

# GAME MANUAL

# WARS OF NAPOLEON



# Warning

A PRINTED GAME MANUAL is a document that is prepared usually 6-8 weeks before official release of the first version of the product. Therefore it is common that between the time when the manual was written and the release that some elements of the game will change through the later stages of beta testing. Ageod games also receive improvements via post-release patches or updates, which may render some sections of a printed manual no longer accurate.

Therefore we recommend that you always check for the latest PDF version of the manual on the Ageod Wars of Napoleon forum in case of doubt, and remember that in-game information is more recent and accurate.

Should you need more details and precise answers, ask on the Ageod forums. The team will always be glad to answer you there.

The Development Team  
November 2015

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# Introduction

**W**ARS OF NAPOLEON (WON) is a historical strategy game using simultaneous turn resolution – also called a WEGO system – that places players at the head of one of the great European powers in the Napoleonic era (1805-1815). It can be played either against the computer's artificial intelligence (AI) or against a human opponent(s) using file transfer protocols such as email or online file sharing services (PBEM).

Players assume the role of military and political leaders leading the Armies and Fleets of their nation during these ten years of bitter struggle throughout a divided Continent, or in smaller scenarios or campaigns that depict only a portion of the Napoleonic wars. Both sides will strive to capture and hold key objectives, destroy enemy forces in order to break their will to fight and hopefully win the war.

Although clearly focused on military operations, diplomatic as well as key political and economic factors are also modeled in great detail by historical options and regional decisions that can affect the course of the war. There is more to war than battles: the parties may work to create or destroy Coalitions, prevail in the economic war of blockade and commerce raiding, and seek to wreak havoc on the enemy economy and divert their troops by raiding behind the lines.. Many events have a substantial impact on National Morale, which reflects the struggle to break the enemy's will to continue the fight. If neither side can break the other's morale, victory points will determine the result of the game.



# Installation

**S**TART YOUR COMPUTER and insert the DVD labeled WON into your DVD drive (or click on the installer link you have just downloaded if not a physical copy). The setup program will start automatically. Follow the on-screen instructions to install the game.

If Autoplay is not activated, start the setup program by double clicking on My Computer, then on the icon of your DVD drive and finally on "setup.exe".

If Microsoft (R) DirectX 9.0c (R) is not present on your PC, please launch the DirectX installer, which can be found on the DVD.

Once the game has been installed, you can start it from the Windows Start menu, the desktop shortcut or by inserting the DVD. Note that the DVD is not required to play the game.

Removing the game: select "Add/remove programs" in the Control Panel. Select WON, and then click "Add/remove". This will uninstall WON, including saved games (so back them up beforehand).

## System Requirements

### MINIMUM REQUIREMENTS

Processor: Intel Pentium or AMD, 1500 MHz

RAM: 2 GB

Graphic Card: 128 MB RAM, DirectX 9.0c compatible

Sound Card: 16-bits, DirectX 9.0c compatible

CD Rom: x 8

Peripherals: Microsoft compatible keyboard and mouse

Operating System: Windows XP, Vista, Seven

Hard Disk: 2000 MB free disk space

DirectX: Version 9.0c

## RECOMMENDED REQUIREMENTS

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz

RAM: 2 GB

Graphic Card: 128 Mb RAM, DirectX 9.0c compatible

Sound Card: 16-bits, DirectX 9.0c compatible

CD Rom: x 8

Peripherals: Microsoft compatible keyboard and mouse

Operating System: Windows XP, Vista, Seven (1536 Mb of RAM for Vista)

Hard Disk: 2000 MB free disk space

DirectX: Version 9.0c

## *Updates and Forum Support*

A GEOD strives to fix any identified problems as soon as possible with “patches” which can be downloaded on the following web page: <http://www.ageod-forums.com/>.

Updates found there may add further content to the game from time to time, and DLCs may be available for purchase.

In case of technical problems, [support@ageod.com](mailto:support@ageod.com) is available to you and you may ask for help on the AGEOD forum. A proof of purchase (serial number) may be asked for in some cases.



# Interface

A wealth of game information can be accessed through so-called “tooltips”. If you hover your mouse long enough over a particular item on the screen, a text box will appear with detailed information about the corresponding feature.



Figure 1: Hovering your mouse over a region will display a black “tooltip” box with additional information about the region.

*NOTE: Tooltips are extremely valuable for accessing information about almost everything in the game, including features not documented in this manual. Don't hesitate to explore the various tooltips for the game screens as these can aid greatly in understanding the details of the game.*

The tooltip delay is set to “instantaneous” by default, but it can be adjusted in the Options Menu.

The Esc key (at the top left of most keyboards) allows you to close any window currently open.

If you hit the Esc key while on the main map, you will be returned to the Main Menu where you can save and/or quit the game in

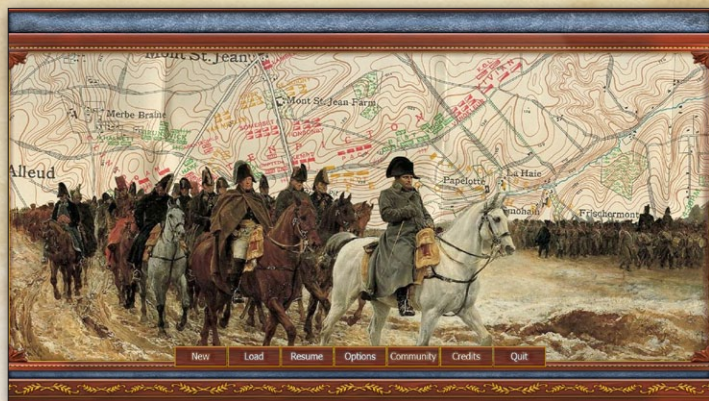


progress. Note that the game automatically saves your position when you End Turn or exit to the Main Menu, so nothing is lost by accidentally escaping out of the main game.

Finally, there are many keyboard shortcuts that are listed on p. 77.

## Main Menu

After starting the game, you will reach the Main Menu where you can access all the basic game functions. These include starting a game (against the computer or a human opponent), saving or loading a game, and setting game options.



## Options Media

You can activate/deactivate music and sounds, choose the language used in the game, adjust the tooltip delay and adjust the combat

animation delay. You can also select the way that Units will be displayed on the map ("Leader on Top" and "Regroup Armies" options) as well as whether the turn resolution should be paused for immediate inspection of battle results ("Pause after Battle") in addition to being reported in the Message Log for the turn.

## *Game*

In this menu, you can activate/deactivate the Fog of War, Activation and Withdrawal rules. You can also play with Leaders randomized to various degrees: in this case, leader attributes are randomized when you create a new game. We recommend leaving the default settings for your first game.

You can also adjust whether armies delay before committing to battle, and the level of routine attrition you choose to model. You may select Extended Force Pools to relax the historical limitations on available Units by doubling or tripling them (expect great divergence from historical patterns if you choose this option).

In addition you can set options that alter how the game plays. Options available include the Easy Supply rules, simplified Naval Box handling, several degrees of automated replacements, the new traffic rules (which penalize moving too many units in a region) and a variety of other options. We believe the best historical feel is achieved by using the default settings.

## *Artificial Intelligence*

This is where you select the difficulty level and adjust the intelligence, aggressiveness, activation bonus, and Detection ability of your computer opponent – the Athena engine. Even a slight improvement to Detection has a significant impact on Athena's ability to strategize. Adjusting difficulty can give Athena a bonus or penalty – for example,



“Lieutenant” ranking gives the AI better movement speed, cohesion recovery, and reduced command penalties for under-commanded military forces – but no direct combat advantages. You can also allow the game more time to process between turns, improving the opposing military planning AI (which is the most processing-intensive). The game campaigns and scenarios have been optimized for the default settings (e.g., middle box for Activation, second box for Redeployment and for Delayed Commitment, and Low for AI Detection).

## System

You can adjust technical settings here. These include “Region Pre-caching” and “Textures Init.” which allow for smoother scrolling. The AGEOD forum can help you decide which settings are best for you. There is also “CPU Sleep Mode” which suspends CPU usage while the game is not the active application. This can be turned off or on as can some settings that reduce graphics load times.

## Scripts

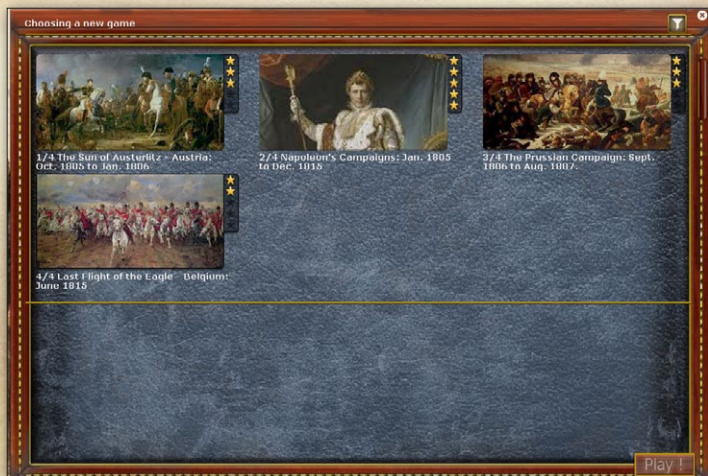
This allows you to enable or disable major historical events if provided for by the scenario or campaign.

*NOTE: The “reset” button on options pages allows you to reset that page to its default settings.*

## Campaigns & Scenarios

When starting a new game, you will be presented with several types of scenarios to choose from. There are basically two levels of play ranging from the shorter scenarios, involving a limited number of Units for a short period of time on a portion of the map, to the full Grand Campaign:





The Grand Campaign covers the whole duration of the war up to the end of 1815 using the whole map. You can begin in January 1805, allowing you to raise and organize the initial armies, or in August 1805, after the French army has started to deploy for war with Austria and Russia.

Scenarios are more limited in scope and feature individual Campaigns (as Austerlitz in 1805 or Iena in 1806) or Battles, such as Waterloo in 1815. The time period, the Units involved and the map area covered are accordingly limited. As such, scenarios are highly recommended as an introduction to the game.

## *Loading, Deleting, & Renaming a Game*

Instead of starting a new game, you can resume a game you previously saved or that was saved automatically. You also have the option to

rename, delete or restore a previous turn, of any saved game, as indicated by each entry's tooltip (there is a settings file that adjusts the number of turns saved). Hovering the mouse over the game in the Load Game window provides you with the shortcuts to these file manipulation options. It is not advised to rename a saved game other than through this WON interface. It is best to rename files only through this interface. To go back to the end of the last turn played, hover over your current save and type "Home" as described in the menu. It erases the current save and loads the save from the end of the previous turn. This can be used repeatedly to access an even earlier save.

## *Saving a Game (and PBEM)*

At any time during a game, you can reach the Main Menu (Esc key). From here, you can select the Save Game menu. You don't generally have to save a game, as this is done automatically each turn once you hit End Turn. As explained previously, you have the option to restore the 24 previous turns of any saved game. Usually, the only cases where you would want to manually save a game is either if you halt your planning in the middle of a turn and want to resume giving orders after quitting the game or to change the name of the save game from its default. In other words, if you click End Turn, watch it unfold and only check your forces without entering new orders, you can quit safely and everything is saved by default.

## *Play by Email (PBEM)*

WON can be played against another human opponent using PBEM or any other valid file transfer protocol, such as Instant Messaging. One of the players (the "Host") will have to initiate the game. The procedure is detailed below:



1. Create a game:

The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the C:/Program Files/Wars of Napoleon/WoN/Saves/ directory, named after the Campaign or Scenario selected (1805 Campaign if you play the "1805 Campaign" scenario, for example). Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. 1805 Campaign John vs. Joe) from the load game window. Do NOT rename any WoN files externally to the game.

In this newly created folder you will find a single HST file.

2. Host sends HST file to opponent:

The Hosting player now sends his opponent(s) the HST file. The opponent must store this file in the folder named WoNGame/WON/Saves/. It is advisable to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the HST file under the WoNGame/WON/Saves/JohnVsJoe subfolder.

It is possible for up to seven players to be involved in the Grand Campaign (one for each major nation). In this case one should be designated the host and the host needs to send each player the .hst file.

From experience of multiple player scenarios in previous AGEOD games (such as AJE, RoP, RuS, PoN),

*NOTE: In order to avoid possible data corruption if transferred by E-mail, it is strongly advised to transfer files saved using some type of compressed format such as ZIP or RAR (one in game option is to ensure your saves are in this format by default).*



it has often been found to be easier to use a file hosting service (such as drop box) as this simplifies file exchange.

3. Non-Host sends ORD file to Host:

Each player now loads the game and gives his orders for the upcoming turn. When ready, each player saves the game. This will generate an ORD file (in the folders mentioned above). Important: do not click on End Turn at this step.

The Non-Hosting player(s) then sends his ORD file to the Hosting player.

4. Host resolves turn

The Hosting player saves all ORD files received from the opponent(s) into the appropriate directory (unlike the .hst each playable nation has its own .ord file) and loads the game again. He now clicks on End Turn to launch the turn resolution, where all orders are then executed. A new turn is now ready to start. Go back to step # 2 and repeat.

## Winning the Game

Automatic Victory (or defeat) is achieved when one side reaches its his victory condition. In scenarios, you win by reaching a very high "National Morale" (NM) level and likewise you lose if you reach a very low national morale. In the grand campaign, that's a different affair. You win if you have much more victory points compared to the challenger player (the one with the 2nd rank). To



check your progress and your opponents, see the Objectives screen (F9) and the victory indicator.

However, if the game ends without reaching an Automatic Victory, the "Victory Points" (VPs) of each side determine the winner. The side with more VPs wins the war and the level of victory is based on the VP difference.

## *Victory Points (VP)*

Each side accumulates VPs every turn by controlling important cities and Objectives or by destroying enemy Units (or their component elements).

