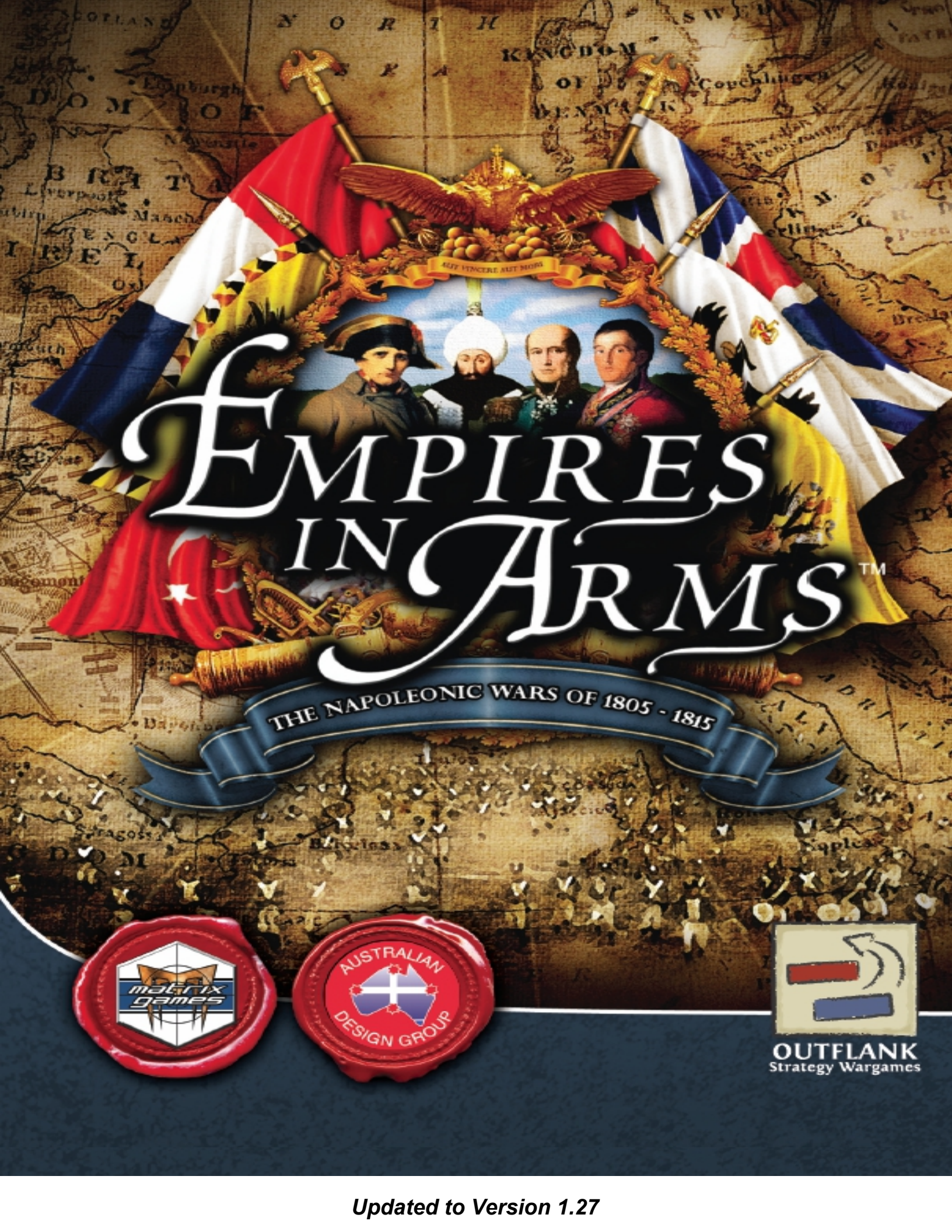


The background is a detailed historical map of Europe during the Napoleonic era, showing various countries and cities. In the center, there is a circular vignette featuring four prominent figures: Napoleon Bonaparte on the left, a bearded man in a turban (likely a Mamluk or Ottoman leader) in the center, and two other European military leaders on the right. Above them is a golden eagle with spread wings, perched on a globe, with a banner below it that reads "AUF VINCERE AUT MORI". The entire scene is framed by several national flags of the period, including the French tricolor and the Prussian flag. The title "EMPIRES IN ARMS" is written in a large, elegant, white serif font across the center, with a small "TM" trademark symbol at the end.

EMPIRES IN ARMSTM

THE NAPOLEONIC WARS OF 1805 - 1815



Updated to Version 1.27

Empires In Arms™
The Napoleonic Wars of 1805 ~ 1815

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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 Games 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.

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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!

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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 Bill Macon and the EiANW development team.

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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.

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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. For Prussia only, it also shows saved manpower.

Current Nation		Ally	NONE
France	Funds: 32	Influenced	NONE
Income: 122	Manpower: 43	Conq	Flanders. (\$6/2) Palatinate. (\$4/2) Switzerland. (\$4/2)
VPs: 0	Dominant	Freestates	Holland. (\$14/6)
TRADE	Naval build warnings	Wars	Great Britain.
Auto Garrison Level	Enforced Peace	Enforced Peace To Us	NONE
0	Marriages	Alliance Restrictions	NONE
	Access		NONE

Upcoming Reinforcements	Current Reinforcements
Guards: 0	Guards: 0
Infantry: 0	Infantry: 0
Militia: 0	Militia: 0
Cavalry: 0	Cavalry: 0
Artillery: 0	Artillery: 0

1805, January



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. Minor countries that have corps and can become Free States are marked with a "[FS]" indicator. For Prussia only, it also shows saved manpower.

Selected Nation	
Prussia	Major Status OK
Money/Manpower	27/13
Saved Manpower	(100)
France Forced Access	



View Available Counters: Opens the Counter Pool box.

Counter Pool (Available units)	
(France) Depots Left Unplaced: 5	



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.

Full Unit Report (France)										
UNIT	LOCATION	SUPPLY	Gd	Inf	Mit	Cav	Art	Hvy	Lt	Ten
I Corps	Arcis427	Normal Supply	25/25	0/25	3/3					
II Corps	Arcis427	Normal Supply	18/20	0/20	0/3					
III Corps	Mainc	Foraged	20/20	0/20	3/3					
IV Corps	Mainc	Foraged	20/20	0/20	3/3					
V Corps	Turin	Foraged	20/20	0/20	3/3					
VI Corps	Turin	Foraged	20/20	0/20	2/3					
I Cav Corps	Arcis427	Foraged			2/7					
I Hvy Flt	Brest							23/28	6/6	
II Hvy Flt	Brest							23/28	6/6	
I Lt Flt	Brest								5/5	
II Lt Flt	Brest								5/5	
I Trn Flt	Brest									20/30

OK Units on board Captured pieces Upcoming units Zoom to

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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.



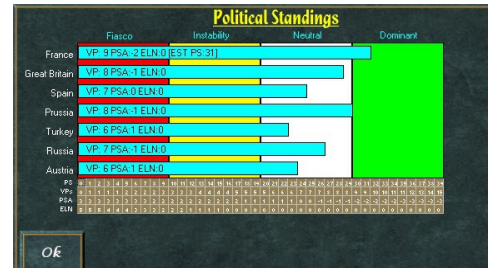
Show Current Surrender Settings: Brings up the Victory Conditions Screen for selecting conditions for making peace. NOTE: Players *must* pre-select surrender terms and conditions when at war with another Major Power.



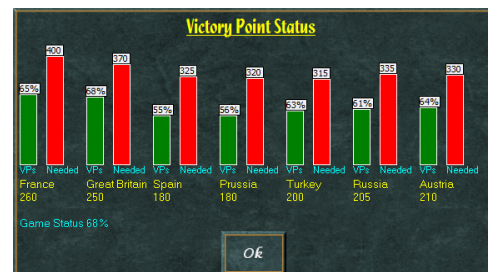
Show Diplomatic Settings: Brings up the Diplomatic Reactions Screen for selecting several pre-action reactions.



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. The current game status percentage is also shown for reference. Upon victory, a game log message will display final manpower levels for each Major Power that may be counted for additional victory points.



