective of such a course is to minimize your formations subject to loss in that first war with France, and to maximize your recovery rate. Seek British subsidies when you are about to pop your army up - even if you have the cash to do it unaided. You don't want the British to feel unneeded, do you?

France. Napoleon can kick your butt. Up one side and down the other, in fact. The Prussian army has inferior morale, inferior leadership, inferior movement, inferior mass, and inferior resources. Without allies you are, therefore, doomed. Do not allow Prussia to be separated from her natural allies through your own stubborn pride. If France can set up the rotation, your plans are vain and hopeless and your victory in the game impossible. You must bring France down before you can pursue other plans. Commit yourself to the downfall of France. Only if you seize the bulk of the German minors will you be able to approach France with anything near equality.

At the same time you are fomenting an anti-French alliance, you should take pains to encourage the French naval program. Nothing is sweeter for the Prussian than to see all that French money cast upon the waters.

Of the above-mentioned weaknesses, the leadership problem you face will be eased when Blucher comes on the board. Before then, seek to stack your corps with Charles of Austria in the joint fight against France. The Austrians; will agree if they know what's good for them, because of the large and compact cavalry contingent you can bring. Between the two of you, you might be able to achieve cavalry superiority against Le Grande Armee. It is the only superiority either can ever get, so work for it.

With intelligence and effort, you can ameliorate the severity of the leadership and resource problems Prussia faces. The other problems are going to persist until and unless France is stripped of dominant power status. Only a "grand" coalition can hope to accomplish that feat, and this should be your goal in diplomacy, hard as it is to bring about.

Britain. Treat Britain as the banker for your saved manpower. Let the British player know how much you have saved, and that he should maintain a strategic reserve of cash equal to three times that. Then use it, at a strategic moment, to finance a cavalry point per three infantry. If the British will not play ball, wax apoplectic about providing all the blood while they are merely asked to foot the bill. If they remain unmoved, the British player is very stupid and you should approach Frame about becoming a vassal state. Let the British player try to find another land power to distract Napoleon from his naval campaign. Let the British know, too, that coin is not enough. The primary beneficiary of a land war against Napoleon is Britain. Insist that, since the war is being fought on your soil, the British army be committed to raise coalition morale. Also insist that they reduce France's victory points. The British player will squawk at

doing so, but if he does not and will not commit his army, how serious is his commitment to the coalition? Press this point hard. Britain can recover from the failure of a coalition effort much more easily than you can.

Prussia will be bearing the brunt of the French attack and the brunt of political point losses as well. The British had damned well better be prepared for some sacrifices of their own. Use these as a litmus test of British sincerity and commitment. If he will not do either, then he is obviously just looking for cannon fodder to wear the French down and distract them. Never tolerate any British slacking in this regard. "Put up or shut up" is a marvelous saying to throw in their faces from across the water.

Austria. Austria is, or should be, your boon friend and companion. Read the advice given to the Austrian player. Most of it applies to you as well.

Russia. You must bend every effort to find out what the Russians want and get it for them. The worst thing that can happen to you is to team up with, say, Austria and Britain, get your army into France (and perhaps even drub the upstart a time or two), and then suddenly find an infestation of Romanovs in your own yard. Encourage Russian garrisons (hostages) in your country; then he cannot declare war without telegraphing his intent at length. On no account declare war on France without such tangible assurances from the Russian player. We're not talking one or two factors either, but enough to make him think twice about a backstab. Let's say 10-20.

If you can find the inducement to bring the Russians actively into the grand alliance, its success is virtually assured. Few prices are too high for this, but never let on to him how desperate you really are.

Spain and Turkey. You will seldom have any cause to even talk to them, except to mount moral pressure against them vulching your allies while the war with France is still inconclusive. ["Vulching" is what vultures do, I guess.]

RUSSIA

You have a wide range of options. Therefore, listen carefully to all offers before committing Russia to any one course of action. Frequently, the other powers will fall all over themselves with enticements. Select those which attract you the most in setting overall strategy. It is Russian strategic decisions which, more than any other, will determine the course of the game. Your position on the edge of the board is a source of both strength and weakness. It is a strength because you need not fear a stab in the back (as there is no one there). The weakness stems from the same source, however. You cannot ever expect help from that direction either. Still, the Austro-Prussian coalition in front of you will usually be too preoccupied with France to mount much of an effort against Russian actions.

Should either try an invasion, you can back up slowly for a long time, entering battle only when conditions favor you. Most nations are forced to defend threatened capitals practically on their borders when invaded. The vastness of Russian distances can provide an effective deterrent (as can a tactfully worded reminder of 1812). Because of this, and Turkish weakness, you have the luxury to choose your actions relatively free of worry over immediate threats to your home base. Russia is the only power with a range of very different options and the freedom to actively pursue them.

You have the option to concentrate on the minor states. To do this, deploy a corps in Corfu with a fleet to transport it, and several corps facing Sweden. These are the only bases near my significant number of minor countries. This deployment will not seriously drain the home defense, and you should do so whether or not you intend to be active in those areas in any case.

After this, simply sit in on the Italian Question negotiations. Make it known that you have an interest, and will not lightly relinquish your claims. The other players will not know if your Corfu corps is hollow or full. Besides this, most will realize that they will want your help later. This can make them most reasonable when it comes to dividing up the Italian states. If you do not wish to become an Italian or North African landlord, then angle for cash, or an understanding with everyone over Sweden, Poland, Denmark or whatever else will advance your game plan. The critical point is to have a game plan.

Another alternative is to aid the French with their anti-British naval war. France, Spain, Russia, Portugal and Sweden can easily take on Britain, and win. But what will you gain from this? Know before you commit yourself to such an irrevocable course what you can get for it. Once the Royal Navy is smashed, it cannot be easily refloated in ease of later need. Bear that in mind.

Still another possibility is to lean on Prussia to create Poland. Then have him cede it to Austria, who will add the Galicias to it. And cede it to you! In exchange for this powerful minor, you will commit the Russian army (in substantial numbers) for the defeat of France. Be sure to follow through on this promise if you make it. A hostile coalition is a dangerous thing, and who knows who else they may be able to persuade to join if you show so little faith? Yet another option is to vulch off Prussia and Austria after France has finished with them. They do have certain territories which they have unjustly been withholding from your grasp. You may wish to communicate to them the error of their ungenerous ways.

So many choices. Most of them also permit you the luxury to sit back and allow events to develop if you wish. Keep these choices all in mind and check which way the prevailing winds of opinion are blowing before jumping. The other powers, by and large, need you more than you need them. What a splendid position to be in. All this makes Russia the easiest country in the game to play. Bid high for it if this is your first game.

