







**NAPOLEONIC  
COMMAND**

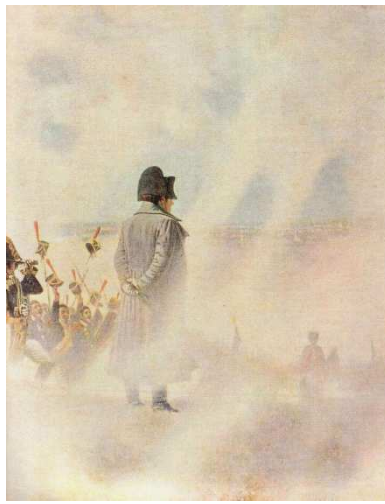
SINGLE PLAYER  
HOTSEAT  
PBEM++ ONLINE  
LOAD SINGLE PLAYER  
LOAD HOTSEAT  
SETTINGS  
QUIT



MAIN MENU

v1.30.00  
View full credits





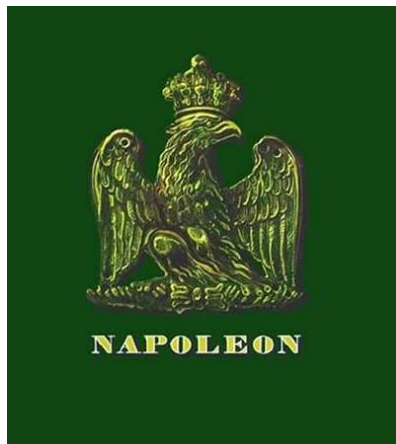
# NAPOLEONIC COMMAND

## *Mod for STRATEGIC COMMAND III – WAR IN EUROPE*

Version 1.0

MOST RECENT UPDATE OF THIS README : 20/03/2026

In this first version, only France And UK are implemented. If users are interested, other countries will follow in later versions.



**TAKE CARE !** The mod will work correctly only if you choice ENGLISH LANGUAGE in options

**IMPORTANT PRECISION :** If you use shortcuts to lunch game and/or editor, do not use your "vanilla" shortcuts => Do not forget to create new appropriated shortcuts from the new independant install.

### Used graphs in mod come from :

- Battleground serie (Talonsoft) : Battleground Waterloo, Napoleon in Russia, Prelude to Waterloo
- Final struggle, Pikes & Muskets (WDS)  
<https://wargameds.com/collections/game-demos-wds>
- Fairline & Tanelorn graphs for Civilization II  
<https://forums.civfanatics.com/forums/civ2-scenario-league.428/>
- Age of Rifles (SSI)
- Imperialism 1 (SSI)
- Age of Empire



## DISCLAIMER

**IMPORTANT NOTE 1 :** [Save your vanilla files before to use the mod](#)

**This mod is provided as private free work, you use it under your own responsibility. I made it for my own recreative usage, and sharing this mod as free work does not create for me any kind of responsibility or guarantee.**

**IMPORTANT NOTE 2 :** This mad has been made under a Matrix version. It will probably work fine with a Steam version but take in mind that structure of install may perhaps be different.



## CONTENT

- Files of the mod
- This readme



## WHAT IS THIS MOD ?

This mod does convert SC 3 – War in Europe in a complete "Napoleonic wargame", to be used for large battles. It does modify heavily vanilla game for 100 % : forget WW2, game mechanisms will work with very different way, you will now play an entirely and original new game to fight large Napoleonic battles.

If my setting/parameters are not ok for you, change them directly yourself or ask on forum for modifications, I will do needed rectifications.

**Take care** : AI is a very efficient opponent on "small" maps used by the mod (75 x 75).

**This mod is the demonstration that Hubert's AI works very fine with all scales and all times** : if he would want to do a "battles series" with SC engine, he could create without any problem larges historical battles for all historic times.



## CREDITS

You are free, under your own responsibility :

- to use files of this mod to create your own battle mod
- to modify the mod to create your own adapted version
- to adapt it to create your own historical battles
- to use use files of the mod for any another kind of mod

**If you are interested to use the mod, do not forget to consult regularly the first post of this thread :**  
<https://forums.matrixgames.com/viewtopic.php?t=412817>

=> Changes in versions of the mod (new link available by mp) and changes in readme will be displayed in this first post

**HOW TO INSTALL** => You must follow this process :

### IMPORTANT PRECISIONS

**1°/ To create a complete new independant install of SC WIE** on your hard drive (as indicated in following instructions), you have just to copy-past your actual vanilla install, and after that, to rename it under the name of your choice (NAPOLEON or other name). To create this complete copy of your vanilla install of SC is absolutly needed at first, and then you have to follow the install following instructions.