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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	Turkey	Russia
France						
Great Britain						
Spain						
Prussia						
Turkey						
Russia						
Austria						
Sweden						
Denmark						
Netherlands						
Portugal						
Poland						
Italy						
Germany						
Switzerland						
Belgium						
Spain						
Portugal						
France						
Great Britain						
Spain						
Prussia						
Turkey						
Russia						
Austria						
Sweden						
Denmark						
Netherlands						
Portugal						
Poland						
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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.



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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.



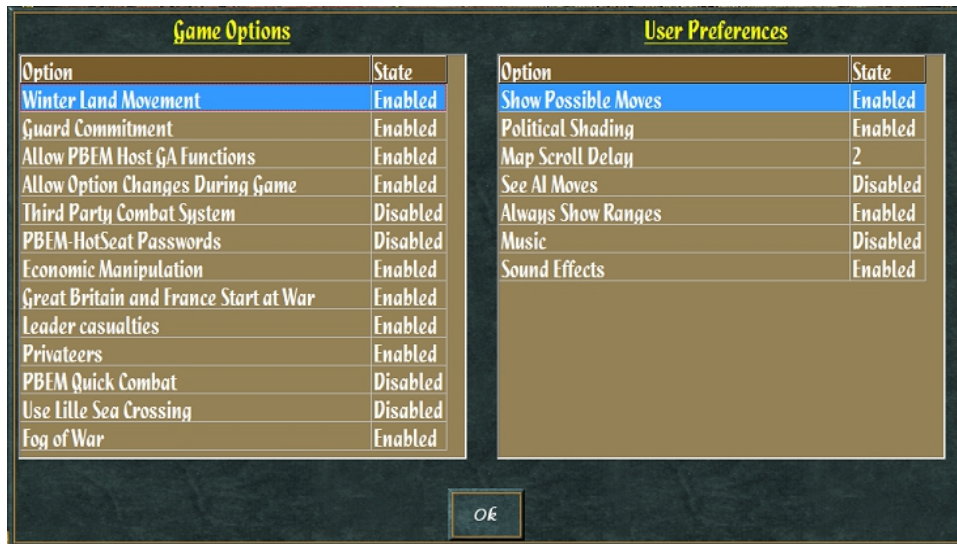
4.0 Getting Started

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.

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4.1.1 Game Options

- **Winter Land Movement:** During "winter" months, movement into mountains and across crossing arrows are increased by one, while costs for marsh are decreased by one. 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 player 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:** Great Britain and France start at war in 1805. Great Britain and France may *never* make an informal peace and may never be allies.
- **Leader Casualties:** Checks to see if any leaders become casualties in 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 and anti-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 AI-AI battle information that is written to the status info window for all to see.
- **Alternate Dominant Powers:** Allows players to alter the historical balance.

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 player to control the speed of scrolling the map (#1 = fastest, #10 = off).
- **See AI Moves:** Allows 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.

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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 select 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.

NOTE: Players may also load average bids when starting a solitaire game for better play balance. Click the “Bids” button. When asked to “Load Master Bid File,” click “Cancel.” When asked to “Load Average Player Bids”, click “Yes.” These may all be manually edited by entering new VP Bid values as desired for each player.

4.2.2 Setting Up a PBEM Game (All Human)

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

As Host:

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

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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.

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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 up as above in 4.2.1 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 phase is simultaneous so you can perform this phase without having to wait on other players.

NOTE: It is important for the last human player in the Diplomacy phase to ensure that all diplomacy files are in his commin folder before he plays his turn. The game will not warn of missing files and will process the Diplomacy phase with missing files, essentially skipping those players, human or AI. The game log will provide a message for loaded diplomacy files for PBEM games. The game will also provide a warning message for the last human player during the Diplomacy phase when the End Current Phase button is clicked to verify all simultaneous diplomacy files are loaded, and to proceed or not. Additionally, it is a good practice for the last human player to make a backup of his game save (i.e., just zip the DAT and SAV files) for reference so he can restore his turn and start over if he makes a mistake.

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4.2.7 Exchanging Battle Files

When there is field 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). Also, if only a single corps of the defender is engaged but there are adjacent reinforcing corps available, then the two player opponents involved will exchange battle files.

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:



The screenshot shows the 'PBEM/IP Administration Menu' window. At the top is a table with columns: PLAYER NUM, NATION, NAME, TYPE, EMAIL ADDRESS, and STATUS. Below the table are several input fields and buttons for managing the game.

PLAYER NUM	NATION	NAME	TYPE	EMAIL ADDRESS	STATUS
Player 1	France	France	Email Client	France	Ok
Player 2	Great Britain	Britain	Email Client	Britain	Ok
Player 3	Spain	Spain	Email Client	Spain	Ok
Player 4	Prussia	Prussia	Email Client	Prussia	Ok
Player 5	Turkey	Turkey	Email Client	Turkey	Ok
Player 6	Russia	Russia	Email Client	Russia	Ok
Player 7	Austria	Austria	Email Host	Austria	Ok

Below the table, there are several input fields and buttons:

- Nation: Prussia (dropdown)
- Name: Prussia (text)
- Type: Email Client (dropdown)
- Email: Prussia (text)
- PP: 1 (text)
- Amount: 10 (text)
- Manpower: 10 (text)
- Nation: France (dropdown)
- Diplomacy Setting: Neutral (dropdown)
- Unit Free Moves: (checkbox)
- Units: Select unit (dropdown)
- OK button

- 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.

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- 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.

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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!

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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!

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- **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).

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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 (.se/)) 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 (.se/), 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 .se/ 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 .se/ 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, all trivial combats, and all naval combats 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 the AI opponent. Therefore, players should give units standing orders (see 11.2.1) during any PBEM games with Quick Combat enabled and also when defending against an AI opponent. 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 The Setup Phase

5.1 Sequence of Play

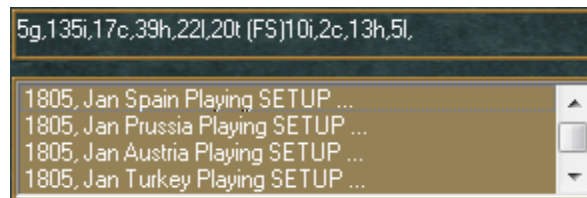
A "turn" in EIANW represents one month of real time. Each month consists of a number of "phases." Each phase is completed by all players before going on to the next. The Setup Phase must be completed first to prepare for play. The sequence of the Setup Phase is as follows:

5.2 Placing Forces on the Map

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.

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 select 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

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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

Status Setup

POLITICAL STATUS: France: PS 31, VP 9, PSA -2, Dominant; Great Britain: PS 28, VP 8, PSA -1, Neutral; Spain: PS 24, VP 7, PSA 0, Neutral; Prussia: PS 29, VP 8, PSA -1, Neutral; Turkey: PS 22, VP 6, PSA +1, Neutral; Russia: PS 26, VP 7, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in January 1805 and ends after the December 1815 Turn.

STARTING VICTORY POINTS: All Major Powers begin with zero victory points.

Existing Wars and Treaties: Before any forces are setup. Major Powers may announce pre-existing states of war. This allows Major Powers in effect to declare war before the game begins. No political points are lost for doing so. Pre-existing states of war may be announced only between Major Powers. Players may wish to apply the Great Britain and France Start At War game option. Neutral minor countries may not be involved. No alliances are in effect and no peace conditions apply.

Major Power Forces

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). Holland as Free State minor country; Corsica, Flanders, Genoa, 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.

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.

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). Saxony as Free State minor country; Lausitz, and S. Pomerania as Conquered minor countries.

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). Syria as Free State minor country; Imertia, Palestine, and Rhodes as Conquered minor countries.

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. Chechnya, Corfu, and Georgia as a 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.

