

### **Issue:**

In the 1792 scenario, Bavaria is not only composed of its core provinces (Munich, Augsburg, and Upper Palatinate), but also some Rhine provinces (Berg, Kleves and Palatinate).

After all 6 Bavarian provinces are conquered by France, the subsequent creation of the protectorate of Bavaria will automatically include all 6 provinces. Even after conquest, the Rhine provinces keep their subordinate association to minor power Bavaria. Therefore, Berg, Kleves and Palatinate do not appear in the "Diplomacy > International Relations > Country Details" sub screen.

After conquest, the Control Box for Berg will look like this (note the small Bavarian flag superimposed over the larger French flag, after French conquest):



This remaining subordinate association is not desirable, as 2 of those provinces (Kleves and Palatinate) historically remained annexed to Metropolitan France. Also, Berg was eventually part of the Confederation of the Rhine.

**Note:** When playing the 1792 scenario, the same issue will be encountered with Wurzburg (required component to establish the Confederation of the Rhine) and Romagna (required component to establish the Kingdom of Italy). At the beginning of this scenario, both Wurzburg and Romagna are subordinate to minor power Papacy.

### **Cause:**

There is no in-game feature to remove a conquered province's subordinate association to its original owning minor power.

### **Fix:**

To make those Rhine provinces independent from Bavaria, some attributes in the \*.sve file must be modified. Once this is done, the Control Box ownership flag and the City List screen in the game interface will display the updated information.

**Note:** Make sure you create a backup of your \*.sve file (and its associated \*.rep file) *before* modifying it, to guard against editing mistakes which could corrupt your file. I have not experienced any adverse effects following these edits, but make sure you backup your file, just in case.

Open the \*.sve file and locate the desired province code (can be found in the COG2Provinces.txt file). Edit the file with Notepad, as Excel will corrupt the file and render it unusable.

### **Province Ownership:**

In this example, the subordinate association Berg has with Bavaria will be broken. This is done only after conquest (not occupation) and if you wish to break the minor association between Berg and Bavaria.

Find the province code "143" which represents Berg, as shown below. Change both highlighted values of "12" (representing the Bavarian player) to "13" (representing the Berger player).

The list of players can be found in the COG2Players.txt file. The process can be repeated for Kleves and Palatinate.

```

2 142 0
14 0 6 5 1 6 2 0 3 1 0 1 1 2 2 0 0 15 10 14 12 35 11 34 0 0 1
987654 1
12 ← Province's owning player
0
5 143 0
11 0 7 4 1 6 1 0 1 0 0 2 1 0 1 0 0 68 0 8 0 24 0 12 0 0 1
987654 1
24
0
3 144 0

```

Province's owning player

Berg's province code

After the above change, the ownership flag displayed in the Control Box will update, from:



to:



**Note:** Initially, the Control Box displayed a small Bavarian flag superimposed over the larger French flag (indicating a French conquest). Afterwards, the Control Box displays a small *Berger* flag superimposed over the larger French flag (still indicating a French conquest, but the province is no longer subordinate to Bavaria).

Another update will also be visible in the game interface (this time on the map). The fortress icon representing Berg's principal city (Dusseldorf) will now have a star in it. This indicates that Dusseldorf is now the capital for Berg (see below). Prior to this change, there would have been no star in the fortress icon, indicating the province's capital was a city in another province (in this case, Munich).



After this change, you can now save the \*.sav file.

Should you now choose to make Berg a protectorate, the Berger flag will appear properly in the "Prot." column of the "Provinces > City List" sub screen, as shown below:



Prot.	Name	Development	Production	Resource	Unrest	Depot
	Berg	Roads (Dec. 1796)		Food:12 Iron:2 Textiles:2		

If you wait until you have conquered all the components of the Confederation of the Rhine and create the protectorate of Berg (joined to the Home Province of Hesse), then the Hessian flag will be displayed in the "Prot." column of the "Provinces > City List" sub screen, as shown below:



Prot.	Name	Development	Production	Resource	Unrest	Depot
	Berg			Food:13 Iron:2 Textiles:2		

The Hessian flag indicates that Berg is subordinate to a minor power, with its capital city in the Hessian province (Frankfurt).

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The same process described in this document can be used to break the subordinate association Wurzburg and Romagna have with the minor power Papacy. Wurzburg is required to establish the Confederation of the Rhine and Romagna for the Kingdom of Italy.

One thing to mention about Wurzburg (234), is that it is spelled "Wuerzburg" in the COG2Players.txt file, making it hard to find when looking for "Wurzburg" (found that the hard way). Therefore, in the \*.sve file, change the owning player from 30 (Papacy) to 93 (Wuerzburg).

Regarding Romagna (229), there is no player for this province in the COG2Players.txt file. So, make it part of Italia (which is just Modena province to start). Therefore, in the \*.sve file, change the owning player from 30 (Papacy) to 23 (Italia).

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v1.0 by lucr41