**2°/ If you use shortcuts** to lunch game and/or editor, do not use your "vanilla" shortcuts => Do not forget to create new appropriated shortcuts from the new independant install. If you do not, and if you use only "vanilla" shortcuts, you will just lunch vanilla game/vanilla editor and not the modded game/modded editor.

## STEPS OF INSTALLATION :

**1/** Create a **separated and independent complete** install of SC War in Europe (different from your vanilla install) and rename it like you want (example : "Battlefield command", etc)

Then, in this separated/independant install, erase : (to keep more space disk)

- \* All vanilla default campaign

- \* All campaigns of directory "Community pack"

=> These 2 kind of campaign files have no any utility in this install.

**Note** : If you don't want to create the required independent/separated install, do not use the mod, it will probably not work properly

**2/** In this independent install (**not in "User" mods directory !**), copy-past in each concerned directory the files of the 5 directories named : bitmaps, interface, media, sound, music

**IMPORTANT PRECISION** => You will also find a isolated file named "**localization**" : this file must be copied in the main directory of the game, to replace the "vanilla" localization file of the game

**3/** Then copy-past files of campaign ("Napoleon commander") **in the "user/document" directory (campaigns directory)** exactly like you do with for vanilla game campaigns.

**Note** : In the Napoleon command directory, you will find a second "localization" file, that is the same file like the "localization" file you have copied in main directory of your new install. Let this file in place, it is needed in the place where it is.

**Why this special process ?** The original process for installing campaigns and mods does conduct to have enormous campaigns files (size = approx. 180 Mo) when a user campaign does modify heavily vanilla game (in particular bmp files). This system may be usefull if you do only 1 or 2 user campaigns, but if you do a lot of campaigns, size of these campaign will be a problem. **This is the case with the mod : lot of battles (= campaigns) will be realized in future times.**

**Why to not use the vanilla "mod" arborescence system** : this system does in some cases suffer problems with sounds => Some sounds problems were experimented during tests (wrong sounds for some particular units, that seem not be correctly recognized by program (program used vanilla WW2 sounds).

**IMPORTANT PRECISION** : If you use shortcuts to lunch game and/or editor, do not use your "vanilla" shortcuts => Do not forget to create new appropriated shortcuts from the new independant install.



## INSTALL INSTRUCTIONS

### CONTENT OF THE MOD PACK

- Bitmaps
- Campaigns
- Interface
- Media
- Music
- Sound
- localization

1/ Create a separated and independent install of SC War in Europe (different from your vanilla install) and rename it like you want (example : "Battlefield command", etc)

Evidently, this new independent install must be made on your principal hard drive, not in another place

Then, in this separated/independent install, erase : (to keep more space disk)

\* All vanilla default campaign

\* All campaigns of directory "Community pack"

=> These 2 kind of campaign files have no any utility in this install.

2/ In the mod pack, you will find 6 directories + 1 isolated file named "localization"

On the left image, 5 directories are surligned in red (Bitmaps, Interface, Media, Music, Sound).

One directory is surligned in green and the isolated file named "localization" is surligned in blue

The green surligned directory is named "Campaigns"

You have just to copy-past the content of the 5 "red surligned" directories in the directories of your install, that have the same name (example : Content of "Bitmaps" must be copied in the "bitmap" directory of your new independent install, etc)

Then, copy-past the isolated file named "localization" (surligned in blue on the left image) in the main directory of your new independent install

Making these "copy-past" operation, you have to accepts all replacements files that are proposed by windows

3/ Then copy-past files of campaign directory (surligned in green on the left image) in the "user/document" directory (campaigns directory) exactly like you do with for vanilla game campaigns.

- > USER-1PC
- ▼ Ce PC
  - > Bureau
  - ▼ Documents
    - ▼ My Games
      - ▼ Strategic Command WWII - War in Europe
        - > Campaigns
        - Data
        - DEBUGLOGS
        - ERROR
        - Launcher
        - Mods
      - > Multiplayer
        - Save
        - Screenshots



## HOW TO USE

**IMPORTANT PRECISION :** If you use shortcuts to lunch game and/or editor, do not use your "vanilla" shortcuts => Do not forget to create new appropriated shortcuts from the new independent install.