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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:

Classic EIA 1805 Campaign			
Country	Starting Status	Starting Forces (a) (f)	Morale Inf-Cav
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	Russian Conquered	-	-
Circassia	Neutral	2 infantry	-
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	French Conquered	-	-
Georgia	Russian Conquered	-	-
Gibraltar	British Conquered	-	-
Gottingen (d)	Neutral	-	-
Hamburg (d)	Neutral	1 infantry	-
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	-	-
Imeria	Turkish Conquered	-	-
Julich (d)	French Conquered	-	-
Lausitz (d)	Prussian Conquered	1 infantry	-
Liege	French Conquered	-	-
Lombardy	French Conquered	-	3 - 3
Luxembourg	French Conquered	-	-
Malta	British Conquered	-	-
Mecklenburg (d)	Neutral	1 infantry	-
Modena	Neutral	1 infantry	-
Morocco (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Munster (d)	Neutral	1 infantry	-
Naples	Neutral	9 infantry, 2 cavalry, 5 heavy	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	1 infantry	-
Parma	French Conquered	-	-
Persia	Neutral	3 infantry, 2 cavalry	2 - 3
Piedmont	French Conquered	-	3 - 3

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Country	Starting Status	Starting Forces (a) (f)	Morale Inf-Cav
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	-	-
S. Pomerania	Prussian Conquered	-	-
Swabia (d)	Neutral	1 infantry	-
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	1 infantry	-
Tripolitania (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tunisia (c)(e)	Neutral	6 infantry, 5 cavalry	1 - 2
Tuscany	Neutral	1 infantry	-
Venetia	Austrian Conquered	1 heavy	3 - 3
Wurttemberg (d)	Neutral	5 infantry, 1 cavalry	3 - 3
Wurzburg (d)	Neutral	-	-

- (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

Status Setup

POLITICAL STATUS: France: PS 31, VP 9, PSA -2, Dominant; Great Britain: PS 28, VP 8, PSA -1, Neutral; Spain: PS 24, VP 7, PSA 0, Neutral; Prussia: PS 29, VP 8, PSA -1, Neutral; Turkey: PS 22, VP 6, PSA +1, Neutral; Russia: PS 26, VP 7, PSA -1, Neutral; Austria: PS 23, VP 6, PSA +1, Neutral.

TIME: The game begins in January 1805 and ends after the December 1815 Turn.

STARTING VICTORY POINTS: All Major Powers begin with zero victory points.

Existing Wars and Treaties: Before any forces are setup. Major Powers may announce pre-existing states of war. This allows Major Powers in effect to declare war before the game begins. No political points are lost for doing so. Pre-existing states of war may be announced only between Major Powers. Players may wish to apply the Great Britain and France Start At War game option. Neutral minor countries may not be involved. No alliances are in effect and no peace conditions apply.

Major Power Forces

FRANCE: 6 Guard, 135 infantry, 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), Lombardy (and the Lombardy corps) as Free State minor country; Corsica, Modena, Romagna, Parma, Flanders, Genoa,

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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.

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.

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) as Free State minor country; Ansbach, Gottingen, and Lausitz as Conquered minor countries; Berg, Thuringia, and Wurzburg as Ally minor countries.

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); Palestine, Rhodes as Conquered minor countries; Algeria, Imertia as Ally minor countries; Tunisia, Tripolitania and Cyrenaica as Influenced minor countries.

RUSSIA: 5 Guard, 75 infantry, 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.

AUSTRIA: 7 Guard, 75 infantry, 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.

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)	Turkish Ally	9 infantry, 5 cavalry	1 - 2
Ansbach (d)	Prussian Conquered	-	-
Baden (d)	French Influenced	2 infantry	3 - 4
Bavaria (d)	Neutral	10 infantry	3 - 4
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, 3 cavalry	1 - 2

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Country	Starting Status	Starting Forces (a)	Morale Inf-Cav
Dalmatia	Austrian Conquered	-	-
Denmark	Neutral	10 infantry, 2 cavalry, 13 heavy, 6 light	2 - 2
Egypt (c)(e)	Neutral	30 infantry, 8 cavalry	1 - 2
Finland	Swedish Secondary District	-	-
Flanders	French Conquered	-	-
Genoa	French Conquered	-	-
Georgia	Russian Conquered	2 infantry	-
Gibraltar	British Conquered	-	-
Gottingen (d)	Prussian Conquered	-	-
Hamburg (d)	Neutral	1 infantry	-
Hanover (d)	French Conquered	-	3 - 4
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 Conquered	1 infantry	-
Chechnya	Neutral	2 infantry	-
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	3 infantry, 2 cavalry	2 - 3
Piedmont	French Conquered	-	3 - 3
Portugal	Spanish Influenced	8 infantry, 1 cavalry, 8 heavy, 8 light	2 - 3
Rhodes	Turkish Conquered	-	-
Romagna	French Conquered	1 infantry	-
Sardinia	Neutral	1 infantry	-
Savoy	French Conquered	-	-
Saxony (d)	Prussian Free State	6 infantry, 2 cavalry	3 - 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, 5 cavalry	2 - 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	1 heavy	3 - 3
Wurtemberg (d)	Neutral	2 infantry	3 - 4
Wurzburg (d)	Prussian Ally	1 infantry	-

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- (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: 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.

STARTING VICTORY POINTS:

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

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. Players may wish to apply the Great Britain and France Start At War game option.

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

PEACE CONDITIONS AND AGREEMENTS: France and Prussia are under an enforced peace until March 1813. France has unconditional access through Prussia and can garrison Konigsburg. France has the Prussian I Corps (until September 1812) on loan under Peace Condition B.4. France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. France has the Austrian I Corps (until January 1813) on loan under Peace Condition B.4. Russia and Turkey just concluded a war and are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 20 Guard, 159 infantry, 147 militia, 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, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), the Kingdom of Poland (Masovia, Posen, West Galicia), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxembourg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pomerania, 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.

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- (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 20Gd, 53I, 15M, 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 cannot be placed in corps.]
- (7) 1 corps with 5I, 10M in Brandenburg province. [10M cannot be placed in corps.]
- (8) 20M in any French garrisons or depots in Poland or Prussia. [6M in Konigsberg cannot be placed.]
- (9) 5 Polish I in Warsaw.

B. Forces in Spain:

- (1) 1 corps with 16I, 4M 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 Ciudad 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 Ciudad Rodrigo area), and/or Old Castile provinces. [7M cannot be placed in corps.]
- (7) 28M in any French garrisons or 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 Wurttemberg (the Wurttemberg corps with 4I and 1C) anywhere in French-controlled territory.

GREAT BRITAIN: 2 Guard, 53 infantry, 12 militia, 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; 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. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo.

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).

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.

PRUSSIA: 3 Guard, 30 infantry, 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.

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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. 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. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 10 Guard, 160 infantry, 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).

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 Carinthia, Tyrol and West Galicia as ceded provinces to French control.

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 under Peace Condition B.5.

D. The French player holds captive the Spanish BLAKE leader and 4 Spanish I. The British player holds captive 3 French I.

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.]

G. Great Britain has loaned \$30 to Spain and \$10 to Russia.

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

Status Setup

POLITICAL STATUS: 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.

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STARTING VICTORY POINTS:

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

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. Players may wish to apply the Great Britain and France Start At War game option.

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

PEACE CONDITIONS AND AGREEMENTS: France and Prussia are under an enforced peace until March 1813. France has unconditional access through Prussia and can garrison Konigsburg. France has the Prussian I Corps (until September 1812) on loan under Peace Condition B.4. France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.4. France has the Austrian I Corps (until January 1813) on loan under Peace Condition B.4. Russia and Turkey just concluded a war and are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 12 Guard, 159 infantry, 147 militia, 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, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Holland, the Kingdom of Poland (Masovia, Posen, West Galicia), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pomerania, 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 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, 1C corps and 1A corps with 12Gd, 61I, 15M, 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 cannot be placed in corps.]
- (7) 1 corps with 5I, 10M in Brandenburg province. [10M cannot be placed in corps.]
- (8) 20M in any French garrisons or depots in Poland or Prussia. [6M in Konigsberg cannot be placed.]
- (9) 5 Polish I in Warsaw.

B. Forces in Spain:

- (1) 1 corps with 16I, 4M 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 Ciudad Rodrigo area). [4M cannot be placed in corps.]

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- (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 Ciudad Rodrigo area), and/or Old Castile provinces. [7M cannot be placed in corps.]
- (7) 28M in any French garrisons or 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 Wurttemberg (the Wurttemberg 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; 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. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria and Cairo.

C. 2I in Palermo.

D. 20I and 12M anywhere in the British home nation.

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.