The Objectives page (shortcut: F9) shows on the left page how many VPs you accrue each turn (VPs can be expended during the course of the game, as a currency, but remember, he who has the most at scenario's end wins if nobody achieves an Automatic Victory). On the right page, each Objective is listed with its worth (this amount is



how much NM is gained/lost when capturing/losing an Objective). Current VP Level is also tallied in the upper left corner of the main screen and is your main indicator of how well you are doing in the game.

### VP ACCUMULATION:

- \* Strategic City - 1 VP/Turn
- \* Objective City - 1-3 VP/Turn  
depending on the value set by the scenario
- \* Destroyed Units - Per element destroyed

*NOTE: You don't lose VPs when your own Units are destroyed.*



# National Morale (NM)

For both sides in the conflict, the will to fight is tracked by their National Morale (NM). Above and below certain levels, you instantly win or lose the game. These thresholds will vary during the course of play depending on the political situation.

Current NM for your nation can be found on the 'Scores and Objectives' screen in the top left hand box:



The victory and defeat thresholds of both sides are displayed in the Objectives screen of the Strategic Atlas (shortcut: F9) (and as a tooltip in the upper left corner of the screen).

NM is influenced by several factors:

- \* Capturing the Objective regions set by the current scenario will increase the capturing player's NM and lower the enemy's by the values indicated in the Objectives screen. These include strategic cities and symbolic objectives.
- \* Winning a battle will boost the winner's NM while reducing the enemy's according to the number of enemy Unit and general elements taken out of action (see p. 112).
- \* Promoting junior officers over senior ones or dismissing leaders with political favor will lower your NM (see p. 39).

- \* In the late years, war weariness gradually reduces each side's NM.
- \* Some Historical Options have an impact on NM, as indicated elsewhere (for example, raising Exceptional Taxes).

Below a certain depressed level, as long as a side is still in control of its capital, it will start to regain NM (this is called War Resilience).

In addition to triggering Automatic Victory conditions, NM also has an impact on the following:

- \* Unit Cohesion (i.e., how fast they move and how well they fight, so defeats can become a vicious circle)
- \* Economic output
- \* Number of recruits (referred to generally as "Conscripts")

*NOTE: This makes it difficult to drive the NM of your enemy low enough to trigger an Automatic Victory unless he lost his capital.*

## Game Scale

- \* Turn Length – One Week
- \* Units – Regiments, Brigades, Divisions, Corps, Armies, Batteries, Ships, Squadrons, and Fleets
- \* Map – Regional areas of most of Europe States and map "boxes" representing important regions outside Europe





# The Map



Figure 2: The Main Interface

## 1. Active Side, Main Functions (Production, Decisions, Strategic Atlas) and National Morale

National Morale is the main indicator of your success. The three round buttons give you to the respective important game functions of Production, Decisions and Strategic Atlas. Check the tooltips for additional details.

## 2. Available Assets

Key assets such as Victory Points, Money, Conscripts, War Supplies, Horses and Engagement Ponits that are currently available.

## 3. Current Date & Main Commands

The current date is displayed here. The tooltip tells you how many turns remain before the game ends. The three icons to the

right of the current date allow you to start the Resolution Phase, to reach the Main Menu or to Save the game respectively.

#### 4. Filters, Region Terrain and Minimap

The different Map Filters (see p. 28) can be accessed from here. You also see information on the currently selected land, sea or navigable river region (terrain and supply). The minimap shows the whole geographic scope of the war with your troop dispositions and allows you to jump to any location by clicking on it.

#### 5. Stack Panel Tabs for Stacks in Region

Each tab represents a Stack in the currently selected region.

#### 6. Stack Panel and Unit Counters

The lower part of the Stack Panel displays the Units present in the currently selected Stack (see p. 29). When no Stack is selected, the panel is removed from view to show more of the map. You can use the buttons located at the left-hand side of the panel to change the posture and engagement orders (a.k.a. postures) of the selected Stack (see p. 59), and the Special Orders (crossed rifles, tent, and hammer) buttons to issue specialized commands.

#### 7. Inspection Panel

The small panel on the bottom right shows the main information about the currently selected Stack. If you click on a specific Unit counter in the Stack Panel, the Inspection Panel will slightly change to show the selected Unit's component elements. By further clicking on these element icons, you will access the element details window which provides extensive details regarding that element (see p. 31). Reviewing this information is not necessary to play the game, but can sometimes provide advantages in organizing and using your forces.



## 8. Army Outliner

This small square counter located on the upper-left hand side of the screen is a convenient shortcut to one of your armies on the map (there might be as many squares as you have armies on the map).

In addition the game map includes specialist shipping boxes that regulate trade and the movement of supply across the oceans. The example below, from the North Sea shows British merchant shipping.



The full map also shows a number of land 'offmap boxes'. They are located all around the main map and usually connected with it via "Transition Link" (a way to reach one box from another or from the map, and vice versa).



## 9. Message Panel



This panel can be accessed by clicking on the Message Bar buttons that show at the bottom right of the screen when no Stack is selected. The six buttons allow you to filter the messages by categories (check the tooltip for details). You can always return to the Message Log message list by right clicking anywhere on the map. Red messages are events of particular importance. Click on the icon to the left of the messages to center the map on the region corresponding to the message or open details for a red message. For notable events, special message icons appear along the lower right side of the screen which disappears as you select them.

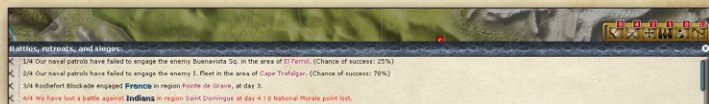


Figure 3: The Message Log is displayed after turn resolution.

## 10. The Strategic Atlas

Many of the game functions are accessed from here. Click on the book-button (the right button in the top left corner of the main screen) and you will open a new window. Click on the thumbnails (or use shortcut keys F1 to F10) to cycle between the different screens (see p. 97 Managing Your Nation for details).

## *Navigating the Map*

To scroll through the map, simply place and hold the pointer on the edge of the screen, hold the left button and drag the mouse, or use the arrow keys.





Figure 4: Many critical game functions are accessed through the Ledger, such as Military or Government decisions (and can be accessed by the pages in the ledger or using the F1 etc shortcut keys).

To zoom in or out of the map, either use the mouse wheel or the End, Page Up, and Page Down keys. You can also press the mouse wheel button to swap between highest and lowest zoom level.

## Regions & Sea Zones - Terrain & Structures

Stacks and Fleets move and battle across land regions, sea zones and navigable river regions. Tooltips indicate the different characteristics of each region and sea zone. Terrain type and weather are also displayed

*NOTE: Regions are further grouped into provincial borders can be displayed on the map using the appropriate filters (see below).*

at the top of the minimap. Note that sections of navigable rivers may be moved into by ships or by ground troops using riverine movement.

## *Civilization Level*

The different Civilization Levels are:

- \* Wild
- \* Cleared
- \* Civilized

Depending on the Civilization Level (and other factors), unsupplied troops in an enemy region have a limited ability to live off the land each turn (see p. 67).

## *Transport Network*

- \* None
- \* Tracks
- \* Roads
- \* Major Roads

Units moving into regions with tracks will never pay more than 150% of the clear terrain cost, whatever the terrain type.







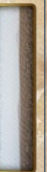

Units moving into regions with roads will not pay more than half of the clear terrain cost, whatever the real terrain type.








Units moving into regions with major roads will not pay more than a quarter of the clear terrain cost, whatever the real terrain type.

## *Terrain Type*








Different terrain types have varying effects on movement, combat and Supply:



TERRAIN	OBSTACLE TO MOVEMENT AND SUPPLY TRANSPORT	EFFECT ON ATTACKER	EFFECT ON DEFENDER	NOTES
Hills 	Moderate	Slight bonus if Irregular (such as Partisans or Bandits)	Moderate bonus	Bonus of 1 to Hide Value.
Marshes / Swamps  	Severe	Moderate bonus for Irregulars when ambushing. Combat is mostly limited to inconclusive skirmishing.	-	Bonus of 1 to Hide Value.
Impassable Mountain 	Impassable	n/a	n/a	-
Steppes 	-	-	-	Slight penalty to foraging
Reg / Desert  	Important on supply	-	Slight in Reg-	Each day spent in a desert incurs severe attrition losses.
Major River/Lake 	Severe obstacle to land movement. River boats may navigate major rivers.	-	Major bonus if attacker crosses the river.	May freeze during winter, blocking all naval movement.

TERRAIN	OBSTACLE TO MOVEMENT AND SUPPLY TRANSPORT	EFFECT ON ATTACKER	EFFECT ON DEFENDER	NOTES
Minor River 	Moderate obstacle to land movement. Not navigable at all.	-	Minor bonus if attacker crosses the river.	-
Ferry or Bridge 	Moderate obstacle to land movement. Not navigable at all.	-	Minor bonus if attacker crosses the river.	-
Shallow Waters 	Land Units can cross shallow waters at a cost. Seagoing vessels cannot navigate in shallow waters.	-	-	May freeze during winter, blocking all naval movement.
Coastal Waters 	River going ships may navigate in coastal waters.	-	-	-
Ocean 	Non-seagoing Units (e.g. river boats are not allowed inside open seas oceans)	-	-	-
Clear 	-	-	-	Slight bonus to foraging.
Woods / Bocage 	Slight	Slight in Bocage-	Slight bonus	Bocage uses same picture as Woods



TERRAIN	OBSTACLE TO MOVEMENT AND SUPPLY TRANSPORT	EFFECT ON ATTACKER	EFFECT ON DEFENDER	NOTES
Forest / Wooded Hills / Moors   	Moderate to important (in Moors)	Slight in Moors	Moderate bonus	-
Wilderness / Jungle  	Severe	Severe penalty for line Units. Moderate bonus for Irregulars, when ambushing.	-	Bonus of 1 to Hide Value.
Mountain / Alpine  	Same as wilderness, with increased penalties for wheeled and mounted Units. Alpine are even worse (no movement allowed in winter)			
Transit Link	Travel to and from an off-map box takes one full turn.	-	-	Transit links connect off-map areas to on-map areas.

## Structures

All structures provide shelter for friendly land Units in the region against bad weather (see p. 68). Ports do the same for ships. When there are Units actually inside a structure, this is indicated by the presence of small squares by the structure icon (light brown for land Units, light blue for naval Units). Clicking on those squares will display these Units in the Stack Panel. The currently selected Stack will also be represented in the region on the map.



**Important:** Doing a control-click on a structure allows you to see all the building there.

*Figure 3: The square denotes a single land stack is inside the city (if a naval unit was there it would also have a blue square).*



- \* **City:** Controlling cities is critical to winning the game (see p. 12). Cities cannot be destroyed, except for Indian villages. On the map, Units inside a city are not displayed but rather are indicated by small boxes as shown above. Each dot (green or blue) represents 3 Units in the structure.

Cities have a Level between 1 and 20 noted on the Box before their name on the city's nameplate.

**Town:** A town is a small city (Level 1 to 3). It is too small to be able to forward.

Supply during the Supply Distribution Phase unless a Depot has been built in the town.





\*



**Depot:** It can be built at a cost of two Supply Wagons (or by two transports ships if a harbor is in the region). They can also be destroyed. Depots are able to stockpile and pass on Supply during the Supply Distribution Phase. A good network of Depots is critical to move Supply from your rear areas to the front. Presence of a depot inside a city is indicated by tents and cannon balls.

\*



**Permanent Fortification:** Either made up of older walls or more modern star-shaped fortifications, they are shown by images of walls and bastions around the city sprite. Permanent fortifications can't be destroyed. Their current level (value between 1 and 3) is indicated in the black diamond located on the bottom left of the sprite.

\*



**Ports:** Ports provide Supply unless blockaded. Fleets in ports cannot be attacked. On the map, naval Units inside a port are not displayed but indicated by a blue square next to the city sprite. Click on it to access the naval Units. Ships are produced in ports and need a port to repair.

There are also a few off-map boxes displayed on the borders of the game map. They represent areas that are distant but had some influence over the conflicts in Europe, or had local conflicts that were important at the time (wars in India for the British, combats in the West Indies, or North America for the war of 1812 between Britain and the USA).

*IMPORTANT NOTE: This is true for both sides as they produce massive amounts of Supplies far from the front. Evaluate the potential bottlenecks in your Supply network by checking which rear-area cities stockpile too much Supply that should be available at the front line (the Supply Filter will help you with that). Create a 'grid' of Depots to alleviate the problem, and watch out for towns (Level 1 to 3 cities) which can't push Supplies forward unless they contain a Depot.*

## *Entrenchments (a.k.a. Trenches)*

Trenches represent the variety of entrenchments and other temporary field fortifications built by stationary infantry and artillery Units that provide defensive benefits to their occupants depending on their Level (1 to 8). They can be of major importance in defensive battles. Trenches are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to siege.

Units automatically start entrenching if they don't move during a turn and can keep improving their entrenchments over a period of weeks or months. A Stack only needs a few days to dig into Level 1. Each additional level requires increasingly more time to build (i.e., building a trench from Level 2 to Level 3 takes longer than expanding a trench from Level 1 to Level 2). The building leader's Strategic Rating plays a key role in the speed of the process, especially for low-level trenches. Except in rare cases (garrisons and artilleries) you can't achieve a higher level than one in entrenchments being built with infantry units.

Levels 5-8 can only be achieved if there is artillery present in the region. These levels do not provide more protection but do increase the firepower of the artillery batteries. In addition, such emplaced batteries will defend the river(s)/seacoast in their region and fire on moving enemy Fleets. Batteries may also engage bombarding ships and can block enemy Supply transport by river.

Trench Levels are shown graphically on the map. In a battle report, the average level of entrenchment of a Stack is represented as a percentage of level 1 (e.g., 200 means 200%, average entrenchment level of 2).

## *Auto-Garrisons*

Structures defined as having the auto-garrison feature (e.g., cities, forts, outposts and depots - mostly depending on scenarios) spawn an automatic garrison if enemy forces appear in the region. These range in size depending on the structure and prevent it from being taken



without a fight. An enemy attack will also release any units present that are otherwise permanently fixed in position.