"Mother Russia" is very fruitful, with an innate ability to belch forth a full corps each interphase, even if you hold no minors. Do not take this lightly. You can easily outbuild everyone but France. Your manpower is only barely inferior to the Austro-Prussian combination. With time and careful diplomacy, you can possess an army superior to theirs put together. Concentrate on filling out the special troops early. Buy the artillery and Guard as soon as possible, then start on your cavalry.

You will find that soon, very soon, all of those have been bought and that you still have immense amounts of money left after buying 17-20 infantry factors each turn. It is fortunate that Russia has many cities to contain this bounty of troops as garrisons. Then is the time to fill out your fleet. Yes, it will certainly make the British nervous. Let no one - no one - take you for granted. How do you use this to treat with each? Well:

France. Russia need not fear France as much as Austria, Prussia, Spain or even Britain do. Your capitals are far away by land, and the British will probably block any French naval action, even if ostensibly launched against St. Petersburg. If not, you can assemble sufficient force to recapture it should the French succeed in taking it. Of course, your large concentrations left over from the conquest of Sweden could be used if such an attack comes early. Finally, the French navy is not that much larger than the Russian, so you even have a decent chance of opposing them on your own account - especially with the Swedish squadron to aid you. No, you need not fear the French too much.

Now, this doesn't mean that you will necessarily be friends with NAPOLEON either. It is still conceivable for the French to mount an invasion (it just isn't easy). If an invasion of Russia by anyone does develop when you we unready, try to draw the enemy into Russia slowly. Moscow is a long way from Poland, and your Cossacks can make my quartermaster's job a hellish one. The number of troops available to actually fight you will diminish as they approach the capital, due to the necessity of garrisoning depots and guarding against end run, while yours will increase with reinforcements and the absorption of outlying garrisons. Remember, each quarter means another corps of Russians, while the enemy will typically be unable to receive their forward
reinforcements.

Britain. Without a doubt, a conspiracy against Britain will be discussed. Such a project holds great benefits for the French and some for the Spanish, but what gain is there for you? Ponder this question closely and insist on a timely and specific answer before joining any such plan.

Now the British player may be difficult on the topic of your Swedish aspirations, or your schemes in Italy. If he is too much the obstructionist, participating in his downfall may be the only way to show you cannot be forever pushed around. You can usually get away with a lot against the British, simply because they

will not want to antagonize you into joining this anti-British invasion force. State plainly and calmly what you want from the British, and you have a decent chance to get it without spilling my Russian blood. *Austria/Prussia.* Your construction capacity is almost equal to theirs. If they get into any war, their losses will close the gap between their initial forces and yours quickly. Russia can, therefore, be quite assertive towards them if need be. With NAPOLEON in their rear, they are not going to make problems for you.

In fact, your best bet in many cases is simply to ignore their existence. While they may beg and scream for troops to help against the French, France is pretty much their problem alone. Be sure that you get something valuable for your aid, should you choose to render it. If they object, calmly compare the present situation to one in which all your spare corps were camped on their borders. If not, an entente with France has its advantages. Just be sure that you, not France, wind up with Poland. Possessing Poland will do nothing but put unwise and dangerous thoughts in Napoleon's head.

Generally speaking, Austria and Prussia are valuable buffer states between you and the French, and are better left in that capacity than destroyed.

Turkey. Read the comments about Turkey given to Austria. Most of them apply to Russia as well. Turkey can be a fine place to pick up a few victory points if needed. Just remember to define your objectives beforehand and quit when you have attained them. It can be hard to resist the temptation to squash them. But it won't do to crush them so completely that you can crush them again later because the others have vulched them to death.

Spain. Russia just might come into conflict with Spain over Italy, should your expansion be into their area. Oddly, Spain is the only player who needn't fear you. Spain has bigger fleets and is closer to sources of reinforcements. It is a bitter pill to swallow, but the Spanish just might beat you in an Italian war. Of course, they have the fear of France to keep them in line. Be sensitive to the diplomatic nuances in gauging whether Spain and France lie in bed together. If they are, then your Italian plans are complicated immensely. Do you really want to commit many troops where both Spain and France can get at them? It may be far better to bide your time. Eleven years is a long while, and circumstances rarely develop to the detriment of the Tsar.

TURKEY

The "sick man of Europe" indeed! I'm afraid there's bad news for the Turkish player. Feudalism is the way of the past, not the future. Every single one of the other major states can beat you in a fair fight - even Spain. How you cope with this humiliation is hard to say. The only saving grace you have is that everyone else has to be concerned with France. If they are concerned enough, you can sometimes get away with a few things. Your only real recourse as a bargaining chip is to threaten the rest of the major countries at war with France. Granted, this can make you appear a bratty and petulant child, but you do what you must to survive.

North Africa is, of course, your natural route of expansion. It is the only place on the map inhabited by troops worse than your own. Egypt can practically be guaranteed. The others are dicey. The British with their unholy morale and the Spanish with their larger fleet make Islamic unity a distant dream. Perhaps if you offend no me, they will not come to Istanbul to snuff out your life. This may be a bit overstated, but it serves to point up Turkey's inferiority. The dominant line of the political track is not for you. If you are a patient player, just staying out of other people's disasters can be a winning strategy, plodding along at eight victory points per interphase can win the race. Eight times 44 equals 352, and your minimum need is only 315. Perhaps not glamorous, but an enviable position to be in for any gamer.

War with other powers is unwise unless they have first been seriously weakened by someone else. Even then, what do you hope to gain? Political status? Even the shell of their army has better morale than yours. Land? They'd have to be very desperate to surrender to the likes of you. Of course, sometimes the bordering countries can be very desperate - a point not to be overlooked. Your best bet is a low profile, sticking to the neutral zone on the chart, and gathering the eight points per interphase. Anything more assertive will attract unwelcome attention.

A ploy you can use to good effect is to make alliances with likely aggressors early, when they we still pre-occupied with the division of minors and so seeking some easy political status gains. These alliances can later dissuade people from declaring war against you, as five points is a lot to give up at once. This can blow up in your face, however, if they begin declaring war against each other. But then, if they we fighting one another, what's to worry about?

If none of this convinces you to turn away from an adventurous policy, an early declaration of war does have its advantages. You begin the game with virtually the maximum military strength you can ever achieve. The others will grow stronger in the absence of war; you will not. To strike while the iron is hot does have its appeal. The main danger is that France will use the respite to build for its own purposes while you whittle down potential foes for them. Don't expect Napoleon to remember your sacrifice with gratitude either.