PRUSSIA: 3 Guard, 30 infantry, 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.

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. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 10 Guard, 160 infantry, 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.

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- 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).

AUSTRIA: 8 Guard, 62 infantry, 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 Carinthia, Tyrol and West Galicia as ceded provinces to French control.

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 under Peace Condition B.5.
- D. The French player holds captive the Spanish BLAKE leader and 4 Spanish I. The British player holds captive 3 French I.
- E. France also controls Andalusia, Aragon, Galicia, 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.]
- G. Great Britain has loaned \$30 to Spain and \$10 to Russia.

5.3.5 The Classic Empires in Arms 1813-1815 Campaign Game

Status Setup

POLITICAL STATUS: France: PS 23, VP 6, PSA +1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 19, VP 5, PSA +1, Instability; Prussia: PS 23, VP 6, PSA +1, Neutral; Turkey: PS 25, VP 7, PSA 0, Neutral; Russia: PS 28, VP 8, PSA -1, Neutral; Austria: PS 25, VP 7, PSA 0, Neutral.

TIME: The game begins in the Money and Manpower Collection Step of the March 1813 Economic Phase after the Setup Phase and ends after the December, 1815 Turn.

STARTING VICTORY POINTS:

Austria:	240
France:	290
Great Britain:	280
Prussia:	210
Spain:	210
Russia:	245
Turkey:	230

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain, Prussia, and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

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ALLIANCES: Great Britain, Prussia, and Russia are all allied with each other. Great Britain is also allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. Russia and Turkey are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 2 Guard, 138 infantry, 79 militia, 29 cavalry, 34 heavy ships, any desired corps and fleets, and \$14. All French depots may be setup anywhere within the French major power and/or in Spain. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Magdeburg, Munster, Nassau, Oldenburg, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. In Germany:

- (1) 2 corps and 1C corps with 22I, 5M and 3C and the EUGENE leader in Magdeburg.
- (2) 1 corps with 7I and 8M and the NEY leader in Karlsruhe.
- (3) 2 corps and 1Gd corps with 2Gd, 8I, 15M and 2C and the NAPOLEON and SOULT leaders in Mainz.
- (4) 1 corps and 1C corps with 8I, 2M and 6C and the DAVOUT leader in Stade.
- (5) 1 corps with 9M in Strasbourg.
- (6) 15I besieged in Danzig.
- (7) 3I besieged in Glogau.
- (8) 1I besieged in Stettin.
- (9) 1I besieged in Kustrin.
- (10) 3I in Weimar.

B. In Spain:

- (1) 1 Corps and/or garrison(s) with 17I, 1M and 3C in Valencia province.
- (2) 1 corps with 5I, 3M and 1C in Burgos.
- (3) 2 corps with 26I, 4M and 4C in Madrid.

C. Other Forces:

- (1) 1 corps and 2C corps with 10I, 15M and 10C in Paris and/or Lyon.
- (2) 8I and 6M divided in any manner between San Sebastian, Barcelona, Gerona and/or Saragossa.
- (3) 4I and 11M in any cities in the French home nation, to a maximum of 3 factors per city.
- (4) 2 Naples corps with 12I and 1C and the MURAT leader in Naples.
- (5) 1 Danish corps with 9I and 1C in Christiana.
- (6) The Danish fleet with 5I and 1 heavy ship in Copenhagen.
- (8) The Venetia corps with 5I and Venetia fleet with 4 heavy ships in Venice.
- (9) The Baden corps with 1I, the Hanover corps with 1I, the Hesse corps with 1I, the Lombardy corps with 5I, and the Wurttemberg corps with 1I may be placed anywhere in the French major power.

GREAT BRITAIN: 36 infantry, 8 militia, 4 cavalry, 122 heavy ships, 5 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; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

A. 2 corps and 1C corps with 22I and 4C and the Portugal corps with 14I and 1C and the Portugal fleet with 4 heavy ships and the WELLINGTON and BERESFORD leaders in any area or areas of Portugal.

B. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria, and Cairo.

C. 2I in Palermo.

D. 5I and 8M anywhere in the British home nation.

E. 1 Swedish corps and the Swedish fleet with 4I and 13 heavy ships in Stockholm.

F. 2 Swedish corps with 12I and 3C and the BERNADOTTE leader besieging Stettin.

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SPAIN: 14 infantry, 31 militia, 6 cavalry, 6 heavy ships, 2 depots, any 6 corps, 1 fleet, and \$10. Only leaders CUESTA and CASTANOS are available at the start of the game. Spanish forces may be setup in any area or areas within Portugal, Majorca, Galicia, Leon, Andalusia, and/or Estremadura.

PRUSSIA: 1 Guard, 19 infantry, 9 militia, 4 cavalry, no ships, 3 depots, any desired corps, and \$25 and 68 manpower. Only leaders BLUCHER and YORCK are available at the start of the game. Prussia controls Mecklenburg as a conquered minor country. Prussia has lost Magdeburg as a ceded province to French control, and Posen and Masovia as ceded provinces to Russian control.

- A. 1 corps and 1Gd corps with 1Gd, 6I, 2M and 2C and the BLUCHER leader in Dresden.
- B. 2 corps with 5I, 1M and 1C and the YORCK leader in Leipzig.
- C. 1 corps with 3I, 4M and 1C in Wittenberg.
- D. 5I and 5M in Berlin.

TURKEY: 25 infantry, 6 cavalry, 14 heavy ships, any desired corps (except the Nizami-Cedid corps) and fleets, and \$10. 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 4 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 3 Guard, 79 infantry, 10 militia, 20 cavalry, 6 artillery, 3 Cossacks, 36 heavy ships, 5 depots, any desired corps, up to 3 fleets, and \$30. All leaders are available at the start of the game. Russia controls the Kingdom of Poland (Masovia, Posen, West Galicia) as a Free State minor country; Finland, Georgia, and Imeretia as a conquered minor countries; Bessarabia as a ceded province.

- A. 5 depots may be placed anywhere within the Russian or Prussian major powers or in areas with Russian corps in Saxony.
- B. 3 corps and 2C corps with 30I, 10M and 8C and the BENNIGSEN leader anywhere in the Russian home nation.
- C. 1 corps, 1Gd corps, 1C corps and 1A corps with 3Gd, 6I, 5C, and 6A, and the ALEXANDER and TORMASSOV leaders in Dresden.
- D. 2 corps and 1C corps with 8I and 3C and the WITTGENSTEIN leader in Leipzig.
- E. 1 corps and 1C corps with 5I and 3C in Wittenberg.
- F. 1 corps with 7I and 1C and the BARCLAY leader in Thorn.
- G. 1 corps with 3I in Mecklenburg.
- H. The Poland corps with 7I and 2C anywhere within the Kingdom of Poland.
- I. 1 corps with 4I besieging Glogau.
- J. 1 corps with 8I besieging Danzig.
- K. 1 corps with 4I besieging Stettin.
- L. 1 corps with 4I besieging Kustrin.
- M. 2Ck in Hamburg and 1Ck in any other area containing any Russian or Prussian corps.

AUSTRIA: 8 Guard, 67 infantry, 32 militia, 20 cavalry, no ships, 5 depots, any desired corps, and \$20. 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 Carinthia and Tyrol as ceded provinces to French control, and West Galicia as a ceded province to Russian control.

REINFORCEMENTS: There are no special reinforcements in this campaign game.

Special Rules

- A. The Turkish Nizami-Cedid corps is not used in this campaign.
- B. Whenever Naples is not French controlled, the MURAT leader is removed from the board. In an Army Reinforcement Step of a Turn after Naples reverts to French control, MURAT is again available as a French leader. [House Rule.]
- C. In June 1813, the French receive 5Gd to be placed in the Guard corps if it is eligible.
- D. Great Britain has loaned \$40 to Spain, \$40 to Prussia, and \$20 to Russia.

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5.3.6 The Alternate Empires in Harm 1813-1815 Grand Campaign Game

Status Setup

POLITICAL STATUS: France: PS 23, VP 6, PSA +1, Neutral; Great Britain: PS 31, VP 9, PSA -2, Dominant; Spain: PS 19, VP 5, PSA +1, Instability; Prussia: PS 23, VP 6, PSA +1, Neutral; Turkey: PS 25, VP 7, PSA 0, Neutral; Russia: PS 28, VP 8, PSA -1, Neutral; Austria: PS 25, VP 7, PSA 0, Neutral.