## Provinces (a.k.a. Areas)

Each province (or Area) has limited resources, so it can only field a limited number of troops for the side controlling it. You won't be able to raise more Units in a province than this maximum "Force Pool" value. In addition, you can only draft Units in a province if you control at least one of the province's Strategic Cities, and heavy equipment such as artillery requires the presence of industry (e.g. a gun foundry). Strategic Cities are shown on the map with a star by the city name. Several political and economic decisions are also declared at province-level (see p. 103).

## Theaters













A Theater is usually a collection of individual provinces. Using the filter displays them on the map with specific colors. Some rules and special abilities work only at the province level, and the highest-ranked leader with the most seniority in the theater is treated as commander in chief.

## Map Filters

There are eight filters in WoN to help visualize information on the map. To activate them, use the 1-8 keys or click on the buttons located on top of the minimap. The different filters are:

1.  **Military Control:** Shows which side has the dominant military presence in each region (even if you don't have a Stack present). See p. 70.
2.  **Supply:** Crates and cannonballs indicate the quantity of General Supply and Ammunition respectively that are present and regions highlighted in green indicate how far your Supply network extends. See p. 63. Tooltips provide specific information regarding Supply levels in particular regions.
3.  **Objectives:** Highlights Objectives and cities granting VPs and indicates their owner. See p. 12.
4.  **Loyalty:** Shows the local population's bias towards one of the sides in the conflict. See p. 72.
5.  **Province/Area:** The different provinces are shown with different colors. See p. 27.



6.  Theaters: Each Theater is shown with a different color. See p. 27.
7.  Weather: shows the current weather on the map. See p. 68.
8.  Terrain: shows the current terrain type. See p. 20-24 above.

## Army Organization

### Understanding the Stack Panel

There can be a variety of Stacks in a region and/or in the structures therein. The purpose of having separate Stacks is that they can be issued different orders. The size of a Stack is potentially unlimited but for it to fight effectively it must be properly commanded (see p. 37-38).



Figure 4: Stack Panel Details

When you click on a playing piece or structure on the map, the window in the Stack Panel shows Units in the region (1).

Additional Stacks in the region are each indicated by a tab (3)

*HINT: Use the arrow buttons on each side (2) to scroll between a Stack's Units if they are too numerous to fit within the Unit Panel. The mouse wheel will also scroll the panel.*

along the top of the Stack Panel. To switch Stacks, click on its corresponding tab and it will become the active Stack. The active Stack is also represented on the map by a Stack counter, which can be selected to receive its orders.

The Unit currently selected within the Stack has its name, composition, current position and destination indicated in the top left corner (4), just after the parchment icon (which allows selecting the special orders for the Unit in question).

Essential information about a Stack (level of General Supply, Ammunition, etc.) can be displayed in a tooltip by hovering your mouse over the different icons in the Inspection Panel to the right of the Stack Panel (5).

## *What is a Unit?*

The Unit Panel shows all of the different components of a Stack (see illustration above), which fall under the term "Unit". There are many types of Units in the game representing anything from full Divisions to independent artillery batteries or administrative staff (headquarters), but they all share the ability to be moved and be given orders individually if needed. This makes them the smallest elements in the game that you can manipulate, although they seldom operate alone and are usually grouped into Stacks, as explained above.

*EXCEPTIONS: Divisions are a special class of Unit, as they can contain one or more brigade or smaller Units that are treated all as a single Division Unit until these are then split off from the Division. (See p. 36).*

Leaders are also treated as Units in most respects and can be manipulated the same way. However, they are rated differently. The main characteristics of combat Units and leaders are displayed right on their counter in the Unit Panel.



## What is an Element?

Units are made up of 1 to 18 Elements (also referred to as sub-units), which are displayed in the Inspection Panel when a Unit is selected in the Stack Panel. Elements are an integral part of their parent Unit and cannot be manipulated separately.

*PROCEDURE: To display the list of a Unit's elements in the Inspection Panel, click on a Unit to select it (this is indicated by a gray square around the counter).*



Figure 5: Here, the Guards Division is made up of four infantry and two artillery elements, as shown by the NATO symbols displayed on the right (you can click on this symbol to open a detailed window describing the element).

Each single element is in turn differentiated by its attributes, as explained on p. 39.



Figure 6: This small artillery Unit is made up of two elements. A Unit is a container of 1-18 elements.

Leaders are handled in the same way: one leader = one element which is the leader himself.

## Manipulating Stacks

In order to split one or more Units from a Stack, select the Units to be separated from the main Stack in the Unit Panel, then drag and drop them to their current region on the map. They are now considered a new Stack and will be shown in a separate tab.

*MULTI-SELECTION  
PROCEDURE: To select/  
deselect several Units,  
Ctrl-Click on each Unit  
in turn.*

In order to issue a movement order to a Stack, either select it and drag & drop its counter from its region to its destination or drag its corresponding tab from the Stack Panel directly to its destination on the map. You can also move Units between Stacks by dragging and dropping them onto the destination Stack's tab. Finally, you can merge Stacks in the same location by dragging and dropping one Stack tab onto another.

In Wars of Napoleon, instead of just using the traditional AGEOD drag&drop method to control movement, you can alt-click on the destination region and selected stacks will move towards that destination.

## Lined Units



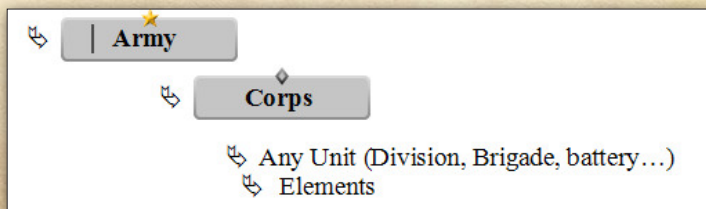
In some scenarios and campaigns, you will come across fixed Units identified by a padlock and a red diagonal stripe on their counter. This indicates it cannot move - the tooltip will explain why. Usually, they can move if a specific event indicated on their tooltip occurs, such as a number of turns pass or enemy enters

their region. In some cases, Units are permanently fixed and will not move under any circumstances.



# Command Chain

In WON, your Stacks are loosely organized into the following hierarchy:



Units are deemed “in the Command Chain” if they belong to a Corps which is, in turn, attached to an Army. Any Units which don’t belong to such a Corps are considered independent Stacks for Command Chain purposes, and they have a penalty of -50% to the Command Points generated by the leaders in that Stack. Naval Stacks are handled differently without a hierarchy other than Units and Fleets.

On the map, you can then have three kinds of land Stacks:

- \* The Army Stack, which is the Stack commanding subordinate Corps.
- \* The Corps Stack, which is a Stack subordinate to an Army Stack.
- \* Independent Stack, which is a Stack Out of the Command Chain.

These three Stacks each have Units and they are all “containers” for Units. Units represent formations of various sizes and act as “containers” for elements, with from 1 to 18 elements in each Unit.

## Army



An Army represents a leader and his staff along with reserve troops and leaders that may be directly attached to the Army. The Strategic Rating of an Army commander determines both his Command Radius (press and hold the Shift key while an Army is selected to show this radius on the map) and his overall combat power).

The Army Outliner on the left edge of the screen is a series of counter images (leader portrait in a flag), one for each Army, which when clicked refocuses your view on that Army (see picture on the right).



Figure 7: A Stack is identified as an Army by a star icon on its Stack Panel tab and on its Inspection Panel.

**PROCEDURE:** To form an Army, form a Stack with 3 or 4 star leader plus any leaders and Units you want to attach directly to the Army commander (these can also be added later), then select the "Form Army" Special Order. This will change the status of the Stack from Independent to an Army. This is the command HQ of the Army, not the entire Army; an Army's fighting formations are its attached Corps.

If assignment of Army command to a leader bypassed a leader with higher rank or more seniority (see p. 39), then you will lose some NM, as warned in the Form Army Special Order tooltip. You can also dismiss an Army commander, but doing so will also cost you NM according to the political favor of its commander. Despite the NM cost, you may sometimes want to do this in order to put a new and better leader in charge.

**NOTES:** An Army HQ with combat Units in reserve will react quickly to support Corps formations but should not be viewed as a combat Stack. It is important to note that a lone Army Stack will never initiate combat by itself.



Corps attached to an Army and within its Command Radius during the Planning Phase can receive some important benefits (see below).

*Corps*



Figure 8: A Stack is identified as a Corps by a diamond icon on its tab and on the Inspection Panel.

Corps are attached to specific Armies. Their purpose is twofold: they never suffer the Out of Command Chain penalty (see p. 38) and they get the following bonuses when operating within range of their Army:

- \* The Corps commander's Strategic, Offensive and Defensive Ratings are increased by the expertise of the Army commander.
- \* If stacked in the same region, the Army's formations have the ability to stay together during movement by choosing the corresponding Special Order (Synchronized Move).
- \* If spread out in different regions, there is a chance of supporting an adjacent Corps engaged in combat (i.e. "March to the Sound of the Guns"). This ability is influenced by the level of Military Control in both regions (see p. 70) and by the Corps' Cohesion.
- \* Increased Command Point efficiency.

- \* Combat bonuses when several Corps are fighting together (they will help each other more efficiently during a fight).
- \* Some special abilities of the Army commander can benefit its Corps.

*PROCEDURE: To form a Corps, select a 2 or 3 star leader within range of an Army plus any Units (including any Divisions and leaders) you want to include in the Corps, then select the "Create Corps" Special Order.*

*NOTE 1: As opposed to Armies, there are no Corps Headquarters in the game. A leader counter is assumed to represent not only its named leader, but also the limited number of Aides de Camp/ administrative staff needed to command a Corps.*

*NOTE 2: A Corps must always occupy a single region and is a single Stack of Units.. You could separate Units from their Corps to extend your coverage, but they would become an Independent Stack in the process, losing Corps benefits and suffering possible Out of Command Chain penalties as a consequence.*

## *Division*



Figure 9: Hovering your mouse over a Division (1) in the Unit Panel displays its constituent Units (2).



In the game, Divisions are individual units that you can purchase only after your nation has undergone its Army Reform (only France has done it at the start of all 1805 and 1806 scenarios).

Other nations won't have divisions before the Reform, but they can start with some units combined together with a leader. These are remnants of the old military system and cannot be re-created. You are advised to keep them as they are, as breaking up those combinations is a definitive action; i.e. once done the combination cannot be re-created.

## Leadership

Leaders have an enormous impact on the effectiveness and efficiency of military forces. Inadequately led Units suffer movement and combat penalties. Leadership ratings reflect their historical abilities, and these ratings affect almost every aspect of the game. Leaders can be wounded or die, so they may be available for a longer or shorter duration than they were in history. Good performance by a leader can lead to advancement in seniority and promotions. Some leaders are valuable behind the lines for their special abilities to increase recruitment or train conscripts under their command up to a regulars.

At any time, the "Command Cost" of the troops in a Stack is compared with the "Command Points" of the leaders present in order

to determine whether a penalty applies as well as the size of the penalty. To see the details of the calculation, check the tooltip of the command icon of your Stack.

*NOTE: Command Penalties can be quite severe. A small and well-commanded Stack moves much faster and has as much hitting power as a larger Stack lacking leaders.*

Each Unit in a region has a certain Command Cost:

- \* Basic Unit (Brigade or Regiment/Squadron/Battery): 1 to 4
- \* Division: 4

Each leader provides Command Points (CP) to his Stack, depending on his rank:

- \* 1 star: 4
- \* 2 star: 8
- \* 3 or 4 star: 12

The total CP provided by leaders in a Stack is limited to a maximum of 16, no matter how many leaders are present, but this base value can be increased by certain bonuses.

*NOTE: This simulates both the military doctrine of the day, as well as the chaos inevitably generated when a place gets too crowded.*

CP generated by leaders can be further increased by the following bonuses:

- \* Signal Unit present: 2
- \* Recon Unit present: 1
- \* If a Corps or an Army Stack: Army commander's Strategic Rating minus two (can give negative effects too!).
- \* Units in the region are part of a Corps or attached to an Army which includes a capable Aide de Camp (i.e., A non-Army commander leader with a Strategic Rating of 4+ who is in a the Stack): 1

### *Out-of-Command Chain Penalty - Important*

If a Stack is an Independent Stack (*not an Army Stack or a Corps Stack*), then the CP generated by leaders in the Stack will be halved.



## Promoting & Relieving Leaders

Officers who have shown favorable results in their current rank may become eligible for promotion to the next rank. This is shown by a flashing promotion icon on its counter (you also get a message in the Message Log). Be aware that promoting a leader to 3 or 4 star who is considered too junior by the military and political establishment (i.e., there are other more senior officers of the same rank) will cost you NM and VPs, depending on the “bypassed” leaders’ Political Cost.

The same applies to 3 or 4 star leaders assuming Army command if another more senior unassigned leader is bypassed. Finally, relieving an officer from his Army command will also entail a loss in NM proportional to his Political Cost.

Please note that an officer’s abilities may change (for better or worse!) after getting promoted, depending on each individual’s talents.

*NOTE: This only applies at Army level, not at Corps level and below.*

## Unit Attributes

Unit counters are differentiated by the following:

- \* Nationality (background color)
- \* Special Abilities (left hand side)
- \* Unit Type (top right corner, illustrated by a NATO symbol – See Appendices for details)
- \* Combat Power (“PWR” - the numerical value at the top, here 41)
- \* Number of Elements (number of ribbons on the left hand side)
- \* Experience (color of the ribbons on the left hand side)
- \* Cohesion (purple column)
- \* Manpower (green column)
- \* Captured Support Unit (Gray Background with ‘capt.’ noted on Unit also)



## Nationality

Most Units belong to the an organized European state (such as France). Partisans factions can also be activated by events (invasion of the country) or by playing Regional Decisions.

## Special Abilities



Any Special Abilities of the Unit are listed, and their description is on the symbol's tooltip (see also page 79).