**NOTE :** The mod will work correctly only if you choice **ENGLISH LANGUAGE** in options

The 2 sides have **exactly identical and equilibrated** parameters : no any secret advantage for AI has been implemented.

Mod may be used as human **blue side** or human **red side** vs AI (**AI has no any particular advantage in parameters**).

Mod may also be used human vs human (hot-seat, mails or multi).

Therefore, in case of necessity, for example when historical battle does need it, some parameters will be adapted to advantage one side and to reproduce particular historical situation (better moral, better training, better command, better parameters for one kind of unit, etc)

In human vs AI battles, bonus may be given (but not absolutly needed) to AI like in vanilla game (in start screen of battle : experience bonus, etc)

Mod may be played with 2 exactly identical oob or with different oobs (as you prefer, by example if you want to play historical battle)

**Mod may be played with (or without) "confusion of battle" (name of FOW in the mod)**

## GAMES OPTIONS TO BE USED

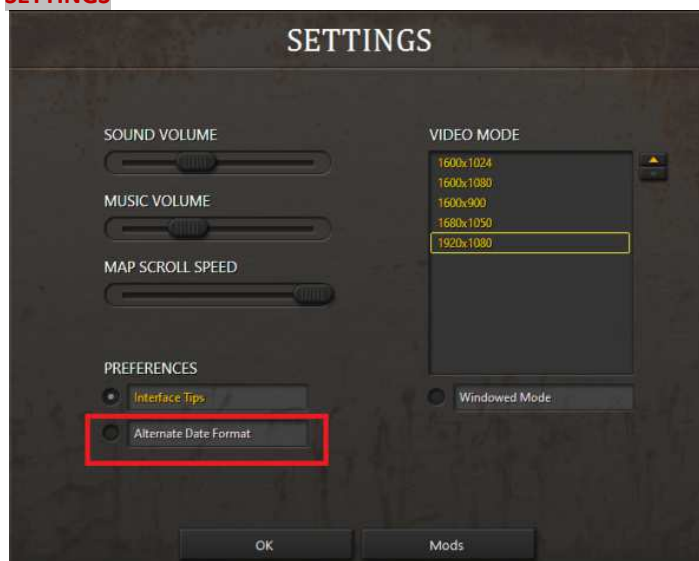
### LANGUAGE OPTION

Take care ! The mod will work correctly only if you choice **ENGLISH LANGUAGE** in options. Buttons of other languages have been erased



Buttons for language choice are in the low right corner of start screen

### SETTINGS



To have correct display for TURNS, let unchecked the box "**Alternate date format**"



## CHOOSE SIDE SCREEN



You may choice to play **French imperial army** or **Coalized armyd**, as you prefer.

You are free to choice **difficulty level**

It may be usefull (but no any obligation : not needed) to give some **experience bonus** to AI (you may choice the bonus level as you want)

If you check "**Confusion of Battle**" (see below) in options screen, it's also possible (but not needed) to give some **spotting bonus** to AI (you may choice the bonus level as you want)

To give **Gold bonus** to AI is not needed (Gold is not used in the mod).

## OPTIONS SCREEN



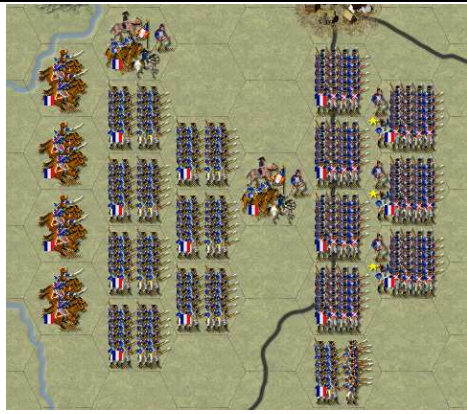
**TAKE CARE :** Option setting are not exactly same than options setting for Ancient battle mod (here, it's better to let unchecked "Quick animation")

### Counters option option

If box = **checked** : you will play battles with "no shadowed counters"



If box = **unchecked** : you will play battles with "shadowed counters" (more dark)