TIME: The game begins in the Money and Manpower Collection Step of the March 1813 Economic Phase after the Setup Phase and ends after the December, 1815 Turn.

STARTING VICTORY POINTS:

Austria:	240
France:	290
Great Britain:	280
Prussia:	210
Spain:	210
Russia:	245
Turkey:	230

Existing Wars and Treaties

WARS: France is at war with Great Britain, Spain, Prussia, and Russia. Great Britain is also at war with the United States. Players may wish to apply the Great Britain and France Start At War game option.

ALLIANCES: Great Britain, Prussia, and Russia are all allied with each other. Great Britain is also allied with Spain.

PEACE CONDITIONS AND AGREEMENTS: France and Austria are under an enforced peace until July 1813. France has unconditional access through Austria. France and Austria have a royal marriage as per Peace Condition B.5. Russia and Turkey are under an enforced peace until January 1814.

Major Power Forces

FRANCE: 2 Guard, 138 infantry, 79 militia, 29 cavalry, 22 heavy ships, 18 light ships, 5 transports, any desired corps and fleets, and \$14. All French depots may be setup anywhere within the French major power and/or in Spain. All leaders except BERNADOTTE are available at the start of the game. France controls the Confederation of the Rhine (Ansbach, Baden, Berg, Breisgau, Gottingen, Hamburg, Hanover, Hesse, Julich, Magdeburg, Munster, Nassau, Oldenburg, Swabia, Thuringia, Tyrol, Wurttemberg, Wurzburg), Denmark (Denmark, Norway), Naples, and Venetia as Free State minor countries; Carinthia and Tyrol as ceded provinces; and Corsica, Dalmatia, Flanders, Genoa, Holland, Holstein, Liege, Lombardy, Luxemburg, Modena, Palatinate, Papacy, Parma, Piedmont, Romagna, S.Pommerania, Savoy, Switzerland, and Tuscany as conquered minor countries.

A. In Germany:

- (1) 2 corps and 1C corps with 22I, 5M and 3C and the EUGENE leader in Magdeburg.
- (2) 1 corps with 7I and 8M and the NEY leader in Karlsruhe.
- (3) 2 corps and 1Gd corps with 2Gd, 8I, 15M and 2C and the NAPOLEON and SOULT leaders in Mainz.
- (4) 1 corps and 1C corps with 8I, 2M and 6C and the DAVOUT leader in Stade.
- (5) 1 corps with 9M in Strasbourg.
- (6) 15I besieged in Danzig.
- (7) 3I besieged in Glogau.
- (8) 1I besieged in Stettin.
- (9) 1I besieged in Kustrin.
- (10) 3I in Weimar.

B. In Spain:

- (1) 1 corps and/or garrison(s) with 17I, 1M and 3C in Valencia province.
- (2) 1 corps with 5I, 3M and 1C in Burgos.
- (3) 2 corps with 26I, 4M and 4C in Madrid.
- (4) 8I and 6M divided in any manner between San Sebastian, Barcelona, Gerona, and/or Saragossa.

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C. Other Forces:

- (1) 1 corps and 2C corps with 10I, 15M and 10C in Paris and/or Lyon.
- (2) 4I and 11M in any cities in French home nation provinces, to a maximum of 3 factors per city.
- (3) 2 Naples corps with 12I and 1C and the MURAT leader in Naples.
- (4) 1 Danish corps with 9I and 1C in Christiana.
- (5) The Danish fleet with 5I and 1 heavy ship in Copenhagen.
- (6) The Venetia corps with 5I and Venetia fleet with 4 heavy ships in Venice.
- (7) The Baden corps with 1I, the Hanover corps with 1I, the Hesse corps with 1I, the Lombardy corps with 5I and 1C, and the Wurttemberg corps with 1I may be placed anywhere in the French major power.

GREAT BRITAIN: 36 infantry, 8 militia, 4 cavalry, 110 heavy ships, 80 light ships, 5 transports, 5 depots, any desired corps and fleets, and \$85. Only leaders WELLINGTON and BERESFORD are available at the start of the game. Great Britain controls Portugal and Sweden as Free State minor countries; Corfu, Egypt, Gibraltar, Malta, and Sicily as conquered minor countries.

- A. 2 corps and 1C corps with 22I and 4C and the Portugal corps with 14I and 1C and the Portugal fleet with 4 heavy ships and the WELLINGTON and BERESFORD leaders in any area or areas of Portugal.
- B. 1I each in Ciudad Rodrigo, Badajoz, Gibraltar, Malta, Corfu, Alexandria, and Cairo.
- C. 2I in Palermo.
- D. 5I and 8M anywhere in the British home nation.
- E. 1 Swedish corps and the Swedish fleet with 4I and 12 heavy ships and 6 light ships in Stockholm.
- F. 2 Swedish corps with 12I and 3C and the BERNADOTTE leader besieging Stettin.

SPAIN: 14 infantry, 31 militia, 6 cavalry, 9 heavy ships, 7 light ships, 2 depots, any corps and fleets, and \$10. Only leaders CUESTA and CASTANOS are available at the start of the game. Morocco as an Influenced minor country. Spanish forces may be setup in any area or areas within Portugal, Majorca, Galicia, Leon, Andalusia, and/or Extremadura.

PRUSSIA: 1 Guard, 19 infantry, 9 militia, 4 cavalry, no ships, 3 depots, any desired corps, and \$25 and 68 manpower. Only leaders BLUCHER and YORCK are available at the start of the game. Prussia has lost Magdeburg as a ceded province to French control, and Posen and Masovia as ceded provinces to Russian control.

- A. 1 corps and 1Gd corps with 1Gd, 6I, 2M and 2C and the BLUCHER leader in Dresden.
- B. 2 corps with 5I, 1M and 1C and the YORCK leader in Leipzig.
- C. 1 corps with 3I, 4M and 1C in Wittenberg.
- D. 5I and 5M in Berlin.

TURKEY: 40 infantry, 6 cavalry, 6 heavy ships, 6 light ships, 5 transports, any desired corps (except the Nizami-Cedid corps) and fleets, and \$10. 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. Cyrenaica, Tunisia and Tripolitania as an Influenced minor countries. The Turkish player also sets up the Syria corps with 5 infantry and 4 cavalry. Turkey controls Syria as Free State minor country; Palestine and Rhodes as conquered minor countries. Turkey has lost Bessarabia as a ceded province to Russian control.

RUSSIA: 3 Guard, 79 infantry, 10 militia, 20 cavalry, 6 artillery, 3 Cossacks, 25 heavy ships, 11 light ships, 5 transports, up to 5 depots, any desired corps and fleets, and \$30. All leaders are available at the start of the game. Russia controls the Kingdom of Poland (Masovia, Posen, West Galicia) as a Free State minor country; Finland, Georgia, and Imeretia as a conquered minor countries; Bessarabia as a ceded province.

- A. 5 depots may be placed anywhere within the Russian or Prussian major powers or in areas with Russian corps in Saxony.
- B. 3 corps and 1C corps with 30I, 10M and 8C and the BENNIGSEN leader anywhere in the Russian home nation.
- C. 1 corps, 1Gd corps, 1C corps and 1A corps with 3Gd, 6I, 6C, and 6A, and the ALEXANDER and TORMASSOV leaders in Dresden.
- D. 2 corps with 8I and 4C and the WITTGENSTEIN leader in Leipzig.
- E. 1 corps with 5I and 1C in Wittenberg.

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- F. 1 corps with 7I and 1C and the BARCLAY leader in Thorn.
- G. 1 corps with 3I in Mecklenburg.
- H. The Poland corps with 7I and 2C anywhere within the Kingdom of Poland.
- I. 1 corps with 4I besieging Glogau.
- J. 1 corps with 8I besieging Danzig.
- K. 1 corps with 4I besieging Stettin.
- L. 1 corps with 4I besieging Kustrin.
- M. 2Ck in Hamburg and 1Ck in any other area containing any Russian or Prussian corps.

