

- overwrite C:\Matrix Games\Crown of Glory Emperor's Edition\Scenarios\1792_S\COG2Players.txt
- overwrite C:\Matrix Games\Crown of Glory Emperor's Edition\Scenarios\1792_S\COG2Start.txt
- overwrite C:\Matrix Games\Crown of Glory Emperor's Edition\Scenarios\1792_S\COG2Generals.txt

Modifications:

COG2Players.txt

I changed the Home Province for Poland from Krakow to Warsaw. There will be some debate on this, as Krakow still functioned as the capital, in many respects. It seems to me that the Russian goal during the 1792 war with Poland was the capture of Warsaw, more than that of Krakow.

I changed the Home Province for Papacy from Ancona to Rome, in order to correct an error.

COG2Start.txt

I changed the start location of Polish forces from Krakow to Warsaw, since I changed the Polish capital's location in the COG2Players.txt file.

I renamed the Piedmont Army container from "Piedmont" to "Army of Piedmont".

COG2Generals.txt

For this mod, I simply built upon [Russian Guard's work](#).

His modifications were done around the time patch v109 was released, therefore I am unsure if he had the latest COG2Generals.txt files with which to work. Therefore, I compared his COG2Generals.txt file with the COG2Generals.txt file of each scenario (1792, 1803, 1805 and 1812) and added 20 Generals, not present in Russian Guard's work.

I changed a few arrival dates for some Generals.

I changed the start location of Polish Generals from Krakow to Warsaw, since I changed the Polish capital's location in the COG2Players.txt file.

In the COG2Generals_Retire.xlsx file, I compiled a "Retire On" date, which can be manually used to retire the General. There is no in-game retire function, but you can retire your Generals with a "Remove General" treaty clause. The problem is the Generals controlled by the AI.