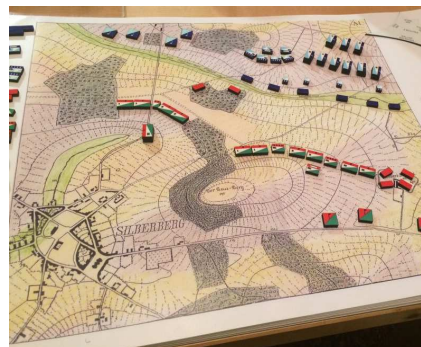


In all case, sprites zoom (outzoom view in game) will have "Kriegspiel look"



Kriegspiel counters of mod are inspired (of course in a different scale) by original von Reisswitz Kriegspiel's counters :

| INFANTRY           | CAVALRY     | ARTILLERY               | MISC.                 |
|--------------------|-------------|-------------------------|-----------------------|
| half-battalion     | cuirassiers | horse artillery         | pontoon wagons        |
| 5/6 exchange piece | dragoons    | 6lb artillery           | pioneers              |
| 4/6 exchange piece | hussars     | 7lb artillery           | officer and 25 men    |
| Jagers             | uhlans      | 12lb artillery          | officer and 21 riders |
| skirmish zug       |             | munitions wagons (12lb) | single man            |
|                    |             |                         | single rider          |





### Green battlefield

If checked : Battlefield will be **green**

If unchecked : Battlefield will have **light braun color** (*not yet implemented*)

The difference is only for "esthetic" (just for the look, no any other effect in game)

**Note** : If "Green Battlefield" is unchecked, you will play with a full black mini jump map (if checked : mini jump map will be light braun)

### Messages

**Do not forget to check this box (absolutely needed to receive popup messages during battle)**

### Messages (AI Turn)

You are free to check or uncheck this option (as you like)

**Take care** : do not any confusion between the 2 types of Messages (Messages and Messages AI Turn)

### Confusion of battle

It's the vanilla "Fog of war" I just renamed in "confusion of battle" : it produces exactly same effects than in vanilla game.

### Weather :

Actually, this box must stay "unchecked" (do not check it)

*Later, weather will perhaps be implemented in the mod, to allow mud or snow meteo conditions for some battles*

### Border style :

Setting has no any importance, content of concerned file was erased and borders do never appear in game

### Land counter style :

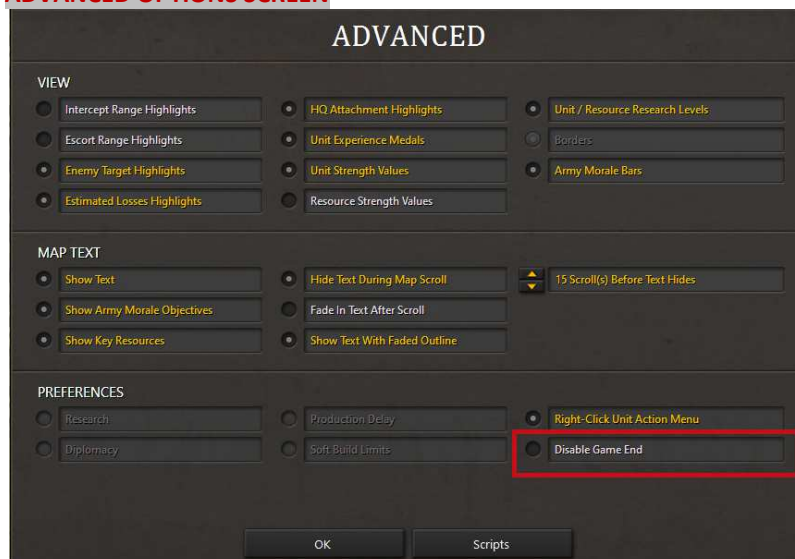
**This parameters has imperatively to be set at the most possible higher arrow (if not, units will probably not be correctly displayed)**



### Other options :

You are free to use them as you want. In my opinion, it's better to check **Undo moves**, **Retreats**, **Show moves/combats** and to let uncheck the other options.

### ADVANCED OPTIONS SCREEN



**Disable end game** : Let this option **unchecked**

**Strength units values** : You may choice to **check** or **uncheck** his, depending of what you prefer

**Strength resources values** : Let this option **unchecked**

**Other options :** you are free to set the other advanced options like you prefer to use with the mod.



## FORMATIONS

Unfortunately, SC system does not allow to modelize formations (line, columns, square, etc) and skirmishers deployment.