AUSTRIA: 8 Guard, 67 infantry, 32 militia, 20 cavalry, no ships, up to 5 depots, any desired corps, and \$20. 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 Carinthia and Tyrol as ceded provinces to French control, and West Galicia as a ceded province to Russian control.

REINFORCEMENTS: There are no special reinforcements in this campaign game.

Special Rules

- A. The Turkish Nizami-Cedid corps is not used in this campaign.
- B. Whenever Naples is not French controlled, the MURAT leader is removed from the board. In an Army Reinforcement Step of a Turn after Naples reverts to French control, MURAT is again available as a French leader. [House Rule.]
- C. In June 1813, the French receive 5Gd to be placed in the Guard corps if it is eligible.
- D. Great Britain has loaned \$40 to Spain, \$40 to Prussia, and \$20 to Russia.

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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.

Diplomatic Reactions for France

Accept control of:

- ☒ Algeria, (Turkey) (A)
- ☒ Ansbach, (Prussia) (C)
- ☒ Baden, (Austria) (I)
- ☒ Bavaria, (Austria) (I)
- ☒ Berg, (Austria) (FS)
- ☒ Breisgau, (Austria) (FS)
- ☒ Chechnya, (Austria) (FS)
- ☒ Circassia, (Austria) (FS)
- ☒ Corfu, (Russia) (C)
- ☒ Corsica, (France) (C)
- ☒ Cyrenaica, (Turkey) (I)
- ☒ Dalmatia, (Austria) (I)
- ☒ Denmark, (Austria) (I)
- ☒ Egypt, (Austria) (I)
- ☒ Finland, (Sweden) (C)
- ☒ Flanders, (France) (C)
- ☒ Genoa, (Austria) (I)
- ☒ Georgia, (Russia) (I)
- ☒ Gibraltar, (Great Britain) (C)
- ☒ Gottingen, (Prussia) (I)
- ☒ Hamburg, (Austria) (I)
- ☒ Hanover, (France) (C)
- ☒ Hesse, (Austria) (I)
- ☒ Holland, (France) (FS)
- ☒ Holstein, (Austria) (I)
- ☒ Inveria, (Turkey) (FS)
- ☒ Julich, (France) (C)
- ☒ Lausitz, (Prussia) (A)
- ☒ Liege, (Austria) (I)
- ☒ Lombardy, (France) (C)
- ☒ Luxembourg, (Austria) (FS)
- ☒ Malta, (Great Britain) (C)
- ☒ Mecklenburg, (Austria) (I)
- ☒ Modena, (Austria) (I)
- ☒ Morocco, (Austria) (I)
- ☒ Munster, (Austria) (A)
- ☒ Naples, (Austria) (I)
- ☒ Nassau, (Denmark) (C)
- ☒ Oldenburg, (Austria) (I)
- ☒ Palatinate, (France) (C)
- ☒ Palestine, (Turkey) (C)
- ☒ Papacy, (Austria) (I)
- ☒ Parma, (Spain) (C)
- ☒ Persia, (Austria) (I)
- ☒ Piedmont, (France) (C)
- ☒ Portugal, (Spain) (I)
- ☒ Rhodes, (Turkey) (C)

Request/accept alliance for:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

Grant Access to:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

Request / Allow Trade To:

- ☒ Great Britain, (Austria) (I)

Allies to call:

Answer call from:

Minor to support:

- ☒ Algeria, (Austria) (I)
- ☒ Ansbach, (Austria) (I)
- ☒ Baden, (Austria) (I)
- ☒ Bavaria, (Austria) (I)
- ☒ Berg, (Austria) (FS)
- ☒ Breisgau, (Austria) (FS)
- ☒ Chechnya, (Austria) (FS)
- ☒ Circassia, (Austria) (FS)
- ☒ Corfu, (Austria) (I)
- ☒ Corsica, (Austria) (I)
- ☒ Cyrenaica, (Austria) (I)
- ☒ Dalmatia, (Austria) (I)
- ☒ Denmark, (Austria) (I)
- ☒ Egypt, (Austria) (I)
- ☒ Finland, (Austria) (I)
- ☒ Flanders, (Austria) (I)
- ☒ Genoa, (Austria) (I)
- ☒ Georgia, (Austria) (I)
- ☒ Gibraltar, (Austria) (I)
- ☒ Gottingen, (Austria) (I)
- ☒ Hamburg, (Austria) (I)
- ☒ Hanover, (Austria) (I)
- ☒ Hesse, (Austria) (I)
- ☒ Holland, (Austria) (I)
- ☒ Holstein, (Austria) (I)
- ☒ Inveria, (Austria) (I)
- ☒ Julich, (Austria) (I)
- ☒ Lausitz, (Austria) (I)
- ☒ Liege, (Austria) (I)
- ☒ Lombardy, (Austria) (I)
- ☒ Luxembourg, (Austria) (I)
- ☒ Malta, (Austria) (I)
- ☒ Mecklenburg, (Austria) (I)
- ☒ Modena, (Austria) (I)
- ☒ Morocco, (Austria) (I)
- ☒ Munster, (Austria) (I)

Withdraw DOW's against minor(s):

If aggressor/defender is:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

If aggressor/defender is:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

If aggressor(s) is:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

If aggressor(s) is:

- ☒ Great Britain, (Austria) (I)
- ☒ Spain, (Austria) (I)
- ☒ Prussia, (Austria) (I)
- ☒ Turkey, (Austria) (I)
- ☒ Russia, (Austria) (I)
- ☒ Austria, (Austria) (I)

Ok Cancel

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.

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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.

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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.

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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.

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- In both cases, first select 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.

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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 *pre-select* 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, BUCHER, 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 Give Conditional box or Accept Informal box for that opponent, forcing him to sue for peace unconditionally with each separate Major Power. As conditions change and victory appears imminent, players should coordinate with allies for offering a conditional peace or an unconditional peace and decide whether or not to deny a separate peace to another Major Power ally. When a Major Power sues for peace, the game processes all *pre-selected* terms at that time and players do not have an opportunity to make changes.

- **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.

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 Provinces). 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.

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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.

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 and no enforceable reparations, trade restrictions, etc. can be imposed but forces are repatriated. 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.

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- 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).

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- **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, and no AI-controlled Major Power may ever have its home nation reduced by more than one province for any single victor for each surrender (Exception: Kingdom of Poland 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.

Great Britain and France At War

No Major Powers necessarily start at war in the 1805 Campaign Game to give players the maximum flexibility in creating their own diplomatic climate. Actually, Great Britain and France were already at war and the duel between them was to continue to the bitter end. If the Great Britain and France Start At War game option is selected, then Great Britain and France may *never* make an informal peace and may never be allies.

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

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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.

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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 select 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

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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 select 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.

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NOTE: To access an ally's territory, click on an area of the nation then click the "Request Access To Selected Nation" button.

6.12 Loaning Money to Allies

Major Powers may give money to an ally. All funds given are *immediately* subtracted from their treasury but the Major Power receiving the money does not get it until the next Economic Phase.



NOTE: To loan money to a nation, click on an area of the nation then click the "Lend Money To Major Power" button. Use the spin buttons to select the desired amount.

6.13 Settling Peace with America

Only Great Britain may settle peace with America and when done, Great Britain loses "-5" political points.



NOTE: To settle peace with America, the British player simply clicks the "Settle Peace With America" button.

6.14 Moved to Section 7.5 of the Reinforcement Phase

6.15 Lapse of War with Minor Countries

If, during any Peace Step prior to the conquest of a minor country, a Major Power has no *corps* within a minor country they have declared war on, then that Major Power is considered to be no longer at war with the minor country and must be at war with the Major Power controlling it before he can attack it again. (EXCEPTION: The program will not recognize a lapse of war if the minor country has forces inside of the enemy Major Power's territory.) Any garrisons, Cossacks or Freikorps are repatriated. For multi-district minor countries, this applies if a secondary district has been conquered and there are no invading Major Power corps within the rest of that minor country.

6.16 Making Requests to an AI Ally

A player can request money, unit(s) to borrow, land and military assistance from allied AI Major Power(s) at any time during the Diplomacy Phase.