France. Your natural allies are those far from Turkey, who want nothing you have, and who can engage your enemies. France is the only country that fits this description. Spain and Britain want North African and Italian possessions. Austria and Russia lust for your adjacent provinces. Prussia is more likely allied with, than opposed to, these countries.

Be friendly with the French player, but weigh carefully the advantages of declaring war against Austria when France does. Remember that the Austrian need not surrender to you just because Napoleon has pounded him into the dirt and you are France's ally. Sad, but true. Also, the French might accept a conditional surrender and so leave you high and dry facing an enraged and point-hungry Austria. Even if Napoleon does hold out for unconditional surrender in deference to your survival and value as a continued ally, he may be "forced" to choose conditions that do not savage the Austrian army enough. Still, if you must fight Austria, a cooperative war with France is by far the best way to go. You can do far more than your normal irritation if the Austrian is looking at a simultaneous French invasion. But this is the time to watch over your shoulder for the Bear. Alternatively, this might be a good time to attack Russia. After all, are the Austrians likely to intervene while absorbed in a war with France? I think not!

Britain. The British, as noted above, lust after manpower. This will frequently drive them to try for Cyrenaica and Tripolitania, or even for Egypt. A peaceful arrangement can be very much in your best interest. It can provide a constant source of income to fund your operations (the Turkish treasury is embarrassingly empty much of the time). Compare this with the cost of making an enemy of Britain. No trade, which costs you money you can ill-afford to lose. In battle on land you will face an army with twice your morale. At sea, they get +1 for the wind gauge and +1 in combat, on top of outnumbering your fleet. So, far better to let England pay you and, at the same time, form a buffer to keep those crusading Spanish at bay.

If Britain is determined to clash, your only option is to overwhelm its small army with mass and kill them all. You must keep a large force near Istanbul to protect it from occupation. Naval superiority will allow them to shift forces quickly, so never leave your capital guarded by less than 50 factors, including at least 16 of cavalry so you can be assured of the superiority bonus. With the remainder of your army, mount a campaign against their minor holdings. It is too hard to assemble the force needed to crush a British army before the Royal Navy can pick them up. Therefore, your targets must be territorial. Leave garrisons in the capitals of your own minors so that they will have to besiege them, and possibly be delayed by poor luck. Pounce on my small forces whenever you can gain 2:1 superiority in strength. The main way to win is to expend your replaceable feudals burying the enemy in casualties. Certainly, you can't count on breaking a 4.5 morale.

Spain. The Spanish are your natural enemies. They want North Africa, or maybe Italy; Turkey wants North Africa, or maybe Italy. The Spanish have better troops and a better navy. Read the notes on war with England above, since most of that also applies to a war with Spain. Tactics against the Spanish are more involved though. You can hope to win some battles by means other than simply killing them all. While your army is inferior, it is no walkover, and you needn't take my guff from the Spanish.

Of singular importance is the cavalry pursuit you can put together should you be fortunate enough to win a battle. You have 31 cavalry factors to your account, plus another six if the Syrian corps is present.

With Kushanz Ali to lead them, annihilating the entire enemy army is a real possibility. That might bring a peace offer real fast.

Austria. The real question in Austrian strategy for the Turks is whether to jump in against them once they have been weakened by France, or whether to seek peaceful co-existence. This will be determined by your personality. Do you want to be patient and quiet, or assertive and bold?

Also take into account the attitude of the Russian. If he seems to have a "Let you and him fight" stance, he could be just waiting for you to weaken yourself. A surprise visit across the Black Sea by the Tsar while you besiege Vienna would be unpleasant. Investigate closely the reason for my naval deployment in your sea.

If an aggressive war against Austria is in the cards, move carefully to minimize the threat of Insurrection corps to your supply lines. The first time you enter one of these provinces, pile all your invading corps into the first area you enter. This way, the insurrection corps would have to fight your whole army. If they do, crush them completely. If they do not, then they have just lost the opportunity to use them in that province. Just bear in mind that Hungary is also such a province, so you might have to repeat this procedure two or more times. Besides, the Austrians have both urbanized and fortified their border with Turkey. Until these fortresses have been reduced, supplying an invasion force will not be possible. Of course, he might have neglected to garrison these critical posts. If so, that's like an engraved invitation. Invitations can conceal traps, however. He might just stand up some troops during the reinforcement phase.

Because of all this, any invasion of Austria has to be done slowly, which gives him time to mobilize. Now, perhaps, you understand why your ancestors were never able to take Vienna. And a lot can happen while you we approaching the city.

Prussia. Ignore him. Unless he seems foolish enough to antagonize either Austrians or the Russians. Give subtle encouragement to such folly. Better they should die fighting each other.

Russia. The great bear is a menace to all you do. They can replace army factors almost as easily as you, except theirs will be regulars with regular morale. There we few threats you can make to keep the Russian player from using you as a punching bag for a little extra political status.

If you do attack them, how are you going to get to Moscow? If you don't head for Moscow, how are you going to compel them to end the war? If you cannot compel them to end the war, how will you get what you want? Closing the Dardanelles to them is but an irritant. It is inconvenient for them to support their Italian operations from the Baltic, but it is not impossible. It is also very important to you whether you we locking them into - or out of - the Black Sea. You may wish to consult with your allies concerning this matter. Still, the Russians may have diplomatic problems on other fronts to distract them. To keep these simmering is in your interest.

CONCLUSION

As can be surmised, each of the seven nations has a fair chance to claim the victory. With judicious application of sound guidelines for tactics, logistics, strategy and grand strategy, even the "sick man of Europe" is a force in this kaleidoscope of shifting fortunes. While the French and British players may seem to dictate much of the action, they rarely manage to "win" the game. This race goes, not to the swift or the strong, but to the smart and the patient. There is a terrible tendency in *Empires in Arms* to regard what has happened most recently as determining the outcome of the balance of the game. Nothing could be further from the truth. One hundred and thirty-two turns is a long, long time. What seemed an insurmountable lead late in 1805 can turn into disaster by 1807, to say nothing of 1815. And the events of 1815 never determine the winner, except by destroying player morale. Most players crumble faster than Turkish feudals. It is the resolute and steadfast player who will emerge victorious, rather like the British did historically. Patience and sound, thoughtful play are rewarded in this game as in few others on the market. Perhaps the above has helped you take heart. Good luck!