*Figure 10: Some Units have Special Abilities, as denoted by the icons on the bottom of the left side.*

## NATO Symbol and Unit Type

There is a NATO symbol on the Unit counter to show the primary type of the elements it contains. For example, an Infantry Brigade is an infantry Unit, but in addition to infantry regiments may contain artillery batteries and cavalry, shown on the Inspection Panel. You can click on any NATO symbol, on the Unit or on the elements, to get even more details.

Each element is of a specific type, with corresponding strengths and weaknesses, as shown in the elements details Window accessed through the Inspection Panel (see *Element Attributes* below). A Unit's characteristics are derived from the attribute values of its elements.

## Upgrading

If new equipment becomes available, elements (sub-units) are automatically upgraded into other, more effective.



## Combat Power

This gives an indication of the lethality and staying power of a Unit during combat. It is a number used to provide a quick and general assessment of a Unit's combat power "pwr", but is not a number

used during battle.

The Combat Software Engine works at the element level, taking each parameter of each element into account to simulate the outcome of every battle (gun range, rate of fire, discipline and such).

*NOTE: Cohesion and Manpower effects are already factored into PWR. E.g. a Division with a Cohesion Level of 1 will have a very low Combat Efficiency.*

*Play Note: A good general will preserve his experienced Units by regularly sending them to the rear area in order to allow rest (i.e., Cohesion recovery) as well as replacement of losses.*

## Number of Elements and Experience

The ribbons on the left-hand side of a Unit indicate both the number of elements in the Unit and their Experience. There are three Experience Levels (bronze, silver and gold). Units gradually gain experience with each battle, increasing both their overall efficiency in combat and maximum Cohesion level.

## Cohesion

Cohesion represents a Unit's general readiness for combat. It is critical to a Unit's overall efficiency as it impacts almost every aspect of the game, such as morale, speed, firepower and the ability to "March to the Sound of the Guns".

Movement and combat reduce a Unit's Cohesion. Resting (see p. 49) gradually improves its Cohesion until it ultimately

*NOTE: A Unit with low Cohesion could suffer from poor morale, desertions and stragglers, exhaustion, disorganization, inadequate training or any other debilitating factor. It will be slow in moving and prone to break during combat.*

reaches its maximum level, which depends on training and Experience. NM affects a Unit's maximum Cohesion and its Cohesion recovery rate when resting.

## *Manpower*

A Unit's remaining number of men, indicating its ability to fight and sustain further damage. Passing the mouse over the PWR number box on a Unit counter shows the manpower and further details instead of the Unit name. This is also indicated by the level of the manpower bar and as a red area within individual element symbols in the Inspection Panel.

## *Element Attributes - Inspection Panel*



Figure 11: Click on an element's NATO Unit type symbol in the Inspection Panel to display the element details window, which provides several pages of detailed information on the Unit and all of its different attributes. Here, the Dragoon Guard's element's details are shown.



Each single element of a Unit has several attributes (such as discipline or weight) influencing a variety of mechanics (combat, transport, etc.) throughout the game, as indicated elsewhere.

## Leader Attributes

Good leadership is essential to win battles. All leaders have strengths and weaknesses as represented by their attributes.



Figure 12: A leader's counter only shows two pieces of information: Rank (number of stars) and Special Abilities (icon(s) in the bottom-left). Selecting a leader displays more data in the Inspection Panel on the right.

In addition to providing CP (see p. 37), as every leader does, the commanding officer of a Stack (i.e. most senior leader of the highest-rank in the Stack) improves the capabilities of his subordinate Units with his Offensive/Defensive Rating (+5% to combat for each point) and his Special Abilities. His Strategic Rating also has a critical impact on the Stack's performance (see below). Units in a Division not only benefit from the benefits just described, but also from their own Division leader's capabilities.

If a leader is alone in a region with enemy Units, he may be detected and eliminated.

*NOTE: Try to use your leaders to the best of their abilities. For instance, some are good on the offensive while others are better at defending.*



Figure 13: More information about a leader can be displayed by clicking on his rank icon. Here, we see that Russian general Wittegenstein lacks any particular traits.

## Rank

Rank is shown by the number of stars on a leader's counter. It determines the CP contribution of a leader (see p. 37), as well as the highest type of command he may assume (Army, Corps or Division).

*NOTE: Be aware that - just like in real life - the most talented officers are not always in command.*

## Special Abilities

Leaders may have Special Abilities, denoted by one or more icons (see p. 121-128). The tooltips will provide more details. They are usually beneficial. Some of these abilities apply at all times and



others conditionally. Likewise, some only apply to certain Units while others affect the whole Stack or even other Stacks in the theater.

*Examples: The Cavalryman Special Ability only benefits cavalry Units and does not apply in mountain terrain, whereas the Ranger Special Ability affects the whole Stack but is only useful in wooded country.*

### *Strategic Rating & Activation - Important*

Each turn, each Stack commanding officer makes a test based on his Strategic Rating. If he fails (indicated by a brown envelope icon on the Stack counter and in the Stack's Inspection Panel), the leader is deemed *inactivated* for the coming Planning Phase and will suffer the following penalties:

- \* Reduced movement (-35% speed)
- \* Combat penalties in hostile regions (up to -35%).
- \* Offensive Posture prohibited (does not affect admirals).

Not being activated can represent delayed orders, over cautiousness, or even incompetence at the operational level or above.

Leaderless troops are always activated, as they don't have leaders, but suffer from movement and combat penalties (due to the lack of CP). They are not prohibited from assuming Offensive Posture (the unknown colonel commanding is willing to take action but is not the best man for the job).

*NOTE: A very cautious Army commander can even impact negatively the Activation Check of subordinate Corps commanders.*

*TECHNICAL NOTE: You may deactivate the activation tests rule in the Options Menu.*

## Offensive & Defensive Ratings

These ratings are used as a bonus in combat when attacking or defending (see p. 104).

## Seniority

Order of seniority differentiates leaders of the same Rank. It is expressed as a number (with 1 being the most senior) and has a direct impact on promotion (see p. 39). Seniority is affected by winning and losing battles. In case of a seniority tie, the officer who held the rank earlier is senior.

## Political Cost

The Political Cost of a leader is a measure of a leader's place within the military hierarchy (Rank and Seniority), as well as his political influence and level of popularity. It has a direct impact on promotion.

## Experience

Leaders gain and lose experience by winning battles and losing battles. This will in turn affect their other attributes.

## Fleets



Figure 14: The Escadre de Brest in its home port.



Naval Stacks are treated in much the same way as land stacks, except that Command Chain rules don't apply. Naval leaders are called Admirals (irrespective of Rank) and cannot command land stacks (and vice-versa). An Admiral makes an Activation Check each turn, but, if he fails, he is only delayed in his actions and not prevented from setting his Fleet to an Offensive Posture.

## Orders

THE GAME IS PLAYED in simultaneous turn mode. This means both sides simultaneously plan their orders for the upcoming weekly turn. This is called the "Planning Phase". Then, the turn's orders are simultaneously resolved during the "Resolution Phase". As a consequence, you cannot accurately predict what is going to happen during the Resolution Phase.

Basically, you can plan your Stack movement and general behavior (see Postures, page 58), but you will have to trust your general's judgment to carry out your orders as well as possible during the turn resolution. Please note however that your Stacks have a limited ability to dynamically adjust to the enemy's movements in the form of Interception Orders (see p. 52) and the 'march to the sound of the guns' mechanism.

In between turns (i.e., after the Resolution Phase of a turn, but before the Planning Phase of the next turn), a number of activities are automatically carried out in the "Hosting Phase", notably Supply distribution and weather-related Attrition.

*NOTE: Your forces will not blindly follow your orders. For instance, if a Stack in Offensive Posture comes across a larger enemy force, it will try to engage as ordered, but will then attempt to retreat once it realizes it is facing a superior enemy.*

## Movement

The default order you issue to your land Stacks is to move by land, but you can combine land movement with naval and river movement. Note that movement is severely restricted by the presence of enemy Units (see p. 70).

Naval Units face limitations depending on their type: some can enter ocean regions while others are limited to coastal regions. Shallow draft vessels are the only ones allowed to move along rivers.

The speed of movement is based on Cohesion, because exhausted and disorganized Units will travel much slower than fully-rested ones. Movement also has a Cohesion Cost, which varies greatly depending on the enemy military presence in the region (see p. 70), as well as the type of terrain crossed and the type of transportation (as indicated below):

Regular Land Unit Movement is affected by weather, terrain type and the level of road infrastructure. Forced March can be faster but greatly increases the Cohesion Cost of movement. Posture also has an influence, with Offensive Posture Units incurring increased Cohesion loss and Passive Posture Units incurring reduced loss. Without any modifications, a Stack moving one day will spend one Cohesion point in doing so.

- \* River Movement costs only a minimal amount of Cohesion and is very fast.
- \* Naval Transport costs only a minimal amount of Cohesion, except in harsh weather.
- \* Ships lose Cohesion depending on the weather and the ship type.

*HISTORICAL NOTE: Great Britain's naval capacity was far superior to that of France and their continental allies.*



*PROCEDURE: Use drag and drop to move each Stack. The estimated number of days required to move from a region to another is indicated for each leg of the movement path. The game will auto-plot a path that is the fastest route, considering terrain and infrastructure and the retarding effect of enemy forces. This may not be the most direct or strategically wise route, so you can also order movement in stages by selecting each leg of the journey yourself. In order to cancel the last leg of a move, press the Delete key. To cancel the whole movement, drag and drop the Stack on its original region. To add another leg to an existing movement path drag and drop the copy of the Stack counter which is shown at its current destination to the next desired destination in its movement path. The Tutorial explains in full detail how to manipulate Stacks.*

In *Wars of Napoleon*, instead of just using the traditional AGEOD drag&drop method to control movement, you can alt-click on the destination region and selected stacks will move towards that destination.

In addition, Units will take a number of hits from Attrition that will cause cohesion loss each time they move (see p. 69).

*NOTE: This simulates the inevitable losses incurred by moving Units (deserters, disease, etc.), especially in inhospitable regions.*

## *Resting*

Units can recover Cohesion if they don't move.

The base daily rate for land Units is 0.75 Cohesion point, modified by:

- \* Entrenched and outside of a structure: +0.5
- \* Inside a structure: +0.75
- \* In a loyal region: up to +0.5
- \* Besieged land Unit: -1.5

- \* Besieger (unless in Passive Posture): -0.5
- \* Land Unit transported aboard a ship: -0.5
- \* Offensive Posture: -0.5
- \* Land Unit in Passive Posture: +1
- \* Irregular: +0.5

The Base Daily Rate for naval Units is two provided the Fleet is in a port (modifiers above are not applicable).

These rates are further modified by NM (see p. 13). Note that the fastest recovery is resting in Passive Posture in a structure within a loyal region. Resting also allows a Unit to gradually fill in its ranks with replacements if you have some available (see p. 98).

## *Traffic penalty*

If you are using the optional rule 'traffic penalty' then moving in the same turn too many units through the same region will create bottlenecks and a slowdown of all movement there.

## *Blocking Movement & Evasion*

Enemy presence (especially Forts) inhibits movement in a land region.

*PLAY NOTE: This basically means you can fall back on friendly regions but are usually prohibited from moving further into enemy territory, unless your force is particularly stealthy and/or the enemy lacks proper reconnaissance Units.*

If this presence is strong enough, your Units won't be able to bypass the defender to penetrate further into the enemy's rear areas unless they fight to push the enemy back. However, some troops are particularly stealthy and can



more easily manage to sneak into the enemy's rear. This is represented by the Patrol and Evasion Values of the moving and blocking Stacks, as well as by the Military Control exerted over the region.

You cannot enter a land region if the enemy's Patrol Value divided by your Evasion Value is greater than your Military Control of the region.

Patrol and Evasion Values also play a role in avoiding combat, if your Stack is on Passive Posture or if you have the 'Evade Combat' Special Order enabled (see p. 56).

*PROCEDURE: Regions your Stack is prohibited from entering will pulsate in red. An icon on the Unit Panel provides you with detailed information.*

## *Patrol Value*

This value represents your troops' ability to block the enemy's movement. The sum of your Units' Patrol Values is added to any Fort's Patrol Value, if present.

*PLAY NOTE: Forts greatly enhance your Patrol Value. Large numbers of troops, especially mobile ones (such as cavalry) also help stop the enemy from infiltrating your territory.*

The level of Military Control you exert over the region also comes into play in this calculation. Note that each Unit type has different Patrol Values depending on its mobility and size.

## *Evasion Value*

This value represents your troops' ability to infiltrate rear areas and to avoid contact with the enemy. Here too, each Unit type has different Evasion Values according to mobility and

*PLAY NOTE: These "cat and mouse" rules allow you to attempt cavalry raids, or prevent the enemy from reaching an important city, if you are in front of him with enough troops.*

size. Stacks qualifying as Small Forces have better Evasion Values. Similarly, Large Forces suffer a penalty. Harsh weather and terrain which provides cover also increase Evasion Values.

## *Finding the Enemy at Sea*

You cannot directly stop an enemy's movement through a sea region (or river), but Evasion and Patrol Values will determine the probability of a naval engagement occurring.

*Example 1: A Raider (high Evasion Value) can reasonably attempt to reach the open sea by outrunning opposing ships.*

*Example 2: Frigates (high Patrol Value) are fast Units which help their Fleet locate and engage any enemy trying to sneak around them.*

*Example 3: Sailing past enemy Forts is always a risky proposition. Some admirals have a special ability that will help.*

## *Interception & Combination*

There are cases where you don't want to move to a specific region but rather intercept a moving enemy Stack wherever it goes. You may also need to join and merge with a friendly Stack. Both are handled similarly.

*PROCEDURE: Drag and drop your Stack onto an enemy or friendly Stack and your army/fleet will attempt to intercept the enemy or join the friendly Stack by adjusting its destination each day toward the then-current location of the targeted Stack. If it does not reach its target during the Resolution Phase, it may continue moving to intercept into a later turn if the target remains visible.*

If your intercepting Stack can't locate the enemy (see p. 62), the intercepting Stack will stop its movement. An enemy Stack you are following may also split, in



which case the intercepting Stack will usually go after the larger enemy formation. Intercepting Stacks also may be engaged by enemy before they arrive at their target.