**This limitations was solved by 3 ways :**

**1/ Column formation** is modeled by "**Forced march**" of vanilla game (**Forced march** = renamed in "**Column march**") => Units that use "column march" during battle have high improved speed for their move, but at the same time they suffer high malus penalty in fighting (attack or defense)

**2/ Defense formation** (does replace "entrenchement" of vanilla game)

=> Units in defense formation have better defensive strength :

\* **Vs cavalry** : "**Defense formation**" does modelize **square** (defensive infantry formations)

\* **Vs infantry** : "**Defense formation**" doesn't modelize squares, but **deployment of skirmishers** in advanced defense.

**3/ Skirmishers deployment in attack** is modeled by attack system of vanilla game => **Blitz attacks** (**attacks after moving**) and **Prepared attacks** (**attacks before moving**) : when units attack after moving, they are considered as "**no skirmishers deployed**" ; when they attack before to move, they are considered as "**skirmishers deployed**" (and their attack is more efficient).

## SOUNDS

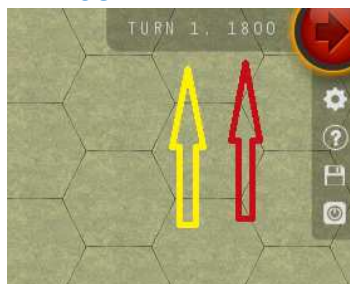
All sounds/Musics of the game have been adapted for Napoleonic battles ambiance.

But due to hard coded game system, some sounds were difficult to adapt, and in a few (and minor) cases, some units have not exactly the sound they should have in reality (**example** : Foot HQ have cav sound, because program does not allow to separate sound of foot HQ and sound of horse HQ)

## ARMIES SCALE

In readme of some battle (not for each battle), you will sometimes find scale indications

## TIME SCALE



In the high right corner of battle screen, N° of turns are displayed, and also the year of the concerned battle (turns are simultaneous : each N° turn is shared by the 2 sides)



**NOTE** : Battles have always a maximum length of 30 turn (may be less). When the end of battle is reached without victory of any side, a popup message announcing a draw is displayed.

**NOTE** : If no any side has get victory, and if moral of the 2 sides are too low (<10%), battle does end automatically and immediately by a draw without waiting normal end turn.

#### GROUND COLOR ON MAP *(not yet implementd)*

In battles, color of plain ground may be (depending of your choice in options):

– Green

– Light braun or snow (white) color (depending of battles)

It has no any particular effect in game (just for the esthetic look)



#### REINFORCEMENTS

In some battles, each side may receive during battle automatic reinforcements, to be placed on map.

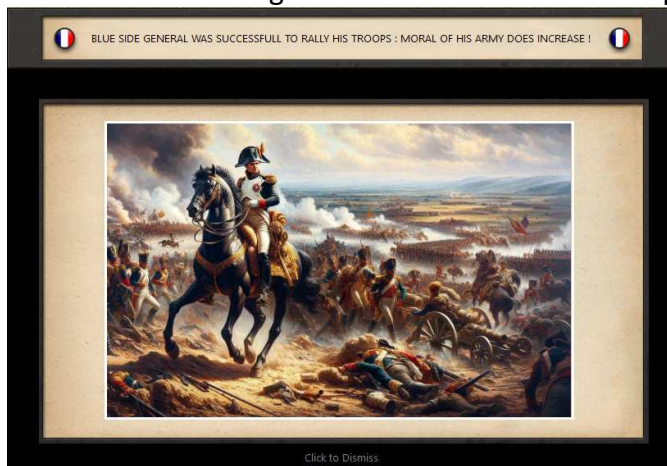
These reinforcements use the "**production queue**" function and work like in vanilla game ("**New units**" menu in interface)

**Note** : In some battles, reinforcements will come from special included scripts

#### INCREASING ARMY MORAL

At end of each turn, each general commander will try to **rally and galvanize his troops**.

=> If attempt succeed (depending of random %), a special message will appear to notify the success (it means that Army moral of the concerned side does growth in some %, and became a little bit higher than it was before the improvement)



=> If attempt failed or a side, no any message will appear concerning this side (in this case, Army moral of concerned side will not change).