19.0 Napoleon's Maxims of War

Maxim I.
The frontiers of states are either large rivers, or chains of mountains, or deserts. Of all these obstacles to the march of an army, the most difficult to overcome is the desert; mountains come next, and broad rivers occupy the third place.

Maxim II.
In forming the plan of a campaign, it is requisite to foresee everything the enemy may do, and to be prepared with the necessary means to counteract it. Plans of campaign may be modified, ad infinitum, according to circumstances -- the genius of the general, the character of the troops, and the topography of the theater of action.

Maxim III.
An army which undertakes the conquest of a country has its two wings resting either upon neutral territories, or upon great natural obstacles, such as rivers or chains of mountains. It happens in some cases that only one wing is so supported, and in others that both are exposed.

Maxim IV.
When the conquest of a country is undertaken by two or three armies, which have each their separate line of operation, until they arrive at a point fixed upon for their concentration, it should be laid down as a principle, that the union of these different corps should never take place near the enemy: because the enemy, in uniting his forces, may not only prevent this junction, but may beat the armies in detail.

Maxim V.
All wars should be governed by certain principles, for every war should have a definite object, and be conducted according to the rules of art. (A war should only be undertaken with forces proportioned to the obstacles to be overcome.)

Maxim VI.
At the commencement of a campaign, to advance or not to advance is a matter for grave consideration; but when once the offensive has been assumed, it must be sustained to the last extremity. However skillful the maneuvers in a retreat, it will always weaken the morale of an army, because in losing the chances of success these last are transferred to the enemy. Besides, retreats always cost more men and materiel than the bloodiest engagements; with this difference, that in a battle the enemy's loss is nearly equal to your own--whereas in a retreat the loss is on your side only.

Maxim VII.
An army should be ready every day, every night and at all times of the day and night, to oppose all the resistance of which it is capable. With this view, the soldier should always be furnished completely with arms and ammunition; the infantry should never be without its artillery, its cavalry, and its generals; and the different divisions of the army should be constantly in a state to support, to be supported, and to protect itself.

The troops, whether halted, or encamped, or on the march, should be always in favorable positions, possessing the essentials required for a field of battle; for example, the flanks should be well covered, and all the artillery so placed as to have free range, and to play with the greatest advantage. When an army is in column of march, it should have advanced guards and flanking parties, to examine well the country in front, to the right, and to the left, and always at such distance as to enable the main body to deploy into position.

Maxim VIII.
A general-in-chief should ask himself frequently in the day, "What should I do if the enemy's army appeared now in my front, or on my right, or my left?" If he has any difficulty in answering these questions, his position is bad, and he should seek to remedy it.

Maxim IX.
The strength of an army, like the power in mechanics, is estimated by multiplying the mass by the rapidity; a rapid march augments the morale of an army, and increases its means of victory. Press on!

Maxim X.
When an army is inferior in number, inferior in cavalry, and in artillery, it is essential to avoid a general action. The first deficiency should be supplied by rapidity of movement; the want of artillery, by the nature of the maneuvers; and the inferiority in cavalry, by the choice of positions. In such circumstances the morale of the soldier does much.

Maxim XI.
To direct operations with lines far removed from each other, and without communications, is to commit a fault which always gives birth to a second. The detached column has only its orders for the first day. Its operations on the following day depend upon what may have happened to the main body. Thus this column either loses time upon emergency, in waiting for orders, or it will act without them, and at hazard. Let it therefore be held as a principle, that an army should always keep its columns so united as to prevent the enemy from passing between them with impunity. Whenever, for particular reasons, this principle is departed from, the detached corps should be independent in their operations. They should move toward a point fixed upon for their future junction. They should advance without hesitating and without waiting for fresh orders; and every precaution should be taken to prevent an attack upon them in detail.

Maxim XII.
An army ought to have only one line of operation. This should be preserved with care, and never abandoned but in the last extremity.

Maxim XIII.
The distances permitted between corps of an army upon the march must be governed by the localities, by circumstances, and by the object in view.

Maxim XIV.
Among mountains, a great number of positions are always to be found very strong in themselves, and which it is dangerous to attack. The character of this mode of warfare consists in occupying camps on the flanks or in the rear of the enemy, leaving him only the alternative of abandoning his position without fighting, to take up another in the rear, or to descend from it in order to attack you. In mountain warfare, the assailant has always the disadvantage; even in offensive warfare in the open field, the great secret consists in defensive combats, and in obliging the enemy to attack.

Maxim XV.
The first consideration with a general who offers battle should be the glory and honor of his arms; the safety and preservation of his men is only the second; but it is in the enterprise and courage resulting from the former that the latter will most assuredly be found. In a retreat, besides the honor of the army, the loss of life is often greater than in two battles. For this reason, we should never despair while brave men are to be found with their colors. It is by this means we obtain victory, and deserve to obtain it.

Maxim XVI.
It is an approved maxim in war, never to do what the enemy wishes you to do, for this reason alone, that he desires it. A field of battle, therefore, which he has previously studied and reconnoitered, should be avoided and double care should be taken where he has had time to fortify and entrench. One consequence deducible from this principle is, never to attack a position in front which you can gain by turning.

Maxim XVII.
In a war of march and maneuver, if you would avoid a battle with a superior army, it is necessary to entrench every night, and occupy a good defensive position. Those natural positions which are ordinarily met with are not sufficient to protect an army against superior numbers without recourse to art.

Maxim XVIII.
A general of ordinary talent occupying a bad position, and surprised by a superior force, seeks his safety in retreat; but a great captain supplies all deficiencies by his courage, and marches boldly to meet the attack. By this means he disconcerts his adversary; and if the latter shows any irresolution in his movements, a skillful leader, profiting by his indecision, may even hope for victory, or at least employ the day in maneuvering -- at night he entrenches himself, or falls back to a better position. By this determined conduct he maintains the honor of his arms, the first essential to all military superiority.

Maxim XIX.
The transition from the defensive to the offensive is one of the most delicate operations in war.

Maxim XX.
It may be laid down as a principle, that the line of operation should not be abandoned; but it is one of the most skillful maneuvers in war, to know how to change it, when circumstances authorize or render this necessary. An army which changes skillfully its line of operation deceives the enemy, who becomes ignorant where to look for its rear, or upon what weak points it is assailable.

Maxim XXI.
When an army carries with it a battering train, or large convoys of sick and wounded, it cannot march by too short a line upon its depots.

Maxim XXII.
The art of encamping in position is the same as taking up the line in order of battle in this position. To this end, the artillery should be advantageously placed, ground should be selected which is not commanded or liable to be turned, and, as far as possible, the guns should cover and command the surrounding country.