## Special Orders & Movement



Special Orders allow you to fine-tune how your Stacks move and react to the enemy during the upcoming turn and to issue a wide variety of specialized movement and non-movement orders. Special Orders are located on the Special Orders bar, which is accessed by clicking one of the three Special Orders buttons (rifles, tent, or hammer) to the left of the Stack Panel tabs. Available orders are affected by the type of Unit and current conditions. Note that inactive leaders lose the ability to perform some Special Orders.

*Example: Only Irregulars in difficult terrain will have the "Ambush" Special Order active and available.*

Unless noted otherwise, Special Orders require some kind of check (mostly related to leader and Unit attributes) before they occur in order to determine the extent of success/failure. Special Orders needing days to be completed are always executed first during a turn. If there is any remaining time, your Unit will then carry out its movement order (if any).

\*











**Split Stack:** this order will split the stack in two equivalent parts.

\*




**Ambush:** Non-moving Irregular Units (Partisans, Rangers, etc.) can try to set an ambush in wild, swampy, hilly or forested regions. If they succeed they will have enhanced combat benefits against an enemy


entering the region, including first fire and the possibility of retreating easily.


- \*  **Forced March:** Forced March allows the Stack to move at a faster pace but at a loss in Cohesion due to stragglers. Light Units get a bonus.
- \*  **Enter Structure:** The Stack will enter the friendly city/Fort in the region where it ends its move. Success is automatic. This will also Stack your Units to move into a nearby city (located in the same region) if they suffer from a retreat in battle.
- \*  **Sortie:** Your Stack is currently within a besieged Fort/city. This orders it to join any combat initiated by a relief Stack against the besiegers. If the Stack has a leader, he must be Active.
- \*  **Naval Bombardment:** Your Fleet will bombard the first coastal structure or entrenched position it meets, provided you have a land Stack in the target region. The enemy can retaliate if he has emplaced batteries (trench Level 5+) or a Fort. A structure under bombardment will display a specific on the map.
- \*  **Build Depot:** The Stack will expend two Supply Units and build a Depot in the current region.
- \*  **Destroy Depot:** The Stack will destroy any Depot present in the current region.
- \*  **Build Fortification:** The Stack will expend two Supply Units and four artillery batteries (i.e. elements) to build a field fortification.
- \*  **Destroy Fortification:** The Stack will destroy any low-level Fort in the region





- \*  Delayed Move: units will be delayed by random, 1, 3 or 5 days.


- \*  Distant Unload: The Stack is ordered to unload into the designated land region adjoining the destination sea or river zone of the transporting ships as soon as the ships arrive there.

- \*  Promote Leader: The leader is eligible for promotion to the next rank, though at a possible Political Cost.


- \*  Demote Leader: the opposite of the above. A Political cost will be paid also.


- \*  Enable Divisional Command: Allows this leader to create a division


- \*  Combine Units: The selected Units can be combined into a single one. This is used to form a Division, if a leader with Division command enabled is included. It is also used to merge weakened Units into a stronger one. The Unit selected first will absorb the other Unit, which returns to the Force Pool.


- \*  Split Units: the opposite of the above (e.g., removing all Units from a Division).


- \* Create Unit: not used in this version of the game (reserved for future use).



- \*  Form Army: See p. 34.


- \*  Dismiss Army: See p. 34.


\*  **Create Corps:** See p. 35. This forms a Corps attached to the nearest Army.


\*  **Dismiss Corps from Army:** See p. 35. This detaches a Corps as an independent Stack.


\*  **Intercept:** The moving land or naval Stack will try to intercept an enemy Unit or Stack passing by.



\*   **Evade Combat:** The moving land or naval Stack will try to avoid contact during movement (see p. 48) and will also enter Raid mode (see p. 60). Inactive leaders may not use this order.

\*  **Disband:** selected Stack will be disbanded at a cost in VPs.

\*  **Surrender:** selected Stack will surrender.

\*  **Lease Expeditionary Force:** will select those units you wish to transfer to an ally as an expeditionary force

\*  **Blockade:** your fleet will blockade the nearby port

\*   **Synchronize Movement / Don't Synchronize:** If in the same region, the Army HQ and all subordinate Corps will move together (at the pace of the slowest Corps). *Note: This is selected by default. In addition, when the Army HQ moves, all subordinate Corps in the region will automatically synchronize without needing to use this Special Order, in which case you can use the Don't Synchronize order if you want a subordinate corps NOT to move with the army.*



## Regular Sea Movement

You must use individual transport ships to transport troops by sea. The first type of seaborne (or Riverine) movement is to transport Units from one friendly port to another. In this case the Units automatically disembark when they reach their destination port.

Note that the transporting Fleet needs to have enough transport capacity to do so.

*PROCEDURE: First, merge the transporting Fleet and the Units to be transported in the port of departure, then order the combined Stack to move to the destination port.*

## Embark and Disembark to Port

You can embark Units by dragging them onto the transport Units Stack or Stack Panel Tab and they will sail away after they finish loading. A land Unit contained on a naval transport Unit will automatically disembark upon reaching a port.

## Amphibious Landing

Landing in an enemy region or a region without a port (even if friendly) is a two-step process:

1. Move the transport Fleet and its cargo to a water zone adjacent to the landing spot as you would for a regular transport.
2. The turn after your Fleet reaches its destination, split the Stack and order the detached land Units to move ashore. The Distant Unload order will do this automatically as soon as the Fleet arrives, but will send every land Unit being transported ashore. The Fleet disembarking Units this way can be given a move order and will sail away after disembarking is complete.





3. You can reverse the procedure to embark Units from coastal regions unto naval transports in an adjacent water zone and the transport will sail away according to its orders when the loading is complete.

## *River Movement*

A Stack will move by river using the same procedure as regular sea movement, the difference being that only river-able vessels can be used on the major rivers.

## *Postures*

The offensive or defensive stance of a Stack is called its "posture". Four buttons represent the different postures. Once a posture is selected, a corresponding icon is displayed over the counter as a reminder. The possible postures are:





- \*  **Assault:** Your Stack will attack any detected opponent it comes across. During a siege, your Stack will attempt to storm the Fort/city - expect heavy casualties unless the defenses have been breached (see p. 116).
- \*  **Offensive:** Same as Assault, except during a siege your Stack will not attempt to storm a Fort/City (it will continue the siege instead).
- \*  **Defensive:** Your Stack won't engage enemy Units. If attacked, it will defend with the benefit of the region's terrain bonus, if any. It will continue an ongoing siege.
- \*  **Passive:** This is the same as Defensive Posture but with combat penalties if you are attacked. However your chance of withdrawing from combat is increased. Passive Units also won't increase the Military Control of their region.




# Rules of Engagement (ROE)




The Rules of Engagement options available are different according to the Stack's assigned Posture .

**Assault and Offensive Posture ROEs** The possible ROE options for a Stack in either an Assault or Offensive posture are:

- \*  **All-Out Attack:** A Stack will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.
- \*  **Sustained Attack:** A Stack conducts combat normally. This is the default ROE for Stacks in Assault or Offensive posture.
- \*  **Conservative Attack:** A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- \*  **Feint/Probe Attack:** A Stack attempts to withdraw from the battle beginning with the second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

**Defensive and Passive ROEs** The possible ROE options for a Stack in a Defensive posture are:

- \*  **Hold At All Costs:** A Stack will never attempt to retreat. Routing is still possible. Losses for a defending Stack will be increased.

- \*  Defend: A Stack conducts combat normally. This is the default ROE for Stacks in Defensive or Passive posture.
- \*  Defend and Retreat: A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.
- \*  Retreat if Engaged: A Stack will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. *A 'Retreat if Engaged' ROE is automatically assigned to a Stack adopting a Passive Posture.*

Postures and ROEs are assigned to Stacks individually and independent of assignments made to other Stacks. In other words, it is permissible (and indeed likely) that multiple friendly Stacks located in the same region of the game map will have different Postures and ROEs. Such groupings of Stacks treat the presence of enemy forces according to their individually assigned Postures and ROEs.

## *Raids*

Cutting the enemy's Supply lines and destroying his infrastructure is an important part of military operations. You can set the desired behavior of your Stacks as follows:

- \* Your Stacks will automatically capture any Supply stockpiles from enemy structures which fell into their hands during movement. They will first replenish their own Supply reserves, the remaining Supplies stay on map and change ownership. Structures also remain intact and change hands.



- \* Stacks assigned the “Evade Combat” Special Order are treated as is if they are raiding. After replenishing their Supplies they burn all Supply stockpiles in their path except in their destination region. Structures remain unharmed and simply change hands.
- \* To destroy a Depot or Fort, a Stack must start its move in the target region and use the “Destroy Depot” and/or “Destroy Fort” Special Order. This will take some time and will be resolved before any planned movement, so arriving enemy may interfere.
- \* Raiders are special Units identified by their “Pillage” Special Ability icon (e.g. Russian Cossacks or Spanish partisans). They destroy all Supply, Depots and Forts they come across after replenishing their Supplies.

The probability of successfully carrying out such operations depends on the Pillage Value of the Stack.

Last but not least, marauding raiders block Supply transport through the region they are in. Also, don't forget that you need at least 25% Military Control in a region for your Supplies to pass through it.

*NOTE: If left unopposed, skillful raiders can ruin a Supply network. Significant forces can be tied up defending overextended Supply lines.*

## *Log of War*

A PLAYER WILL ONLY see enemy Units if they are detected. The Hide Value of the enemy Units is compared to the friendly Detection Value in the region: if your Detection Value equals the Hide Value of your opponent, you detect him. Extra Detection points above that increase the accuracy of the intelligence gathered.

## Detection Value

Detection Points in a region are generated by 3 sources (not cumulative, use only the highest value):

1. At least 51% Military Control in your favor: 2 points
2. At least 51% Population Loyalty in your favor: 2 points
3. Troops: Highest Detection Rating present

Detection also extends to adjacent regions but with a -1 reduction. A region is grayed out if your Detection Level there is 0.

## Hide Value

If a Stack is in a region with a structure (friendly or enemy), its Hide Value is set to 1 unless in Passive Posture.

Otherwise, a group possesses the Hide Value of its Unit with the worst Hide Value, modified as follows:

- \* Only leaders present: +1
- \* Small Force or Passive: +1
- \* Large Force: -1
- \* Sneaky terrain: +1
- \* Bad weather: +1

*HINT: Stacks near enemy territory or troops are automatically detected, unless the region is completely wild (i.e. no structure present). Stacks in your rear areas, however, usually remain unspotted. Some Irregular Units such as partisans, Rangers, etc., are good choices to recon and spot enemy Units doing the same.*

See the glossary for definitions of a Small Force or Large Force.



# Supply

SUPPLY IS DIVIDED INTO two categories: General Supply (such as food, water, clothing, etc.) and Ammunition. They are tracked separately but follow the same rules. Armies and Fleets need General Supply each turn to keep operating while Ammunition is only used during battles.

Many Units normally carry two turns worth of General Supply and enough Ammunition to last for two battles. They will try to replenish their stockpile each turn. Hover your mouse over a Stack's cauldron or cannonballs icon to check how much General Supply and Ammunition it carries.

## Out of Supply Penalties

Units lacking General Supply will start taking hits and lose Cohesion. They also incur a moderate combat penalty. Units lacking Ammunition will incur a severe combat penalty.

*NOTE: Supply is absolutely critical to military operations, as starvation, desertion and disease take a great toll on Units.*

## Supply Sources

The basic amounts generated are as follows:

STRUCTURE	GENERAL SUPPLY/LEVEL	AMMUNITION/LEVEL
City	6	0
Depot	4	1
Harbor	3	1
Fort or Redoubt	2	0

This is further modified by:

- \* **Loyalty:** Production is multiplied by [Loyalty + 50 %]. For instance, if a region is completely loyal to your side (100% loyalty) production in the region will be multiplied by 1.5.
- \* **National Morale** (see p. 13)
- \* **Blockade**

You can check the total General Supply generated in a region with its tooltip.

*DESIGN NOTE: These values may further be altered during Beta Testing. Please check the ingame tooltips for the latest values.*

## *Supply Distribution & Depots*

Each structure and Unit in the game will “pull” a certain amount of Supply each turn. This occurs during the Hosting Phase. Supply sources will strive to distribute their Supply surplus to nearby structures and Units that need it. This will trigger a chain reaction, with Supply being forwarded from one structure to another until it reaches the farthest Units/structures. This process is automated and conducted in three consecutive “push” steps taking many parameters into account.

The amount of Supply that can transit through a structure is roughly proportional to its Production Capacity (see above) and the distance covered by your abstracted Supply columns during each step can range from one to five regions depending on:

- \* Terrain
- \* Weather
- \* Enemy presence
- \* Sea or River Transport



*NOTE: Isolated Units – such as Units under siege – will begin to suffer from starvation when their General Supply reserves are depleted.*

You can directly check on the map how much General Supply/ Ammunition is stockpiled and where by using the Supply Filter (see p. 28).

## *River & Sea Transport*

Each turn, the boats left unused during the movement phase (Not in version 1.0 of the game) will be available for Supply distribution. These will be used to transport Supply over friendly river lines. However, enemy Forts and Fleets along a river line block Supply transport past their position.

Britain has the option to transport Supply by sea to coastal areas and ports. The transport capacity depends on the number of transport ships allocated to the various shipping boxes in the sea areas.

*NOTE: Controlling rivers is strategically important, as they allow you to transport great quantities of Supply and men compared to overland Supply paths using roads.*

## *Depots*

Depots are very useful in optimizing your Supply lines. You can build them in critical locations such as Supply bottlenecks or remote areas lacking other structures.