- **To request money:** Double-click on any controlled area of the ally you wish to make the request to. When the Ally request window opens, choose "Request Money." Click the "Send Request" button to receive the AI's response.
- **To request land or unit(s):** Double-click on the area or unit of interest. When the Ally request window opens, choose the type of request, either "Request Unit" or "Request Land" (the land area or unit will be already listed). Click the "Send Request" button to receive the AI's response.
- **To request military action:** Double-click on the area to focus on. When the Ally request window opens, choose the type of request "Request an Attack" or "Request Defense"). Click the "Send Request" button to receive the AI's response.
- **To request access:** Double-click on any controlled area of the ally you wish to make the request to. When the Ally request window opens, choose "Request Access." Click the "Send Request" button to receive the AI's response.

Successful requests for units and military action will be for the *next* Land Phase, and all successful requests for land or money will be given during the *next* Economic Phase (but money is immediately taken from the AI ally). A nuisance penalty was added so that each failed request attempt after the first adds to a cumulative toll that increases the chances of a "-1" political point penalty.

6.17 Release of Prisoners

A player can voluntarily release prisoners for a "+1" political point gain or request the exchange or release of prisoners held by an AI opponent for a "-1" political point penalty if the request is denied. From the

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Show Prisoners screen, click the applicable button at any time during the Diplomacy Phase. For prisoners held by human opponents, send a PBEM message to the selected nation to request an exchange or release of prisoners.

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.

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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 nationality 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.

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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

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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 eliminated. (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.

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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

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enemy Major Power's fleets occupy that blockade box, the entering fleet(s) is intercepted by all as a combined 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. Double-clicking a loaded transport fleet during the Naval Move or Land Move phases will display the loaded unit(s).

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

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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 (Privateers) against the trade of *any* other Major Power (whether allied, neutral or at war) or to general anti-piracy operations. However, Privateers can *only* be directed against nations that have trade (Domestic Trade, Colonial Trade, and/or American Trade). These fleets 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.

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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.



NOTE: To add a light fleet to piracy mission, click on the fleet then click the “Add Selected Fleet 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 add a light fleet to an anti-piracy mission, click on the fleet then click the “Add Selected Fleet To Anti-Piracy Mission” button. 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

NOTE: AI opponents receive the following bonuses in naval combat:

- **Easy AI:** Receives no bonus.
- **Medium AI:** Receives a +1 wind gauge modifier and a +1 combat die roll modifier versus human opponents in Dominant political status.
- **Hard AI:** Receives a +2 wind gauge modifier and a +2 combat die roll modifier versus human opponent in Dominant political status, and +1 wind gauge modifier and a +1 combat die roll modifier versus human opponents in Normal political status.

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.



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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 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 and Pursuit

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

9.4.1 Sea Area Retreats and Pursuits

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). Some, none, or all of the victorious fleets may pursue to follow the losing fleets and blockade that port. In the combat screen for naval combat at sea, victorious fleets may be given orders to pursue retreating fleets. This is done by double-clicking a fleet which will toggle the pursuit setting. The fleet will indicate that pursuit is enabled by a 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. Retreating fleets cannot 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 and Pursuits

If the naval combat takes place in a blockade box, the loser must retreat to that port 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. Pursuit is the same as a sea area pursuit.

9.4.4 Naval Retreat and Pursuit 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"

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political points because the loser had 3 fleets. France is retreated to a nearby home nation port and Great Britain decides to pursue and blockade that 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.

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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 guerrillas 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. A player may choose to move all of the corps in a stack as one or may move each corps individually. 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.

NOTE: To move corps in the same area as a stack, click on one corps in the area while holding down the Ctrl key and then click on the highlighted area to move to.

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

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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 Wurttemberg.

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 forced 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.

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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

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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. Double-clicking a loaded transport fleet during the Naval Move or Land Move phases will display the loaded unit(s).

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.

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- 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 then 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.

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- 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.

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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.

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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.

NOTE: AI opponents receive the following bonuses in land combat:

- **Easy AI:** Receives no bonus.
- **Medium AI:** Receives a +0.25 start morale bonus, a +1 combat die roll modifier, and a 10% morale loss reduction versus human opponents in Dominant political status.
- **Hard AI:** Receives a +0.50 start morale bonus, a +2 combat die roll modifier, and a 20% morale loss reduction versus human opponents in Dominant political status, and a +0.25 start morale bonus, a +1 combat die roll modifier, and a 10% morale loss reduction versus human opponents in Normal political status.

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 in parentheses, 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)

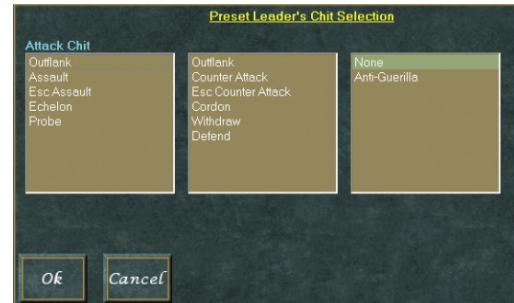
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- **Counter-Attack:** Seize the initiative! Blood! This is effective against Probe and can also be useful against Outflank if you can win before the attacker's outflank force arrives. (Echelon/Outflank)
- **Escalated Counter-Attack:** This is like 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 by double-clicking on selected units, 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.

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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. This rule does not apply if the attacker is also an all-cavalry force and/or if the commanding leader has a Strategic Rating of 5. The Austrian Light Infantry Corps is considered to be a cavalry corps for this purpose. 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

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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

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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.

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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.

The screenshot shows the combat interface for the Battle of Berlin. At the top, the attacking side (Prussians) has a morale of 3.46 and a tactical rating of 4, while the defending side (Russians) has a morale of 2.21 and a tactical rating of 9. The terrain is 'Clear'. The interface displays various combat statistics and options.

Round	1	2	3
Die Roll	6(1)		
% Loss	10		
Mrls	1.10		
Tables	2-1		

Defender, select your strategy:

Outflank (blue icon) or Cordon (red icon)

Done (button)

Round 1 Round 2 Round 3

Die Roll 2(-1)

% Loss 5

Mrls 0.60

Tables 3-2

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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.

NOTE: Right-clicking the units field will undo casualty selection(s) to allow removal of different losses.

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.

- | |
|---|
| <ul style="list-style-type: none">• 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 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:

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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.

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- **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.

- | |
|--|
| <ul style="list-style-type: none">• 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.
- Allied forces may take part in a combat round only if at war with all the major powers on one side, by reinforcing the other side (unless also at war with a major power on that side) even if they would not otherwise move in this major power's sequence of the Land Movement Step.

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.

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- 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.

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- 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. Guerillas, Freikorps and Cossacks may only conduct sieges in conjunction with friendly corps. 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](#).

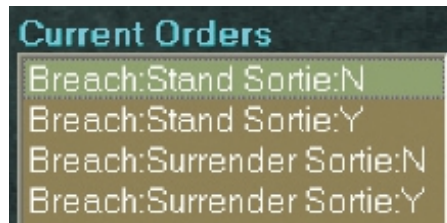
Assault Attempt Modifiers

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.

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- **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:
 - **Surrender:** The garrison may surrender (all become prisoners). There are no political points gained or lost for surrender.
 - **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.

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- 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 (Optional)

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).