Maxim XXIII.
When you are occupying a position which the enemy threatens to surround, collect all your force immediately, and menace him with an offensive movement. By this maneuver you will prevent him from detaching and annoying your flanks, in case you should judge it necessary to retire.

Maxim XXIV.
Never lose sight of this maxim, that you should establish your cantonments at the most distant and best protected point from the enemy, especially where a surprise is possible. By this means you will have time to unite all your forces before he can attack you.

Maxim XXV.
When two armies are in order of battle, and one has to retire over a bridge, while the other has the circumference of the circle open, all the advantages are in favor of the latter. It is then a general should show boldness, strike a decided blow, and maneuver upon the flank of his enemy. The victory is in his hands.

Maxim XXVI.
It is contrary to all true principle to make corps, which have no communication with each other, act separately against a central force whose communications are cut off.

Maxim XXVII.
When an army is driven from a first position, the retreating columns should rally always sufficiently in the rear, to prevent any interruption from the enemy. The greatest disaster that can happen is when the columns are attacked in detail, and before their junction.

Maxim XXVIII.
No force should be detached on the eve of a battle, because affairs may change during the night, either by the retreat of the enemy, or by the arrival of large reinforcements to enable him to resume the offensive, and counteract your previous arrangements.

Maxim XXIX.
When you have resolved to fight a battle, collect your whole force. Dispense with nothing. A single battalion sometimes decides the day.

Maxim XXX.
Nothing is as rash or so contrary to principle as to make a flank march before an army in position, especially when this army occupies heights at the foot of which you are forced to defile.

Maxim XXXI.
When you determine to risk a battle, reserve to yourself every possible chance of success, more particularly if you have to deal with an adversary of superior talent; for if you are beaten, even in the midst of your magazines and your communications, woe to the vanquished!

Maxim XXXII.
The duty of an advanced guard does not consist of advancing or retiring, but in maneuvering. An advanced guard should be composed of light cavalry, supported by a reserve of heavy cavalry, and by battalions of infantry, supported also by artillery. An advanced guard should consist of picked troops, and the general officers, officers and men should be selected for their respective capabilities and knowledge. A corps deficient in instruction is only an embarrassment to an advanced guard.

Maxim XXXIII.
It is contrary to the usages of war to allow parks or batteries of artillery to enter a defile, unless you hold the other extremity. In case of retreat, the guns will embarrass your movements, and be lost. They should be left in position under a sufficient escort, until you are master of the opening.

Maxim XXXIV.
It should be laid down as a principle, never to have intervals by which the enemy can penetrate between corps formed in order of battle, unless it be to draw him into a snare.

Maxim XXXV.
Encampments of the same army should always be formed so as to protect each other.

Maxim XXXVI.
When the enemy's army is covered by a river, upon which he holds several tetes de pont, do not attack in front. This would divide your force and expose you to be turned. Approach the river in echelon of columns in such a manner that the leading column shall be the only one the enemy can attack, without offering you his flank. In the meantime, let your light troops occupy the bank, and when you have decided on the point of passage, rush upon it and fling across your bridge. Observe that the point of passage should be always at a distance from the leading echelon, in order to deceive the enemy.

Maxim XXXVII.
From the moment you are master of a position which commands the opposite bank, facilities are acquired for effecting the passage of the river; above all, if this position is sufficiently extensive to place upon it artillery in force. This advantage is diminished if the river is more than three hundred toises (or six hundred yards) in breadth, because the distance being out of the range of grape, it is easy for the troops which defend the passage to line the bank and get under cover. Hence it follows that if the grenadiers, ordered to pass the river for the protection of the bridge, should reach the other side, they would be destroyed by the fire of the enemy; because his batteries, placed at the distance of two hundred toises from the landing, are capable of a most destructive effect, although removed above five hundred toises from the batteries of the crossing force. Thus the advantage of the artillery would be exclusively his. For the same reason, the passage is impracticable, unless you succeed in surprising the enemy, and are protected by an intermediate island, or unless you are able to take advantage of an angle in the river, to establish a cross-fire upon his works. In this case the island or angle forms a natural tete de pont, and gives the advantage in artillery to the attacking army. When a river is less than sixty toises (or one hundred and twenty yards) in breadth, and you have a post upon the other side, the troops which are thrown across derive such advantages from the protection of your artillery, that, however small the angle may be, it is impossible for the enemy to prevent the establishment of a bridge. In this case, the most

skillful generals, when they have discovered the project of their adversary, and brought their own army to the point of crossing, usually content themselves with opposing the passage of the bridge, by forming a semicircle round its extremity, as round the opening of a defile, and removing to the distance of three or four hundred toises from the fire of the opposite side.

Maxim XXXVIII.

It is difficult to prevent an enemy supplied with pontoons from crossing a river. When the object of an army which defends the passage is to cover a siege, the moment the general has ascertained his inability to oppose the passage, he should take measures to arrive before the enemy, at an intermediate position between the river he defends and the place he desires to cover.

Maxim XXXIX.

In the campaign of 1645, Turenne was attacked with his army before Philipsburg by a very superior force. There was no bridge here over the Rhine, but he took advantage of the ground between the river and the place to establish his camp. This should serve as a lesson to engineer officers, not merely in the construction of fortresses, but of "tetes de pont". A space should always be left between the fortress and the river, where an army may form and rally without being obliged to throw itself into the place, and thereby compromise its security. An army retiring upon Mayence before a pursuing enemy is necessarily compromised; for this reason, because it requires more than a day to pass the bridge, and because the lines of Cassel are too confined to admit an army to remain there without being blocked up. Two hundred toises should have been left between that place and the Rhine. It is essential that all "tetes de pont" before great rivers should be constructed upon this principle; otherwise they will prove a very inefficient assistance to protect the passage of a retreating army. "Tetes de pont", as laid down in our schools, are of use only for small rivers, the passage of which is comparatively short.

Maxim XL.

Fortresses are equally useful in offensive and defensive warfare. It is true they will not in themselves arrest an army, but they are an excellent means of retarding, embarrassing, weakening, and annoying a victorious enemy.

Maxim XLI.

There are only two ways of insuring the success of a siege. The first, to begin by beating the enemy's army employed to cover the place, forcing it out of the field, and throwing its remains beyond some great natural obstacle, such as a chain of mountains, or large river. Having accomplished this object, an army of observation should be placed behind the natural obstacle, until the trenches are finished and the place taken.