*NOTE 1: Building a Depot network every three to five regions is highly recommended.*

*NOTE 2: Depots are tempting targets for enemy raiders and should be adequately protected.*

These will then act as transit points in order to bridge gaps in your Supply lines, extend the reach of your Supply network and increase Supply throughput. A Depot will attract and then push forward more

Supplies than Level 1-14 cities. When the Supply Filter is active, your Depots will pulsate on the map to help you see their locations.

## Supply Wagons

Supply Wagons are special Units which act as moving Supply stockpiles and thus provide you with limited direct control over Supply. They fill up during the Supply Distribution Phase. Supply Wagons allow you to keep selected Stacks supplied, even if they operate far from their Supply bases. However, this will only last until they become empty and need to be resupplied themselves from a regular Supply source.

Supply Wagons tend to slow down the Stack they accompany and cannot be used by naval Units.

Supply Wagons also have the following additional benefits:

- \* They provide a +10% fire bonus during battles (provided they have some ammo left)
- \* They protect Units from bad weather effects by trading hits for Supply

A Supply Wagon or transport ship is able to supply any land Unit with both General Supply and Ammunition if it is in the same or an adjacent region.

*NOTE: If you have too many depleted Supply Wagons near the front, you can move them back by train to rear areas stockpiles so they get replenished. This is one manual means that players have to control precisely where they want Supply. Most of the micro-management burden is handled by the automated Supply Distribution Phase.*



## Naval Units

*NOTE: Any Naval Transport Unit in the corresponding Naval Commercial Box will also help shuffling supply to coastal regions related to that commercial box. Naval Supply is as important as supplying your land Units, and can be trickier. Ships with low supply will lose cohesion quickly and must be returned to port to regain it. By manually rotating fully-Supplied transports to the naval boxes you can maintain them at sea for a much longer time (until they need to replenish Ammunition in port).*

Fleets at sea can replenish General Supply from adjacent land regions with a stockpile, but they can only replenish Ammunition while in port.

Naval Transport Units can also be used to manually transport General Supply for troops located in adjacent coastal regions, similar to Supply Wagons.

## Foraging

Out-of-Supply Units located in an enemy region have a chance of finding enough subsistence by foraging to momentarily avoid the penalties due to lack of General Supply. This depends on the terrain and Civilization Level of the region, as well as the time of year. A leader with the "Forage" Special Ability also improves his Stack's chances. One at a time, each Out-of-Supply element will make its own test to see if it forages enough General Supply.

However, as soon as a single test is failed, the region is

*TECHNICAL NOTE: The Supply calculations use sophisticated pathfinding algorithms that can take between 5 and 30 seconds to process, depending on scenario size and your CPU's power.*






considered to have been looted and pillaged, as shown by this icon, and will not provide any more Supply until it recovers, which happens during the harvest season.



## Climate & Weather

**W**EATHER PLAYS A CRITICAL role in the conduct of operations. It affects movement, Supply and combat in many ways, as shown on the following chart.

*IMPORTANT: Stacks in a reasonably loyal region with a friendly structure ignore Attrition due to bad weather. Please note that the Stack does not need to be located within the structure to benefit from its protection: the structure provides shelter to all Stacks in the region, both within and outside the structure (this avoids needless micro-management).*

WEATHER	MOVEMENT & SUPPLY TRANSPORT	COMBAT	ATTRITION
Mud 	Moderate penalty. River crossing more difficult.	Slight penalty for the Attacker	Mountain regions suffer Attrition
Snow 	Moderate penalty.	Moderate penalty for the attacker. Battles start at close range.	All Stacks suffer Attrition (unless sheltered)
Frozen 	Moderate penalty.  Bodies of water may freeze, as shown by this icon.	Moderate penalty for the attacker.	Same as Snow, with slightly greater losses
Blizzard 	Severe penalty. Bodies of water may freeze.	Severe penalty for the attacker. Battles start at close range.	Same as Frozen, with even greater losses



# Attrition

CONTRARY TO POPULAR BELIEF, most casualties during wars in this period were caused by Attrition (disease, cold, desertion, etc.) rather than direct battle losses. In WoN, the following activities will result in Units taking hits:

\* **Movement:**

Hits are proportional to the Cohesion cost of the move (see p. 48).

\* **Desert Terrain:**

Each turn spent in desert terrain results in *severe* Attrition losses.

\* **Lack of General Supply:**

Units will take Attrition hits (in addition to Cohesion losses and combat penalties, see p. 63)

\* **Bad Weather:**

Units lacking shelter will take a number of hits depending on the severity of weather conditions (see table above). Supply Wagons (see p. 66) in a Stack automatically "shield" Units from Attrition by expending 5 General Supply points per Attrition hit negated. Fleets do not enjoy this benefit.

\* **Epidemics:**

Large concentrations of troops are particularly vulnerable to disease.

Attrition is slightly reduced if in civilized regions ( $\times 0.9$ ), if there is a Supply Wagon present in the Stack ( $\times 0.9$ ), or if Units are entrenched ( $\times 0.8$ ).

# Military Control

**M**ILITARY CONTROL IS REPRESENTED as a percentage of control in each region. As such, a region's control ranges from 50/50, representing a region that is equally contested by both sides, to 100/0, where one side has absolute control of the region.

If both sides have troops present in a region, neither may increase Military Control until one side assumes an Offensive Posture (see p. 58) in an attempt to increase control of the region. If the attacker is successful, the beaten defender will lose a portion of Military Control and either retreat locally, in which case it will stay in the region, or retreat to an adjacent region if soundly defeated.

Note that Stacks in Passive Posture or those composed exclusively of support Units will not contest control of a region, meaning the enemy will increase its Military Control without fighting.

If you manage to push back the enemy from a region and leave some Units to occupy it, you will gain complete Military Control in one or two turns, depending of the amount of troops you have. A Corps on the march can even convert a region in a few days!

## Effects

Having Military Control of a region greatly increases both your chances of stopping an enemy Stack trying to cross it (see p. 50) and the Cohesion cost incurred by enemy Units moving into/through the region. It also affects the chances of a Corps successfully "Marching to the Sound of the Guns" (see p. 37).

*NOTE: Engaging in a battle deep within enemy territory is a very risky proposition, as losing will result in complete destruction for lack of a retreat path!*



In addition, if you control at least 51% of a region your Detection Level will increase (see p. 62).

Finally, you cannot retreat from battle into completely hostile regions (i.e. less than 5% Military Control).

In regions with 5% or less Military Control (i.e., enemy territory), a Stack will automatically adopt Offensive Posture in an attempt to get a foothold there. However, Stacks in Passive Posture or those composed entirely of cavalry, Irregulars or support Units may transit

through enemy territory without switching Posture.

During amphibious assaults and river crossings into regions where you have 10% or less Military Control, your posture is also

automatically set to Offensive (unless the Stack is entirely composed of Irregulars).

*NOTE: When penetrating into enemy territory, a Stack will have to face opposing forces blocking the main avenues of advance, unless it is fast-moving/stealthy enough to attempt infiltration deeper into enemy territory. A Stack can also attempt to retreat to its lines through enemy territory, trying to avoid contact.*

*NOTE: Armies amphibiously landing or crossing a river have no choice but to fight the enemy defending the crossing or beach at a disadvantage. However, Stacks crossing/landing into a region where you previously secured a beachhead/bridgehead (more than 10% Military Control) can reinforce it without fighting. Irregulars are also considered stealthy enough to cross/land unopposed.*

## Controlling Structures

To control a structure, you must simply be the latest to have occupied it with a combat Unit.

*NOTE: You don't necessarily need to leave a Unit garrisoning the structure, although it is good practice to do so even if it has its own "auto-garrison" Unit.*

Partisans will only take control of a city if the population in the area is friendly (51% Loyalty or more). They cannot capture Depots or Forts and will instead destroy them automatically.

## Loyalty

**L**OYALTY IS A MEASURE of the local population's inclination for one side or the other and is independent of Military Control. You can quickly occupy an enemy region with your troops, but winning its population to your side is a far slower process. High Loyalty within a region will give the following benefits:

## Loyalty Effects

- \* You don't need to garrison Objectives in order to earn VPs.
- \* The locals will provide you some intelligence as to the enemy's whereabouts (see p. 62).
- \* The region will produce more Supply, Money, and Resources.
- \* If the enemy occupies a region loyal to your side without leaving enough of a garrison, its Military Control will gradually shift in your favor and there is a chance that Partisans will appear in the region.
- \* If a region is very hostile to the occupant (10% or less Loyalty), non-garrisoned cities may even openly revolt, in which case an enemy Unit will appear and take control of the city.
- \* You can ask for regions with high loyalty when negotiating peace treaties (see Diplomacy)



## Influencing Loyalty

Over time, Martial Law imposed by the occupant will slowly shift a region's Loyalty in his favor. This is particularly true if a leader with the "Occupier" Special Ability is present, but the process remains a slow one. The only way to really get population to stop supporting their original side is to demoralize the enemy by capturing Strategic Cities. Each time this happens, the bad news triggers a wave of Loyalty Checks across the map depending on the distance:

- \* One check for each Strategic City on the map
- \* One check for each region with a Strategic City in the State
- \* One check for each adjacent region

*NOTE: The news spread faster in large cities, and their psychological impact is highly influenced by proximity. Conversely, remote areas are less volatile in their loyalties.*

## The War Economy (Resources)

**T**O RAISE UNITS, you will need Men, Money, War Supplies and Horses : this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each Country can only provide a limited share of its resources to your war effort.

### Men and Horses



You will receive these two key resources from two main sources. Regular additions to your force pools will come from cities and regions you own. In addition, you

can use various regional decisions to raise extra manpower and requisition extra horses.

## Money



In addition to Men and War Supplies, every Unit and replacement has a cost in Money, as do most of the Government or Diplomatic Policy options. Money is produced each turn in places such as your national capital, key regions of the nation (i.e. wealthy agricultural lands), financial centers, arsenals, foundries, trade ports and other structures of various kinds. You can also raise extra money by emergency measures such as plundering regions.

## Supplies

Supplies come in three varieties in Wars of Napoleon. Cities will produce these three kinds of supplies each turn based on their size.

## War Supplies



This is a general term representing the heavier equipment needed by your troops. Heavy ships and artillery cost lots of War Supplies, as they require industrial capacity and raw materials. Infantry, on the other hand, costs few, since rifles and other light equipment are easier to manufacture.

## General Supply

Armies and Fleets need food, clothing, and other basic supplies to keep on moving and fighting. These are all grouped into the term



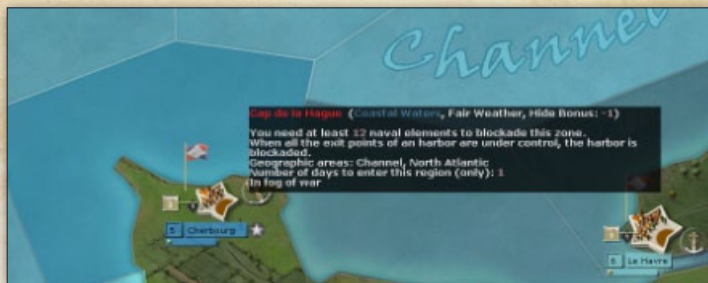
“General Supply” (as opposed to “War Supplies”) and are distributed to your Depots and your troops every turn (see p. 64).

## *Ammunition*

Another commodity you will need to keep your troops battle ready is Ammunition, which is tracked separately from General Supply but otherwise follows the same production and distribution mechanisms.

## *Blockade & Raiding Commerce*

The British, with their mighty Fleet, will strive to block French commerce with the rest of the world in order to ruin their export-oriented economy. In Wars of Napoleon there is only way to blockade a port and that is by stationing enough ships off shore.



Each eligible port will indicate how many naval elements are needed to blockade.

The French can try to slip out of their ports with “blockade runners” loaded with trade goods

*PROCEDURE: Station enough war ships in the sea zone(s) or river stretch (if an inland port) connecting a harbor to the open sea and you will see a “blockade” icon on the map.*



*PROCEDURE: This is handled using a regional decision*

Finally, both the French and British can engage in economic warfare. Various regional decisions allow for smuggling, counter-blockades and forcing French merchant ships to carry vital war supplies rather than luxury goods.

## *Raising Units*



Units are raised via the Construction Mode. To enter Construction Mode, just click on the first round button on the top-left part of the interface (the one showing a gear).

## *Construction Filters*



The Construction Mode is used to allow you to build new Units for the nation you are playing. Of course, some limitations are applied, such as how many your nation is allowed to have (the "Force Pool" concept) in the field, the various assets needed to pay for the construction (recruits, money and war supplies) and also the location of the build, as it is not always possible to construct all kinds of Units everywhere.

There are some filters buttons that are used to switch between the various construction possibilities. One set allows you to filter constructions by Unit types while the other allows filtering by sections of the country. In both cases, you may click on the first button (showing 3 stars) to return to the whole list (all Units, all departments).



## Constructible Units



Figure 22: French cavalry units available at the start

Constructible Units are listed in the main interface. You can see all those Units that are still available for construction, and the number of them is indicated in the white square on the upper-left corner of the Unit stamp. A tooltip on each Unit gives you indication on the number of these on map, name, costs in the various assets required (Money, Men, War Supplies) and construction time (in number of days).