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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
```

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~10
~10

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.

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.

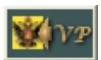
12.1.1 Recording Victory Points

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.



NOTE: To deduct victory points, click on the nation area and then click the "Deduct VP" button.

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12.1.3 How to Win a Game

During the Victory Points Tally of a game's final turn, or possibly sooner, a victor is determined when a Major Power's total victory points has matched or exceeded its required victory level.

Campaign Victory

Victory points are collected during each Victory Points Tally. In the campaign games, the first player(s) to obtain enough total victory points to reach or exceed his Major Power's victory level is a winner. If two or more Major Powers have reached or exceeded their victory levels simultaneously, those Major Powers are co-winners. Players may not transfer victory points to each other. If no player reaches the required victory level by the end of a campaign game, then Great Britain wins. NOTE: Bids increase victory levels.

- **Major Power Victory Levels:** The required victory levels for each Major Power are given in the Victory Points Display and listed below:

Austria:	120
France:	140
Great Britain:	120
Prussia:	140
Spain:	145
Russia:	130
Turkey:	115
- **Shorter Campaigns:** If players wish to finish a campaign game earlier, they can determine the victor by awarding victory to the Major Power that has attained the largest percentage of its victory level.

The Final Victory Points Step

During the Final Victory Points Step of the game, manpower levels are counted for additional victory points. Upon victory, the game determines the total currently controlled manpower values for each Major Power and a game log message will display final manpower levels for each Major Power that may be counted for additional victory points. The game only counts the total currently controlled manpower values of the Major Powers and does not include conquered minor countries and controlled minor Free States. (Players may count these separately.) These manpower values may be added as extra victory points to the Major Power's victory point totals for determining multiple winners.

12.2 Money and Manpower Collection

The "tax" (for money) and "manpower" (recruiting for ships and army factors) values for each province and minor country are found in the Selected Area Info box (as well as several other screens, such as the Nation Status Overview screen). The domestic trading values and harbor defense values for each port city are shown on the map.

12.2.1 Money Collection

There are a number of sources from which a Major Power may collect money. The program will total the money due to him from Economic Manipulation (this may be negative), from Taxation, from Trade and Spanish Gold. This total is added to any accumulated amount carried over from previous quarters.

Money Collection by Taxation

The tax money due a Major Power is determined by adding together all of the tax values of all of its controlled home provinces, currently ceded enemy provinces and conquered minor countries. The tax money due a controlled minor Free State is similarly and separately figured. A Major Power may not collect taxes from a province or minor country if its capital city is occupied by unbesieged enemy factors. 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.

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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: 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 American Trade With Selected Nation" 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 United States. Great Britain immediately loses \$15 and loses \$15 of its colonial trade every following Economic Phase while it remains at war with the United States. While Great Britain is at war with the United States, no Major Power may trade with America. The war with the United

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States 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 United States 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 (Privateer) 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 anti-piracy defenders, a separate 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

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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.

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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:

France Economic Manipulation

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

1 2 3 4 5 6 7

Ok Cancel

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.

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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 may accept it and all its current forces as a Free State or immediately remove its forces (army factors are eliminated, ships are recorded for possible later use) and change it to 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 are controlled by a Major Power. If a Major Power controls component parts of a Kingdom as either Free

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State or Conquered minor countries, ceded provinces, or home nation provinces, and if that Major Power is permitted to create that Kingdom, then it may create that Kingdom in accordance with the following rules:

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

Austrian, Prussian, and central European nations and provinces marked on the map with a "(R)" are the available 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), Wurttemberg, 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 Wurttemberg.

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.

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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 occupying Major Power accepts as a ceded province each province that defined the Kingdom of Poland.
- 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 uncaded provinces, depending on the controlling Major Power.
- The conquering Major Power may also, if desired, dissolve Poland and return its provinces to original owners during any later Economic Phase by ceding a province to an original owner.
- 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.
- Standard morale values for Poland are “5.0” for guard, “4.0” for infantry, and “4.0” for cavalry.

12.8.3 The Ottoman Empire

The Ottoman Empire can be only be created by France, Great Britain, Spain, or Turkey.

Ottoman Empire Components

Turkish and northern African nations and provinces marked on the map with a “(O)” are the available Ottoman Empire components.

The Ottoman Empire consists of the minor countries of Algeria, Cyrenaica, 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.

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- **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 an 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, Cyrenaica, 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 uncaded Spanish home nation province, *one* guerrilla factor is created in that area as soon as the combat is ended.
- For every uncaded 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

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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 uncaded 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.

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- 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.

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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.

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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 needs to be occupied (garrisoned) or the city area contains a friendly corps in order to establish control of the city.
- 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.

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- An enemy Major Power's province 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.

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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

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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

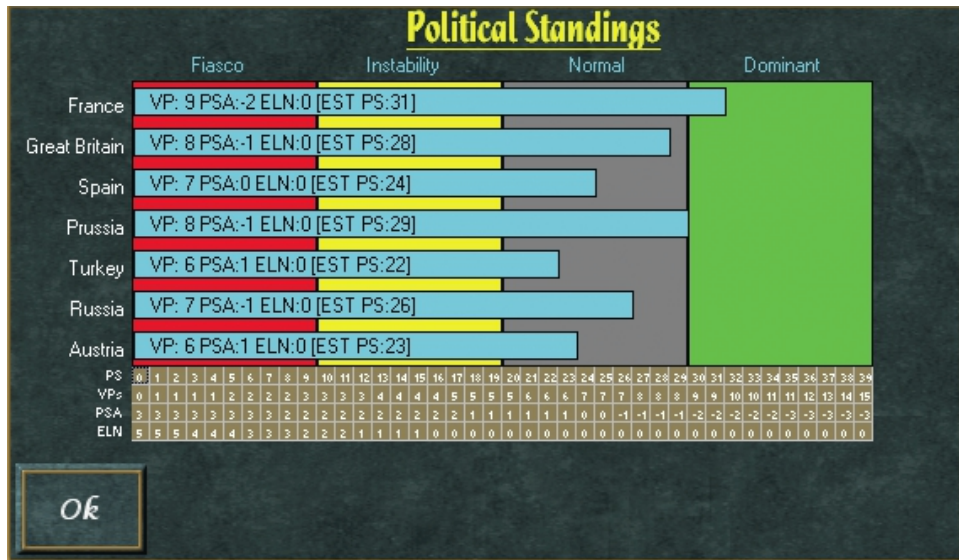
Each Major Power has an initial starting position on the Political Status Display as given in the setup. That position is altered by winning or losing combats, by gaining formal allies or breaking alliances, being surrendered to or surrendering, declaring war upon a country, becoming bankrupt, by economic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

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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:

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- **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:

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- 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 combat, a trivial combat, or a naval combat, each side with a leader or leaders present is checked to see if any became casualties in the combat by rolling two dice. Rolling a "12" 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 then rolls one die for the chosen leader. If a "6" is rolled, the leader casualty is "killed" and taken permanently from the game. On any other roll, the leader casualty is "wounded" and taken from the map for a number of complete months equal to the random die roll 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

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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,

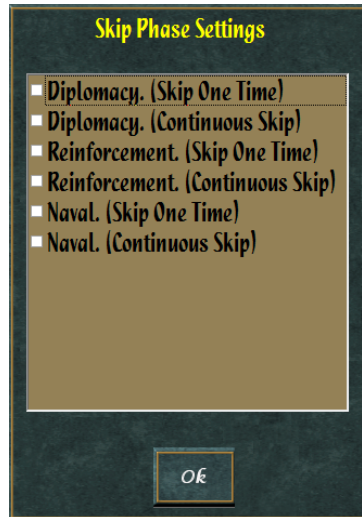
Empires In Arms™

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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.

13.10 Alternate Dominant Powers (Optional)

In Empires In Arms, as with the historical events portrayed, France and Great Britain have obvious and constant qualitative advantages over the other five Major Powers and, although anyone can still win, they are the "dominant" powers in the game and the centers of diplomatic activity. For example, if Prussia does very well early in a campaign game, it is still the rather puny Prussia of the Napoleonic period in terms of army factor morale, with the addition of some minor country corps for help. It is certainly not the dangerous Prussia of Frederick the Great less than 50 years earlier or the dominant Prussia (the basis of modern Germany) of 50 years later and will have trouble maintaining any early gains. Every one of the Major Powers in the game has the capability to become a dominant European power and, during the previous 200 years or during the next century, every one of them was or would be a Dominant Power. This option allows players, as the rulers of their respective Major Powers to alter the historical balance.

13.10.1 Achieving or Losing Dominant Power Status

In order for Austria, Prussia, Russia, Spain or Turkey to become a Dominant Power, they must reach the New Political Combinations Step of an Economic Phase at peace with all other Major Powers and in control of certain territories. In order for France or Great Britain or any other Major Power that earlier achieved Dominant Power status to lose their Dominant Power status, they must reach the New Political Combinations Step of an Economic Phase at peace with all other Major Powers and not in control of the territories necessary to maintain their Dominant Power status. A France or Great Britain that earlier lost Dominant Power status may regain Dominant Power status if they reach a New Political Combinations