

- overwrite C:\Matrix Games\Crown of Glory Emperor's Edition\Scenarios\1792_S\COG2Regions.txt, or other appropriate scenario

Issue:

It is not possible to receive Regional Bonus Units from most Regions during the annual spring levee, as stated in the Game Manual Appendix. Only the Kingdom of Naples seems to yield these units.

Cause:

The problem resides in the COG2Regions.txt file, which defines the provinces required for each Region. It appears this file was ported over from First Edition CoG as is, without being modified to take into account the many changes to provinces in the updated COGEE map.

Fix:

I have modified the COG2Regions.txt file to correct these errors.

Note: You will need to modify your *.sve file a few times, as you conquer the provinces contained in these Regions. Some provinces will be subordinate to a minor country and will need that relationship severed:

- Berg/Kleves/Palatinate should be made independent from Bavaria (this is covered in the folder called "Creating the protectorate of Bavaria without Berg/Kleves/Palatinate")
- Wurzburg should be made independent of Papacy (use same procedure as for Berg/Kleves/Palatinate)
- Romagna should be made independent of Papacy, as well

Testing:

I loaded a previous saved game (included in the "Saved Game" folder) where I had conquered all the provinces required to create the Kingdom of Bavaria, the Confederation of the Rhine, the Kingdom of Italy and the Kingdom of Naples.

Kingdom of Bavaria:

I started by editing my *.sve file to make Berg/Kleves/Palatinate independent from Bavaria (followed the instructions in the folder called "Creating the protectorate of Bavaria without Berg/Kleves/Palatinate"). I created the protectorate of Bavaria, to achieve the Kingdom of Bavaria (with just Munich, Upper Palatinate and Augsburg). I then received bonus regional units for the Kingdom of Bavaria, on the following spring levee.

Confederation of the Rhine:

First, I started by editing my *.sve file to make Wurzburg independent from Papacy (followed the instructions in the folder called "Creating the protectorate of Bavaria without Berg/Kleves/Palatinate"). Second, I created the protectorate of Hesse. Third, I created the protectorates of Berg, Baden, Wurttemberg, Nassau, Wurzburg, Thuringia and Saxony (Saxony will also include Lusatia) and joined them to Hesse.

Note: I did not change anything with the Kingdom of Bavaria, after its creation above (it does not need to be joined to Hesse). I then received bonus regional units for the Confederation of the Rhine, on the following spring levee.

Kingdom of Italy:

First, I started by editing my *.sve file to transfer ownership of Romagna from Papacy to Italia, as there is no Romagna player (followed the instructions in the folder called "Creating the protectorate of Bavaria without Berg/Kleves/Palatinate"). Second, I created the protectorate of Lombardy. Third, I created the protectorates of Italia (which now includes Modena and Romagna) and Veneto, and joined them to Lombardy. I then received bonus regional units for the Kingdom of Italy, on the following spring levee.

Kingdom of Naples:

This is the only easy one. I simply created the protectorate of Naples. I then received bonus regional units for the Kingdom of Naples, on the following spring levee.

The only Regions that I have not tested are the Duchy of Warsaw, North Africa, and the Kingdom of Serbia.

Some of my changes are open to debate as I tried to make the Region definitions historically accurate. Most regions historically had a starting set of territories, to which more was added over time. It is a bit difficult to draw a line for game purposes. My attempt was to define the Region with the historical starting set of provinces and leave it to the player to add more provinces, if desired.

Modifications:

- Duchy of Warsaw: removed Krakow (182) as a required province, and added Petrokov (259)
- Kingdom of Bavaria: removed Tyrolia (125) as a required province, and added Augsburg (235)
- Kingdom of Naples: added Abruzzi (231) as a required province
- Kingdom of Italy: removed Carniola (123) and Parma (210) as required provinces and added Romagna (229)
- Confederation of Rhine: removed Westphalia (140) as home province, and added Hesse (145)
- Confederation of Rhine: added Upper Palatinate (211), Munich (147), Augsburg (235), Nassau (233), Wurzburg (234) and Lusatia (257) as required provinces
- Kingdom of Serbia: added Serbia (203) as home province
- Kingdom of Serbia: added Belgrade (245) and Nish (100) as required provinces
- set regional bonus units for Kingdom of Serbia as 1 Infantry and 1 Irregular Cavalry

This is an updated list of Regions (the first entry is the Home Province, which makes it the capital for the Region):

Duchy of Warsaw:

- Warsaw (185)
- Posen (132)
- Ploetsk (183)

- Masovia (135)
- Petrokov (259)

Kingdom of Bavaria:

- Munich (147)
- Upper Palatinate (211)
- Augsburg (235)

Kingdom of Naples:

- Naples (161)
- Calabria (205)
- Sicily (162)
- Abruzzi (231)

Kingdom of Italy:

- Lombardy (155)
- Venetia (124)
- Romagna (229)
- Modena (156)

Confederation of the Rhine:

- Hesse (145)
- Upper Palatinate (211)
- Berg (143)
- Munich (147)
- Baden (151)
- Wurttemberg (152)
- Augsburg (235)
- Nassau (233)
- Wurzburg (234)
- Thuringia (146)
- Saxony (142)
- Lusatia (257)

North Africa:

- Tunisia (172)
- Morocco (168)
- Oran (169)
- Algiers (170)
- Tripoli (173)
- Benghazi (171)
- Cyrenaica (174)

Kingdom of Serbia:

- Serbia (203)
- Belgrade (245)
- Nish (100)

This is an updated list of units raised each Spring Levee:

Duchy of Warsaw:

- 1x infantry
- 1x light infantry
- 1x artillery
- 2x lancers

Kingdom of Bavaria:

- 1x infantry
- 1x light infantry
- 1x artillery
- 1x light cavalry

Kingdom of Naples:

- 2x infantry
- 1x light infantry
- 1x irregular cavalry

Kingdom of Italy:

- 2x infantry
- 1x light infantry
- 1x cavalry
- 1x horse artillery

Confederation of the Rhine:

- 3x infantry
- 2x light infantry
- 1x artillery
- 1x cavalry
- 1x corps

North Africa:

- 3x infantry
- 4x irregular cavalry
- 1x corps

Kingdom of Serbia:

- 1x infantry
- 1x irregular cavalry

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