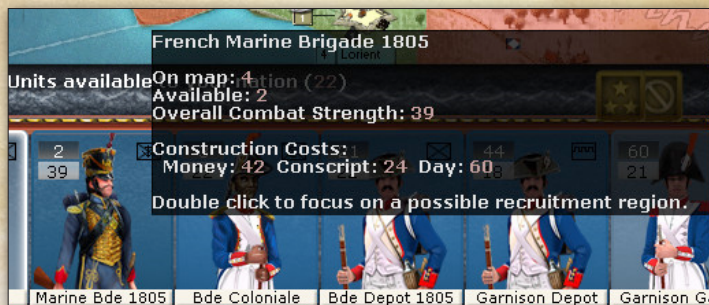
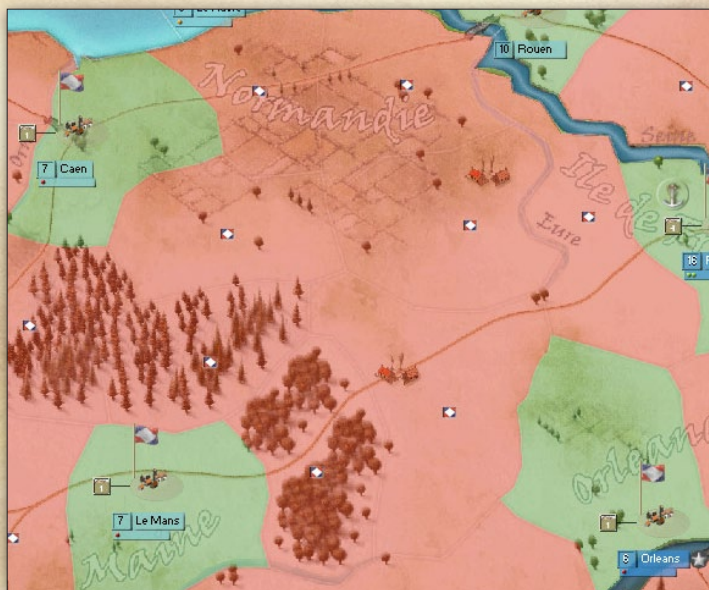


Figure 23: French Marine brigade: 4 are already on map and 2 more can be raised, as indicated by the tooltip

## Where to Raise Units

When you select a Unit to raise, the map coloring changes and shows you regions in either a green, orange or red background. You can see where a Unit can be dropped for construction as the region is in a green color.



If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the assets to do so (Note: drop the Unit there and the error message will tell you the reason). Finally, all regions where construction would not be allowed are colored in a red background. You can find out why by mousing over the red colored region.

In this game, Unit construction is usually only possible in cities originally belonging to your own nation in 1805. For instance, you cannot build Units in conquered enemy cities.

*NOTE: each Unit has a certain construction weight and a given region has a maximum weight of construction it can support at any one time. This is to represent capacity limits and the distributed nature of recruitment and training.*





Figure 24: Map shows where the French could raise the Marine Brigade selected above.

It is also possible to see the statistics of the elements of the Unit to be raised by clicking on the NATO symbols in the Inspection Panel on the bottom right pane while the Unit is selected.

## NEW

You can now assign the construction of your units so that they “gather” at selected location, which avoids the tedious process of finding each unit on the map and then moving it to a gathering point. To do so, just click on one of the three buttons located in the middle of the construction panel (see below)



Figure 24b: shows the automatic gathering buttons in the middle of the construction panel.

Once their build is complete, the units will move by themselves automatically to the gathering point(s) you have selected when giving the construction order.

### *How to Raise Units*

Select the Unit you wish to raise and drag and drop it on the map in a green-colored region. In other regions, the drag & drop will be refused and a short message will appear in the top part of the interface explaining why: it is usually because the capacity of the chosen site would be exceeded or you lack one (or more) of the required assets (see below).

#### POSSIBLE CAUSES PREVENTING THE CONSTRUCTION OF UNITS

If the region is in green, you can build the Unit. If the region is in yellow/orange, you could theoretically, if you had enough resources. If the region is in red, there is at least one regional constraint preventing you from building/construction the Unit. Some possible causes are:

- \* No available Unit in the Force Pool.
- \* The region's build weight capacity is exceeded.
- \* The Unit is a ship and there is no harbor.
- \* The region is not playable in this scenario.
- \* You don't have enough Military Control in the region.
- \* The loyalty of the region is too low or the region is in riot (i.e. a demonstration card has been played there)
- \* The Unit needs soldiers and the region does not have enough population.
- \* A specific required structure is not there (e.g., War Supplies production for Artillery Units).
- \* The Unit can only be built in some parts of the map (e.g., British Units are raised in England).
- \* The Unit can only be built in the capital.



There are some rarer causes preventing you from building in a given region. In all cases, the tooltip will give you the reason.

## *Construction Assets and Limits*

To raise Units, you need Men, Money and War Supplies: this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each owned city of your home nation (most conquered cities do not contribute, except for some rare cases) can only provide a limited share of its total resources to your war effort.

### CONSCRIPTS



Except for a very few places which raise a small number of recruits every turn, the only way of recruiting more men is through exercise of Historical Options.

### MONEY



Money is produced each turn in a few places such as your national capital or key financial or commercial centers (e.g. major trade ports, central bank, gold mines), but those sources of income are marginal. The great bulk of your income will proceed from exceptional events (rarely) and, above all, Financial Options taken by the government, such as taxes.

### WAR SUPPLIES



This is a general term representing the heavy equipment needed by some Units. Artillery (mostly) and Cavalry (less) cost usually a lot of War Supplies, as they require industrial capacity, horses and raw materials. Infantry, on the other hand, are easier to build, as muskets and other light equipment are easier to manufacture and therefore represented by the Money cost of the Unit.

## HORSES



This is a general term representing the horses needed to mount your cavalry units (or some special units such as horse-artillery).

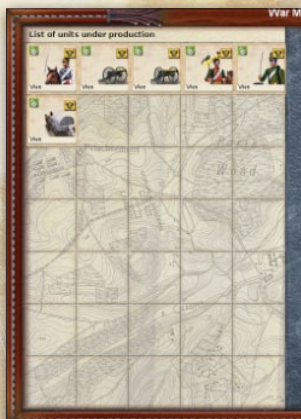
## *Force Pools*

Each Nation can only field a limited number of troops at any time. This is what is called its Force Pool (FP). In addition, if all of a Nation's Units are in play, the Nation can't produce more Units until some are eliminated.

## *Units under Construction on the Map*

Units appear immediately on the map on the same turn as you request them, but they start completely depleted in Strength and Cohesion, as they are gathering men, training them, collecting supplies, etc.

- \* Such Units cannot be moved and are basically defenseless.
- \* Their status is indicated by a red label. The label on the Unit will change color progressively (to a white color) as the construction process advances.
- \* Their various components are shown in red (i.e., depleted) and will fill up progressively over time.



*Figure 25: a view of the War Ministry Screen showing Units in production*



*NOTE: Ideally, you should wait until they have completed their training (i.e., health and cohesion is at 100%) before ordering them in harm's way. You can move them in passive mode toward their destination though; they will continue to be completed (all soldiers and equipment are considered present, but the troops are still very green). Note that when a Unit can be moved you get a message in the Message Panel.*

After a while, Units under construction progressively lose this 'special' status and can be moved, but rushing those green Units into combat should best be avoided. To get a summary of your Units under

construction, press F3 and open the War Department window.

## *Build Duration*

The build duration is indicated in the tooltip when you hover over the Unit under construction. This is the time in days needed for a Unit to reach its full Strength and Cohesion and depends on Unit type (as well as National Morale which influences it). Within the Unit, the various elements will achieve 100% health at their own construction speed (in essence the time indicated for the whole Unit is the time of the element which takes the longest to build/recruit).

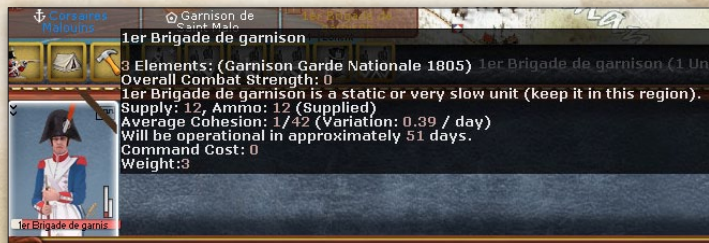


Figure 26: This garrison brigade will be ready in 51 days

*Example: Militia are low-quality troops best for garrison duty or defending fortified positions but have a fast build rate, while Cavalry takes quite a while longer to complete .*

## *Partisans*

Partisans can appear in regions where they were historically active. They appear when the enemy controls most of the territory but with too few troops. These Partisan Units are generated using regional decisions available to some countries.

These Units – despite their poor combat capacity – are fast, difficult to locate, can lay ambushes and don't need leaders to operate. If they leave their home state they are severely penalized.

*Example: Partisans are typically used to disrupt enemy Supply.*

Most Partisan Units are created via the play of Regional Decisions cards.



*Figure 27: some of the possible partisan-related cards (see Appendix for details)*

When faced by Partisans, you will have to guard important locations and generally patrol the area and attempt to engage them.

However, they will often escape unless your patrols are very mobile.

## *Gameplay: Army Organization and Troop Roles*

The game parallels history in representing the importance of combined arms to victory– infantry, artillery, cavalry, and supporting



specialized combat troops and support troops all have their role to play. Infantry normally make up the entire front line in battle and the reserves that can replace battered front-line regiments. Artillery has the advantage of longer range and supports the infantry with their fire from the second line. Cavalry is excellent for detecting the enemy and pursuing fleeing enemy, as well as raiding. The attributes of other more specialized troops provide their own situational benefits.

For these reasons, artillery is usually present at the Division level for direct fire support of their own Division and also present at the Corps and Army level from which it can be committed to battle when needed. A few cavalry regiments per Stack (e.g., Corps) is required for most purposes. Some infantry, cavalry and artillery with the Army HQ can prove a useful reserve to support its Corps – whether a high-quality or low-quality reserve is best is a command decision. Leaders with abilities that apply to an officer's Stack even if he is not in command are very useful in building strong formations.

Supply Wagons slow the Corps but provide important bonuses and incur no CP cost, so one or more Supply Wagon Units are advisable. Sometimes that extra delay is essential to be able to maintain a campaign.

It is sometimes worthwhile to create multiple small independent Stacks to avoid a large CP penalty, but this risks the separate forces being defeated in detail by a concentrated enemy force.

Partisans, and small raiding forces can be elusive and tie down many detachments in garrisons of strategic points. They are best chased down with a mix of flying columns (mounted troops and horse artillery with leaders having relevant bonuses) and a network of garrisons to obstruct enemy freedom of movement. Beware of using unguarded Supply Wagons or Depots with these forces roaming around.

Captured Units are usually remnants of artillery formations. These Units can be useful support in fortified positions or for militia and second-line Units. However, captured Units usually do not receive replacements (a.k.a. "field repair").

Garrison troops are designed to defend a fixed position, so have a CP cost but move extremely slowly, so effectively moving them to more useful spots requires waterborne transport.

## *Dealing with Your Neighbors: Diplomacy*

### *Overview*

**D**URING THE GRAND CAMPAIGN, it will be very important to engage in diplomacy, as no nation, France included, can resist alone the pressure of a coalition of several major European nations.

To conduct Diplomacy, access the Foreign Ministry with F6. Countries receive diplomats regularly, with the number varying by country. Major nations receive much more, with some bonus from famous diplomats like Talleyrand. Since most actions use up one or more Diplomats it remains useful to always keep some diplomats in reserve although making peace costs no diplomat.

The Grand Campaign Scenarios are based on the assumption that Britain and France are at war for the full 10 years. However, other nations can form alliances, fight on either side or even fight amongst themselves. This makes Diplomacy in Wars of Napoleon more complex than it is in many other AGEOD games.

This image on the right shows the early game relations between Russia and Austria. In the middle of the two rulers it shows Russia's relations with every state active in the game. You can swap perspective by clicking on the different powers to see their diplomatic relations.





*You can access the diplomacy interface via the ledger or the F6 screen.*

Relationship Rating

Each nation has a Relationship Rating towards all other countries, ranging from -100 (hate) to +100 (very friendly). Negative values will slowly drift towards 0 unless you intervene to ensure they stay low. The relationship rating reflects the close ties, visceral hatred, or indifference between you and every other nation. It is rare indeed for a Great Power to be loved by all nations; after all, there are reasons why your nation became a Great Power! Becoming a diplomatic paragon of virtue will require a heavy investment of time and effort in bettering relations between your country and others and an absence of military conflict. Historically, this was nearly impossible during the Napoleonic Era, and so it is very difficult to achieve in the game.

The Relationship Rating is reciprocal, so if Great Britain is friendly towards Russia, then Russia will be equally friendly towards Great Britain. Be warned! If your nation is unfriendly towards another, major nation then they will automatically respond in kind. Minor nations are sometime more prudent and are more easily bullied.

If controlled by AIs, some countries start with, or acquire, biases for or against others countries, which are usually mutual (e.g., Russia vs. Ottoman Empire or France vs. Austria).

Diplomatic actions such as State Visits do much to improve your diplomatic ties; others will be remembered not only by the object of your aggression, but by the other major nations for a very long time.

Last but not least, Great-Britain and France are always at war with one another. Great-Britain will be the head of the Coalition (against the French Empire) whereas France is the leader of the French Alliance, at war with perfidious Albion.

### *Impact of the Relationship Rating on Diplomacy*

- \* The Relationship Rating does not “do” anything by itself; it is simply a rating of how your nation relates to another.
- \* The Relationship Rating plays a major role in determining whether another nation will agree to your proposed treaties and ultimately whether a nation will go to war with your nation, ally with (or against) you, or not.
- \* The Relationship Rating can be viewed by browsing the top-center list of countries when checking the Diplomacy window.

### *Issuing Diplomatic Requests*

As a major nation, you have the ability to issue a wide variety of diplomatic requests, from State Visits to Declarations of War. These



can be broken into several key activities: Treaties, Declarations of War, and Other Diplomatic Actions.

### *Diplomatic Time Delay and Bilateral Diplomatic Requests*

As this is a turn-based game, the delay between the sending and receiving of a diplomatic message is an integral part of the diplomatic and gameplay systems. In the 19th century, communications were limited by travel times. Even with good carriages, diplomats and sensitive diplomatic materials traveled no faster than available transportation, taking days or weeks to arrive and be presented at their destination.

Consequently, there is a delay between a nation's suggestion of a diplomatic action and another country's response. After receiving the message, the other country can then do two things: respond to the request (by agreeing or rejecting it) or ignore it completely – which may represent a deliberate insult or simply diplomatically shuffling the issue off into interminable discussions.