In some cases, a message announcing desertions in an army may be displayed (**effect** : Army moral of the concerned side will a little bit decrease).

## VICTORY CONDITIONS

Victory conditions are managed/applied directly by the game (\*), like in vanilla version. I wanted initially use a "house rules victory conditions" but the scripts system finally allowed an automatic management of these victory conditions.

(\*) : The unic exception ("house rule") is in Human vs AI battles : Human side may never conquer or isolate enemy capital (to avoid too easy human victory)

**"Army Moral" of each army is essential** (Army moral = National moral that was renamed) : A

Losses in Army Moral occur for side :

- \* when this side suffers losses
- \* when his units are destroyed
- \* when army of this side retreats on battlefield in direction of his camp
- \* **In some battles** : when particular hexagons are conquered by enemy side

Each time you suffer losses **and/or** you do retreat on battlefield terrain, your Army Moral become lower. Then, your interest is to fight, to destroy enemy units **and** to not retreat on battlefield : you must always advance and force enemy to retreat).

**If you retreats in excess like a coward commander without fighting, your Army moral will decrease (even if you have lot of units) and the battle will be probably lost for you...**

**Result of battle may be VICTORY for a side, or DRAW (no winner)**

**VICTORY** in battle depends of "Army moral" of each side : When the difference between moral of the 2 armies is too important, the side with higher moral (in %) does win the battle if his moral army has a sufficient own level.

**Quantified (and imperative) Victory levels are :** 100/65, 95/60, 90/55, 85/50, 80/45, 75/40, 70/35, 65/30, 60/25, 55/20, 50/15, 45/10, 40/5 %

**In addition : when the army moral of a side = 0, opponent does obtain victory**

**Example :** 80/45 means that => If French Army Moral is > **80 %** **and** Coalized Army moral < **45 %**, French side does obtain victory.

**If enemy camp is conquered, there is also victory for the conqueror side by capture of enemy treasure** (but do not forget this "house rule" : Human side may never attack, isolate or conquer AI enemy camp).

**So, this case of victory by "conquest" will occur only :**

- \* In human vs AI battles, if AI Army does conquer human camp.
- \* In human vs human battles

***In all cases of victory, a special VICTORY message will be displayed by the game.***

**In some battles** (depending of scripts) : To conquer particular hexagons will give victory

**DRAW : There are 2 cases of draw (no battle winner)**

1°/ If no any side has victory before last turn of battle is reached

2°/ If Army moral of the both side become < 10% before last turn of battle is reached

**=> In the 2 cases, a special message announcing the draw will be displayed by the program**



## HOW TO CONSULT VICTORY CONDITIONS AND SCORES DURING GAME ?

Proceed exactly like in vanilla game :

**1/** Interface button to see **Victory conditions**



**2/** Press "L" KEY (after first turn), and then in opened windows : click on **SCOREGARD** to see **actual score**

**3/** Onglet "REPORT" in interface, and then : "Graphs/Army Moral" (to see **graphic of Army Moral** for the both sides)



### TECHNICAL NOTES

**1°/ Take care if you want to create your own battles or to adapt parameters :**

- \* The more units have "action points", the more they have move capacity (large space to move)
  - \* The more units have "range strike", the more they have large space to strike
- => These 2 situations (large space to move and/or large space to strike) may have direct effects on the length of AI turns because AI needs more time to calculate all possibilities with large space.
- \* **To keep a relatively quick AI (length AI turns), these settings are recommended :**
    - 95 units max (or less) per side (included max. 10/15 HQ per side).
    - Range arty (Range strike) limited to 6/8 hex.
    - Units action points limited to 6/8 Pts
    - 75 x 75 hex (or less) maps
    - Spotting range limited to ¾
    - HQ attachment range limited to approx. 10
    - HQ attachment capacity (number of attached units) limited to approx. 10

If needed, I may help (ask on the forum, this "battle system" has some little – but important – technical details that have to be observed in editor during campaign building process.