But if it be desired to take the place in presence of a relieving army, without risking a battle, then the whole materiel and equipment for a siege are necessary to begin with, together with ammunition and provisions for the presumed period of its duration, and also lines of contravallation and circumvallation, aided by all the localities of heights, woods, marshes, and inundations.

Having no longer occasion to keep up communications with your depots, it is now only requisite to hold in check the relieving army. For this purpose, an army of observation should be formed, whose business it is never to lose sight of that of the enemy, and which, while it effectively bars all access to the place, has always time enough to arrive upon his flanks or rear in case he should attempt to steal a march.
It is to be remembered, too, that by profiting judiciously by the lines of contravallation, a portion of the besieging army will always be available in giving battle to the approaching enemy.
Upon the same general principle, when a place is to be besieged in presence of an enemy's army, it is necessary to cover the siege by lines of circumvallation.

If the besieging force is of numerical strength enough (after leaving a corps before the place four times the amount of the garrison) to cope with the relieving army, it may remove more than one day's march from the place; but if it be inferior in numbers after providing for the siege as above stated, it should remain only a short day's march from the spot, in order to fall back upon its lines, if necessary, or receive succor in case of attack.

If the investing corps and army of observation are only equal when united to the relieving force, the besieging army should remain entire within, or near its lines, and push the works and the siege with the greatest activity.

Maxim XLII.
Feuquiere says that "we should never wait for the enemy in the lines of circumvallation, but we should go out and attack him." He is in error. There is no authority in war without exception; and it would be dangerous to proscribe the principle of awaiting the enemy within the lines of circumvallation.

Maxim XLIII.
Those who proscribe lines of circumvallation, and all the assistance which the science of the engineer can afford, deprive themselves gratuitously of an auxiliary which is never injurious, almost always useful, and often indispensable. It must be admitted at the same time, that the principles of field-fortification require improvement. This important branch of the art of war has made no progress since the time of the ancients. It is even inferior at this day to what it was two thousand years ago. Engineer officers should be encouraged in bringing this branch of their art to perfection, and in placing it upon a level with the rest.

Maxim XLIV.
If circumstances prevent a sufficient garrison being left to defend a fortified town which contains a hospital and magazines, at least every means should be employed to secure the citadel against a coup de main.

Maxim XLV.
A fortified place can only protect the garrison and detain the enemy for a certain time. When this time has elapsed, and the defenses of the place are destroyed, the garrison should lay down its arms. All civilized nations are agreed on this point, and there never has been an argument except with reference to the greater or less degree of defense which a governor is bound to make before he capitulates. At the same time, there are generals--Villars among the number--who are of opinion that a governor should never surrender, but that in the last extremity he should blow up the fortifications, and take advantage of the night to cut his way through the besieging army. Where he is unable to blow up the fortifications, he may always retire, they say, with his garrison, and save the men.
Officers who have adopted this line of conduct have often brought off three-fourths of their garrison.

Maxim XLVI.
The keys of a fortress are well worth the retirement of the garrison, when it is resolved to yield only on those conditions. On this principle it is always wiser to grant an honorable capitulation to a garrison which has made a vigorous resistance, than to risk an assault.

Maxim XLVII.
Infantry, cavalry, and artillery are nothing without each other; therefore they should always be so disposed in cantonments as to assist each other in case of surprise.

Maxim XLVIII.
The formation of infantry in line should be always in two ranks, because the length of the musket only admits of an effective fire in this formation. The discharge of the third rank is not only uncertain, but frequently dangerous to the ranks in its front. In drawing up infantry in two ranks, there should be a supernumerary behind every fourth of fifth file. A reserve should likewise be placed twenty-five paces in rear of each flank.

Maxim XLIX.
The practice of mixing small bodies of infantry and cavalry together is a bad one, and attended with many inconveniences. The cavalry loses its power of action. It becomes fettered in all its movements. Its energy is destroyed; even the infantry itself is compromised, for on the first movement of the cavalry its left without support. The best mode of protecting cavalry is to cover its flank.

Maxim L.
Charges of cavalry are equally useful at the beginning, the middle, and the end of a battle. They should be made always, if possible, on the flanks of the infantry, especially when the latter is engaged in front.

Maxim LI.
It is the business of cavalry to follow up the victory, and to prevent the beaten enemy from rallying.

Maxim LII.
Artillery is more essential to cavalry than to infantry, because cavalry has no fire for its defense, but depends upon the saber. It is to remedy this deficiency that recourse has been had to horse-artillery. Cavalry, therefore, should never be without cannon, whether when attacking, rallying, or in position.

Maxim LIII.
In march, or in position, the greater part of the artillery should be with the divisions of infantry and cavalry. The rest should be in reserve. Each gun should have with it three hundred rounds, without including the limber. This is about the complement for two battles.

Maxim LIV.
Artillery should always be placed in the most advantageous positions, and as far in front of the line of cavalry and infantry as possible, without compromising the safety of the guns.
Field batteries should command the whole country round from the level of the platform. They should on no account be masked on the right and left, but have free range in every direction.

Maxim LV.
A general should never put his army into cantonments when he has the means of collecting supplies of forage and provisions, and of thus providing for the wants of the soldier in the field.

Maxim LVI.
A good general, a well-organized system, good instructions, and severe discipline, aided by effective establishments, will always make good troops, independently of the cause for which they fight.
At the same time, a love of country, a spirit of enthusiasm, a sense of national honor, and fanaticism will operate upon young soldiers with advantage.

Maxim LVII.
When a nation is without establishments and a military system, it is very difficult to organize an army.

Maxim LVIII.
The first qualification of a soldier is fortitude under fatigue and privation. Courage is only the second; hardship, poverty, and want are the best school for the soldier.

Maxim LIX.
There are five things the soldier should never be without--his musket, his ammunition, his knapsack, his provisions (for at least four days), and his entrenching tool. The knapsack may be reduced to the smallest size possible, if it be thought proper, but the soldier should always have it with him.

Maxim LX.
Every means should be taken to attach the soldier to his colors. This is best accomplished by showing consideration and respect to the old soldier. His pay likewise should increase with his length of service. It is the height of injustice not to pay a veteran more than a recruit.

Maxim LXI.
It is not set speeches at the moment of battle that render soldiers brave. The veteran scarcely listens to them, and the recruit forgets them at the first discharge. If discourses and harangues are useful, it is during the campaign; to do away with unfavorable impressions, to correct false reports, to keep alive a proper spirit in the camp, and to furnish materials and amusement for the bivouac. All printed orders of the day should keep in view these objects.