**2°/ Do not rename campaigns files after creation :** If you want to change name of a campaign, save the campaign under a new name in the editor (If you just change names of the files, program will probably not work properly)

**3°/ SAVED GAMES :** I did not experiment any bugs during battles, but it's better to register each turn.

**4°/ For immersive battle ambiance (sounds & music), it's good to use a stereo headset**

**5°/ Top play with supplementary *zoom-in* levels : It's easily possible to play battles with supplementary zoom levels**

Using these additional *zoom-in* levels, you will have 3 ways for scrolling :

- \* To use vanilla command : possible but not very practice with additional *zoom-in* levels
- \* To use the mini jump map to scrool
- \* To use directionnel keys of keyboard

If you don't know how to proceed, ask for help on Matrix SC War in Europe forum (commands process is independent of the mod)



## **FACULTATIVE HOUSE RULES TO BE OBSERVED**

They are not absolutely needed but they give a supplementary fun to battles

**In Human vs AI battles :** they apply only for human player, and evidently not for AI side.

**In Human vs Human battles :** they apply for both sides



**1/** Arty units may never fire after moving

**2/** Arty units may not fire throught or on relief and terrain (woods, villages, etc.) = lines of sight.

**Exception :** they may fire through relief or terrain, and fire on villages, if their position is higher than concerned relief, terrain or village and if they do not shoot through relief at same level.

**3/** Arty units (except howitzers obusiers) may not fire to hex that are higher than his own position

**4/** Unit may cross rivers (with or without bridge) only if 1 friend engineer pontonnier unit is at max 3 hex from crossing point

**5/** Arty units may fire only of there is a supply unit at max 3hex of their hex.

**6/** "Close contact attack" of fortified position or fortress is allowed only when there is a friendly sappers units at max 3 hex of the attacked hex

Human side may never conquer, encircle, isolate or attack the enemy camp.

Human side cannot send units further back than the enemy's rearmost commander.

**Rear or flank attacks :** are modeled by encirclement/Isolation of enemy units (isolated units are more vulnerable to attacks)





## LIST OF UNITS

### POSSIBLE USED ABBREVIATIONS IN UNIT'S NAMES:

LR = Long range

Considering specific large scale of Napoleonic battles, OOB was finally simplified like that :

| UNITS LIST                                                                                                                              |
|-----------------------------------------------------------------------------------------------------------------------------------------|
| * <b>NAPOLEON</b> (or <b>PRINCE</b> for Coalized side)                                                                                  |
| * MARSHALLS                                                                                                                             |
| * HIGH GENERALS                                                                                                                         |
| * SUBORDINATE GENERALS                                                                                                                  |
| INTENDANCE/SUPPLY                                                                                                                       |
| MILICES INFANTRY                                                                                                                        |
| SAPPERS/ENGINEERS                                                                                                                       |
| SAPPERS/PONTONNIERS ( for bridges)                                                                                                      |
| FORTRESS INFANTRY                                                                                                                       |
| LIGHT INFANTRY (Carabinieri, Foot "chasseurs/Jaggers", Voltigers, etc)                                                                  |
| LINE INFANTRY (Fusiliers, Grenadiers)                                                                                                   |
| ELITE LINE INFANTRY (Elite Grenadiers)                                                                                                  |
| GUARD LIGHT INFANTRY (Carabinieri, Foot "chasseurs/Jaggers", Voltigers, etc)                                                            |
| GUARD INFANTRY (High Elite Grenadiers)                                                                                                  |
| CAVALRY ARTY (Horse arty)                                                                                                               |
| FOOT ARTY (Regular arty)                                                                                                                |
| POSITION ARTY (Siege arty, fortress arty & mortars)                                                                                     |
| HOWITZER ARTY (Obusiers)                                                                                                                |
| GUARD ARTY (Horse arty)                                                                                                                 |
| LIGHT CAVALRY (Hussars, Horse chasseurs/Jaggers, "Chevau-légers")                                                                       |
| LINE CAVALRY (Dragoons, Lancers)                                                                                                        |
| HEAVY CAVALRY (Cuirassiers, Horse Carabinieri, Horse Chasseurs, Horse Grenadiers, Horse Guards, Scot Greys, Elite Gendarmes, etc)       |
| GUARD LIGHT CAVALRY (Hussars, Horse chasseurs/Jaggers, "Chevau-légers")                                                                 |
| GUARD HEAVY CAVALRY (Cuirassiers, Horse Carabinieri, Horse Chasseurs, Horse Grenadiers, Horse Guards, Scot Greys, Elite Gendarmes, etc) |

Elite units (Guards or line elite units) are included in the oob and have 1 to 3 stars on graph counter (white stars for line units and yellow stars for guard units)

End readme ---