Maxim LXII.
Tents are unfavorable to health. The soldier is best when he bivouacs, because he sleeps with his feet to the fire, which speedily dries the ground on which he lies. A few planks, or a little straw, shelter him from the wind.

On the other hand, tents are necessary for the superior officers, who have to write and to consult their maps. Tents should therefore be issued to these, with directions to them never to sleep in a house. Tents are always objects of observation to the enemy's staff. They afford information in regard to your numbers and the ground you occupy, while an army bivouacking in two or three lines is only distinguishable from afar by the smoke which mingles with the clouds. It is impossible to count the number of the fires.

Maxim LXIII.
All the information obtained from prisoners should be received with caution, and estimated at its real value. A soldier seldom sees anything beyond his company; and an officer can afford intelligence of little more than the position and movements of the division to which his regiment belongs. On this account the general of an army should never depend upon the information derived from prisoners, unless it agrees with the reports received from the advanced guards, in reference to the position, etc., of the enemy.

Maxim LXIV.
Nothing is as important in war as an undivided command; for this reason, when war is carried on against a single power, there should be only one army, acting upon one base, and conducted by one chief.

Maxim LXV.
The same consequences which have uniformly attended long discussions and councils of war will follow at all times. They will terminate in the adoption of the worst course, which in war is always the most timid, or, if you will, the most prudent. The only true wisdom in a general is determined courage.

Maxim LXVI.
In war the general alone can judge of certain arrangements. It depends on him alone to conquer difficulties by his own superior talents and resolution.

Maxim LXVII.
To authorize generals or other officers to lay down their arms in virtue of a particular capitulation, under any other circumstances than when they are composing the garrison of a fortress, affords dangerous latitude. It is destructive of all military character in a nation to open such a door to the cowardly, the weak, or even to the misdirected brave. Great extremities require extraordinary resolution. The more obstinate the resistance of an army, the greater is the chances of assistance or of success.
How many seeming impossibilities have been accomplished by men whose only resolve was death!

Maxim LXVIII.
There is no security for any sovereign, for any nation, or for any general, if officers are permitted to capitulate in the open field, and to lay down their arms in virtue of conditions favorable to the contracting party, but contrary to the interests of the army at large. To withdraw from danger, and thereby to involve their comrades in greater peril, is the height of cowardice. Such, conduct should be proscribed, declared infamous, and made punishable with death. All generals, officers, and soldiers who capitulate in battle to save their own lives should be decimated.
He who gives the order and those who obey are alike traitors, and deserve capital punishment.

Maxim LXIX.
There is but one honorable mode of becoming prisoner of war. That is, by being taken separately; by which is meant, by being cut off entirely, and when we can no longer make use of our arms. In this case, there can be no conditions, for honor can impose none. We yield to an irresistible necessity.

Maxim LXX.
The conduct of a general in a conquered country is full of difficulties. If severe, he irritates and increases the number of his enemies. If lenient, he gives birth to expectations which only render the abuses and vexations inseparable from war the more intolerable. A victorious general must know how to employ severity, justness, and mildness by turns, if he would allay sedition or prevent it.

Maxim LXXI.

Nothing can excuse a general who takes advantage of the knowledge acquired in the service of his country, to deliver up her frontier and her towns to foreigners. This is a crime reprobated by every principle of religion, morality, and honor.

Maxim LXXII.

A general-in-chief has no right to shelter his mistakes in war under cover of his sovereign, or of a minister, when these are both distant from the scene of operation, and must consequently be either ill-informed or wholly ignorant of the actual state of things.

Hence it follows, that every general is culpable who undertakes the execution of a plan which he considers faulty. It is his duty to represent his reasons, to insist upon a change of plan--in short, to give in his resignation rather than allow himself to be made the instrument of his army's ruin. Every general-in-chief who fights a battle in consequence of superior orders, with the certainty of losing it, is equally blamable.

In this last-mentioned case, the general ought to refuse obedience; because a blind obedience is due only to a military command given by a superior present on the spot at the moment of action. Being in possession of the real state of things, the superior has it then in his power to afford the necessary explanations to the person who executes his orders.
But supposing a general-in-chief to receive a positive order from his sovereign, directing him to fight a battle, with the further injunction, to yield to his adversary, and allow himself to be defeated -- ought he to obey it? No. If the general should be able to comprehend the meaning or utility of such an order, he should execute it; otherwise, he should refuse to obey it.

Maxim LXXIII.

The first qualification in a general-in-chief is a cool head -- that is, a head which receives just impressions, and estimates things and objects at their real value. He must not allow himself to be elated by good news, or depressed by bad.

The impressions he receives either successively or simultaneously in the course of the day should be so classed as to take up only the exact place in his mind which they deserve to occupy; since it is upon a just comparison and consideration of the weight due to different impressions that the power of reasoning and of right judgment depends.

Some men are so physically and morally constituted as to see everything through a highly colored medium. They raise up a picture in the mind on every slight occasion, and give to every trivial occurrence a dramatic interest. But whatever knowledge, or talent, or courage, or other good qualities such men may possess, Nature has not formed them for the command of armies, or the direction of great military operations.

Maxim LXXIV.

The leading qualifications which should distinguish an officer selected for the head of the staff are, to know the country thoroughly; to be able to conduct a reconnaissance with skill; to superintend the transmission of orders promptly; to lay down the most complicated movements intelligibly, but in a few words, and with simplicity.

Maxim LXXV.

The commandant of artillery should understand well the general principles of each branch of the service, since he is called upon to supply arms and ammunition to the different corps of which it is composed. His correspondence with the commanding officers of artillery at the advanced posts should put him in possession of all the movements of the army, and the disposition and management of the great park of artillery should depend upon this information.

Maxim LXXVI.

The qualities which distinguish a good general of advanced posts are: to reconnoiter accurately defiles and fords of every description; to provide guides that may be depended on; to interrogate the cure and

postmaster; to establish rapidly a good understanding with the inhabitants; to send out spies; to intercept public and private letters; to translate and analyze their contents; in a word, to be able to answer every question of the general-in-chief when he arrives with the whole army.

Maxim LXXVII.

General-in-chief must be guided by their own experience, or their genius. Tactics, evolutions, the duties and knowledge of an engineer or artillery officer, may be learned in treatises, but the science of strategy is only to be acquired by experience, and by studying the campaigns of all the great captains.

Gustavus Adolphus, Turenne, and Frederick, as well as Alexander, Hannibal, and Caesar have all acted upon the same principles. These have been -- to keep their forces united; to leave no weak part unguarded; to seize with rapidity on important points.

Such as the principles which lead to victory, and which, by inspiring terror at the reputation of your arms, will at once maintain fidelity and secure subjection.

Maxim LXXVIII.

Peruse again and again the campaigns of Alexander, Hannibal, Caesar, Gustavus Adolphus, Turenne, Engene, and Frederick. Model yourself upon them. This is the only means of becoming a great captain, and of acquiring the secret of the art of war. Your own genius will be enlightened and improved by this study, and you will learn to reject all maxims foreign to the principles of these great commanders.

Note: The source of the above maxims is *Napoleon's Maxims of War*. With notes by General Burnod. Translated from French by Lieut.General Sir G.C. D'Aguilar, C.B., and published by David McKay of Philadelphia in 1902.

Notes:
1 Napoleon's Maxims has been brought to you by Military/Info Publishing (Home page).
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20.0 Glossary

Allies − Major Powers that have formally made an alliance are allies. Major Powers must be allies in order to loan units, to declare war if in the same area as an ally that is attacked, to loan money, to cede territory to each other during a Ceding Step or to grant voluntary access. Major Powers may not re-ally until at least 12 months after breaking an earlier alliance. A Major Power may only run a neutral minor country at war with an ally if there are no non-allies that can or wish to run it.

Black Sea − Sea north of Constantinople surrounded by the Turkish and Russian coasts.

Breaking − A side's total morale loss in a combat equals or exceeds its final morale level at the start of the combat

Cavalry − Regular cavalry, feudal cavalry and Cossacks and Freikorps.

Ceded Province − Province given by one Major Power to a second as part of a peace settlement or such a province that has since been reconquered by another Major Power or powers that are not the initial owning Major Power. If reconquered by the initial owning Major Power it is no longer considered a ceded province but becomes an unceded province.

City Garrison Capacity − Maximum capacity of army factors (in corps and/or garrisons) being five times the city supply value (the number of spires in the city picture).

City Siege Value − Strength of city against siege assault (equals the number of fleches in the city picture).

City Supply Value − Number of spires in the city is the supply value used for supplying besieged corps or garrisons.

Combat Losses − Losses due to field combats, limited field combats, siege combats, trivial combats pursuits and/or surrenders.

Controlled (Friendly) City/Port − A controlled city/port is any vacant city/port in that Major Power's territory, or any city/port in which that Major Power has factors, whether besieged or not.

Controlled Minor Country − A minor country which is either a minor Free State or conquered minor country, controlled by a Major Power.

Controlled Province − A currently unceded home province or province currently ceded to that Major Power unless that province's capital city is occupied by unbesieged enemy factors. This affects collection of taxation and manpower and the placement of Cossacks, Freikorps and feudal forces.

Conquered Minor Country − A minor country controlled by a Major Power that is not a minor Free State. This is indicated by the presence of a conquered control flag and allows the collection of basic tax and manpower by the controlling Major Power. Conquered minor countries do not have forces nor may they build any.

Corps − Large land unit counters. NOTE: Corps on the map must have at least one army factor.

Corps Intrinsic Ratings − Each nationality has an intrinsic Strategic and Tactical Rating for its corps. This rating is used when no leaders are present, for all strategic and tactical purposes. When no leader is available for a multi-corps force and the best corps rating is used, treat these best corps ratings the same as if the force were commanded by a leader with those Strategic and Tactical Ratings and a Tactical Maximum Rating of "1" and modify accordingly.

District − A major named component of a large minor country.

Field Forces − Land forces excluding guerrillas (unless attacking) not in a city or port.

Fleet − Large naval unit counter. NOTE: Fleets on the map must have at least one ship.

Fortress − Any city with fleches in its picture.

Garrisons − Regular infantry, Cossack, Freikorps, guerrilla or militia factors which are not part of a corps, and are placed in a city, port or on a depot.

Home Nation − Austria, France, Great Britain, Prussia, Russia, Spain or Turkey as defined by the Major Power borders, less any ceded provinces.

Infantry − Regular infantry, militia, guerrillas, feudal infantry and guard infantry.

Major Power − Home nation plus controlled minor countries plus provinces ceded to that home nation.

Minor Free State − Minor country controlled by a Major Power which has been declared a minor Free State (indicated by the Free State control flag). Allows collection of double tax and manpower which can only be used for forces of the minor Free State.

Money − The game's currency is in the form of "money points," denoted by a dollar sign ("$").

Neutral Minor Countries − All minor countries not under the control of any of the Major Powers.

Peace Condition or Peace Term − Used interchangeably. These are the items from lists "A," "B," or "C" on the Victory Conditions Chart, used when making a conditional or unconditional peace.

Phasing − The "phasing" player, corps, forces, etc. terminology refers to the player or forces of that Major Power currently performing its portion of a Turn, phase or step. All other players and forces are defined to be "non-phasing" at that time.

Port Adjacent to Sea Area − A sea area is adjacent to a port if it is touched at all by that port.

Province − A major named component part of a Major Power's home nation.

Regular Cavalry − Cavalry that is not Cossacks, Freikorps or feudal cavalry.

Regular Infantry − Infantry that is not militia, guerrillas, feudal infantry or guard. Turkish Janissaries are regular infantry.

Sea Supply − Supply chain between two unblockaded ports, at least one containing one or more friendly fleets and both containing a depot.

Siege − Garrisons or corps in a city/port with an enemy corps placed on top.

Supply Source − Any unbesieged controlled city in a home nation or in a controlled minor country in which there is also a depot in the surrounding area.

Surrender of Troops − These factors and leaders are kept as prisoners by the capturing Major Power and are returned when peace with that Major Power is reached as ordinary reinforcements in the next Reinforcement Phase.

Valid Supply Chain − A valid supply chain is a connected series of depots of one Major Power, with at most one intervening area between them, back to a supply source of that Major Power. No area in a valid supply chain, including the intervals between depots, may contain any unbesieged enemy corps, Cossack, Freikorps, guerrillas or garrison unless it also contains an unbesieged friendly corps or garrison or unbesieged allied corps or garrison. A valid supply chain may not be traced across sea areas unless by sea supply, but may be traced across a crossing arrow unless the surrounding sea area contains in enemy fleet.

Winter − December, January, and February Turns.

Winter Zone − All land areas on the map excluding those in: Morocco, Algeria, Tunisia, Tripolitania, Cyrenaica, Egypt, Palestine, Corfu, Cyprus, Rhodes, Crete, Malta, and Majorca.

21.0 Credits

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Our Strength
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