### *Diplomatic Time Delay and Unilateral Diplomatic Actions*

Only Bilateral Diplomatic Requests require a time delay. For actions that are unilateral, there is no need to wait for the other side's reply. A Declaration of War, for example, does not require any diplomatic action from the opposing power. The war will be in effect as soon as the turn is processed by the game.

## *Responding to Diplomatic Requests*

If we switch to the receiving side of an action, with you being the target of a request (someone sends you an "Ask for A State Visit"), then your next action is to reply. The types of replies can be viewed in the category "Treaties/actions pending your reply." Here you can accept, decline, or even not bother to reply.

Being rude is part of the diplomacy game!

## *Treaties*

Viewing, signing, or breaking treaties is also all done through the Diplomacy window (hotkey F6). The window initially presents you with your country (to the left) and another country (to the right), with portraits of each country's rulers. Within this window, you can view all countries or filter them by different criteria for ease of search. For example, you can list only major nations with whom you have a cordial relationship.

## *Treaty Categories*

At a given moment you can see one out of four treaty categories (or diplomatic actions):

- \* Treaties/actions in effect
- \* Treaties/actions pending your reply
- \* Treaties/actions you sent this turn
- \* Potential treaties/actions (what you can do)

So, if you wish to see the potential dealings you can have with a given country (the one listed to the right), click on the fourth





category to view a list of actions, including “Declare War” and “Ask for a State Visit.”

What you sent this turn (new actions or reply to a request) can be viewed in the category “Treaties/actions you sent this turn.” Review what you sent at your leisure; if you change your mind, simply delete the reply and start again.

And then there is “Treaties/actions in effect.” This category lists the actions you have in effect with all other countries in the world, and not just the target country as listed to the right of the screen. Some treaties are in effect at the beginning of the scenario, such as the lingering defensive treaty between Austria and Russia.

### THE TREATY INTERFACE

An interesting feature of the interface is that you can change who is viewing (the left country) whom (the right country). You can do so just by clicking on one of the country flags to switch them and then choosing another country to view. This way, you can view what treaties are in effect (or the relationships) between other countries, say Russia and Prussia even though you are playing as Great Britain.

*Example: You start as Great Britain, and the country initially viewed is France. Choose to view Prussia by clicking on Prussia in the list of countries from the top-center list. Now, Great Britain is checking on Prussia. Click on the Prussian flag. You have just reversed the view, and Prussia is looking at Great Britain. The last thing you do is, again, select (from the top-center list) Russia, and voila, Prussia is looking at Russia in three clicks.*

# *Declaring War: Country Types and the Casus Belli*

In an attempt to maintain historical accuracy and the period-specific military, economic, and diplomatic actions that defined the XIX century, we have divided the world into four distinct categories for ease of play and understanding: Organized Major Countries (also called major nations), Organized Minor Countries (also called minor nations), Unorganized (or feudal) Countries, and Tribal Countries.

## *Nation Types*

The type of nation that you are playing has a major impact on gameplay. Simply put, the level of social, cultural, diplomatic, political, and military organization based on 19th-century concepts of a nation-state is how the game differentiates one country from another.

### **MAJOR NATIONS: ORGANIZED MAJOR COUNTRY**

These are the major nations of the 19th century. They possess strong diplomatic, economic, military, and cultural strengths and are able (and willing!) to spread past their current borders to accomplish their strategic goals. The Great Powers include Great-Britain, France, Prussia, Austria, Russia, and Spain. Players can only pick one of the Organized Major Countries (or The Ottomans) in the initial release version of the game.

### **MINOR NATIONS: ORGANIZED MINOR COUNTRY**

These are nation-states, in the European sense of the word, capable of conducting diplomatic and other relations with major nations, but lacking the diplomatic skill, commercial, and military strength to



compete with them. Historical examples include Bavaria or Portugal. A major nation can declare war to a minor nation without forging a casus-belli.

#### UNORGANIZED OR FEUDAL COUNTRY

The nation is recognized as a 'country' by the others nations, but is at a lower developmental level than an Organized Country. Historical examples include the Turks (Ottoman Empire) which is still supporting a feudal structure.

#### TRIBAL COUNTRY

This region or group of regions is dominated by organized and semi-organized tribal groups that have yet to reach the point of being a traditional nation-state.

### *Major Nations and Other Nation-States*

Declaring war is a serious affair when you are a major nation or other nation-state. You can't declare war on any other nation-state if you lack what is called a "Casus Belli" (CB), or "Cause of War." Without a CB, it is not possible to make a Declaration of War, except as a result of a Crisis between you and the other country. Warmongers should not fear, however! You can purposefully instigate a diplomatic Crisis over time to generate a CB, and you can always declare war on minor nations and Tribal Countries (but not on feudal countries).

#### CASUS BELLI (CB)

You must have a CB to declare war on any country, other than Tribal and minor Countries. A CB can be obtained against another country either by having your diplomats create one, by an event or by the target country's possession of a region that should rightfully belong to you - you automatically get casus belli against someone

who holds a region you claim if it is not national to them (unlike a casus belli you forge with your diplomats, this does not give them a reciprocal casus belli against you). Be aware, however, than more than one country can legitimately claim a region.



#### TRIBAL COUNTRIES AND DECLARATION OF WAR

For conflict against Tribal countries (i.e., unorganized tribal areas, or large tribal confederations that did not meet the European standard of a nation during the period), war is much simpler. Nations can declare war on Tribal countries without a CB by simply issuing a Declaration of War. Even simpler, a tribal nation is at war with you automatically as long as your relationship is -25 or worse.

## *Diplomatic Actions, by Type*


#### BILATERAL DIPLOMATIC ACTIONS


These actions are "bilateral" in nature, meaning they require the consent or participation of other nations to take place. AI nations may reject proposals for various reasons, and the reason they offer may not be the actual or sole cause. Among reasons for rejection are bad relations, having too much prestige, a higher game score than theirs, having an Imperialist ruler or different form of government, presence of local alliances or local support, or just traditional animosity or mistrust.


- \*  **Propose State Visit (1 Diplomat):** Propose a state visit to improve relations. If accepted, it lasts several turns and provides a random 1-5 relationship bonus at the end. This is the best way to raise relations. There is then a 12 turn waiting period before you may make another state visit.
- \*  **Offer Defensive Treaty (4 Diplomats):** This treaty lasts until terminated by cancellation, by failure to perform





one's obligations, or by having a bad relationship with the treaty leader. This incites strongly each party to declare war against any aggression against the other partner and provides a casus belli allowing you to do so – if you don't before it expires, you lose victory points and the treaty is broken. This also provides Mutual Supply and Mutual Passage rights during both peace and war.

\*  Offer enters Alliance/Coalition (4 Diplomats): This treaty can only be proposed by Great-Britain (Coalition) or France (Alliance). It lasts until terminated by cancellation or by having a bad relationship with the treaty leader. Contrary to the defensive treaty, you'll automatically declare war against any enemy of your treaty partner. This also provides Mutual Supply and Mutual Passage rights during both peace and war.

\*  Request Supply Right (1 Diplomat): Requests the right to supply your ships in their harbors, and, if combined with Passage Rights, can supply your land troops on the other's soil.

\*  Propose Mutual Supply (1 Diplomat): Both nations can supply their ships in each other's harbors, and, if combined with Passage Rights, can supply their land troops on the other's soil.



\*  Request Passage Right (1 Diplomat): Ask for the right to move troops on their soil.

\*  Offer Peace (0 Diplomat): Offer peace treaty as winner (or loser) of the war. You may then select from among various peace terms. To the extent you demand less than your war score allows, this improves your ability to improve relations after the war. If a peace offer is accepted, both countries are at peace and a 6 month (24 turn) truce applies. Occupying troops have a 24 turn right of passage so they can leave the country (using the Supplies they are carrying or pillage) and after that period are automatically displaced to their nearest national region.

- \* **Pay Reparations:** Annual payments of State Funds for a fixed number of years. These are cancelled in the event of war between the nations, postponed if the debtor is unable to pay. The reparations percentage is based on the target's economic base value (to be shown in the Objectives window).
- \* **Claimed Regions:** Acquire regions to which you have a claim. War score is greater for national regions of the current owner.
- \* **Liberate Nations:** Free one or more nations oppressed by your enemy. This includes the national capital and adjacent regions to the capital that are owned by the loser of the war. Your relations with the new nation will be neutral.
- \* **Demobilize Army/Scuttle Ships:** You can force them to immediately reduce either their land troops or armed ships, or both. First, the loser loses this percentage of all replacements, rounded up. Second, the loser then disbands this percentage of their army's elements, or naval military elements. This is done automatically by the game – this may demobilize the least experienced Units, but may not demobilize any militia types (or static or fortress Units) until all line troops are demobilized. They pay any prestige cost of demobilized elements; no officers or conscripts are returned to their pool. Automatic garrisons are excluded from this calculation. The larger the army or navy, then more war score is needed to demobilize it.




#### UNILATERAL DIPLOMATIC ACTIONS

The following actions do not require the consent or cooperation of other nations.

- \*  **Declare War** (1 Diplomat): a Declaration of War (DOW) requires casus belli unless against a minor nation or tribal nation).
- \*  **Promise Local Support** (2 Diplomats): Tell the other nation that you will support them in case of war. There



is no obligation though even if a CB is provided to you in this case. On the plus side, support a nation makes others countries, if handled by AI, less prone to attack it. On the negative side if your supported gets attacked, you lose victory points, in all cases.

- \*  Give Supply Right (1 Diplomat): Give the target nation the right to supply ships in your harbors, and, if combined with a Passage Right, to supply its land troops when on your soil.
- \*  Give Passage Right (1 Diplomat): Give the target nations the right to move Units into your soil.
- \*  Forge Casus Belli (4 Diplomats, some victory points): A cause of war is being forged to justify a later declaration of war. This item requires Rulers with a minimum of 5 Imperialism points and has a relatively low success chance (from 10% to 20% depending of your ruler). In case of failure, only part of the cost will be spent. Clicking delivers this to the target nation. A Casus Belli allows either side to declare war and normally exists for one year (24 turns).
- \* Reject a Proposal (under the "Treaty to Reply" view)

## *Managing your Nation*

THE LEDGER PROVIDES a number of boxes that are critical to managing your nation

### *Forces*

This is a list of all your Units currently on the map. Check the tooltips for sorting options (in this case it only shows active land units and they have been sorted by region).







Figure 15: Russian Production in the early game

## Military Reforms



This screen allows you to choose new reforms as the game progresses.

The impact of each option can be seen by hovering your mouse over the image.

## Strategic Map

This provides a useful overview of the location of your forces. Clicking on a formation will take you back to the main map.



## Objectives Screen

This important screen should be closely monitored, as it indicates who owns each Objective and how many VPs it is worth, as well as your current number of VPs and how many you will gain this turn from Strategic Cities and Objectives under your control.

It also shows the NM and victory/defeat thresholds of each side, the number of turns remaining in the game.

Note that to win as your own state, you will need to capture as many of the national objectives as you can. A campaign game of Wars of Napoleon may see more wars than just those between the French and British (and their allies).

Each nation has its own list of objectives. Using the three buttons on the lower left hand side you can also access the National Modifiers screen. This will show you the cumulative effect of all the military training options you have chosen so far:



### Scores & Objectives

#### Napoleon's Campaigns: Aug. 1805 to Dec. 1815

The scenario will end on 1815, December

Capital: Saint Petersburg (Region Saint Petersburg)

Our current Morale: 100. Win level: 150 - Defeat Level: 5

Total VP: 200 (+40 /turn)

Caucasian Foreign Help: 0 (Lowest: -100, Highest: 100)

#### Objectives List

Warsaw (10)	Trapani (5)
Moskva (25)	Salonika (5)
Saint Petersburg (50)	Varna (5)
Constantinople (50)	Bucarest (5)
Odessa (10)	Belgrade (5)
Sofia (10)	Alba (5)
Sveaborg (10)	Lemberg (5)
Baku (5)	Corfu (5)
Erivan (5)	Violetta (3)
Tbilisi (5)	

#### Prisoners taken & our losses

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#### Nations comparisons

	Morale	VP Total	VP Gain	Clb. Per	Lost Men
Great Britain	105	150	40	135/632	0
Spain	100	100	35	52/107	0
Austria	100	100	37	57/4	0
Sweden	100	10	5	31/60	0
Prussia	100	100	22	38/4	0
Saxony	100	10	1	18/0	0

Forces Production R. Reform Decrees History Diplomacy Strat. map Regions Objectives Background

Figure 34: All your objectives appear here

### National Modifiers

Icon	Modifier Name	Category	Description
	AssaultColumn	Army	Adds 2 to all Assault value of Line and Elite infantry.
	AustriaDualCapitals	National	Loss of each capital (Wien and Pest) has half impact on NM.
	BayonetsTraining	Army	Increase Infantry Shock hits by 5%.
	InsurrectionCorps	National	When Austrian regions adjacent to Ottoman Empire are invaded, an automatic Insurrection Corps levy is received (scripted events). May also happen in Tirol. Slows down by 50% the time needed to reach 0 range in naval combat, if a suitable admiral is present.
	LineFightingInstructions	Navy	
	Pontooners	Army	Allows Pontooners units to be produced.
	TraditionalMonarchy	National	Forbids Revolutionary Spirit FM to be acquired, unless a revolution occurs via event or war weariness.
	Trenches	Army	Allows the receipt and use of Sieges Works or Build Defensive Works RGD.

National Modifiers

Other related screens as the list of all officers who can be promoted:



You can also view your overall Order of Battle.





# Regional Decisions

This mode uses an intuitive and simple card-based method of playing Regional Decisions that enable the player to interact with the map and gain local benefits (such as Supply, Loyalty, or Money), although often at a cost. Some Decisions might also be described as representing local military actions, political measures, policies, stratagems, plots, or intrigues.

## Decision Mode



To enter Decision Mode, just click on the middle round button located on the top-left corner of the screen (the one showing Playing Cards) or press the F12 button. This allows you to make Regional Decisions.

Click on a Decision. Regions where the Decision may be played are displayed in green color (in fact the logic is the same as in the construction mode).

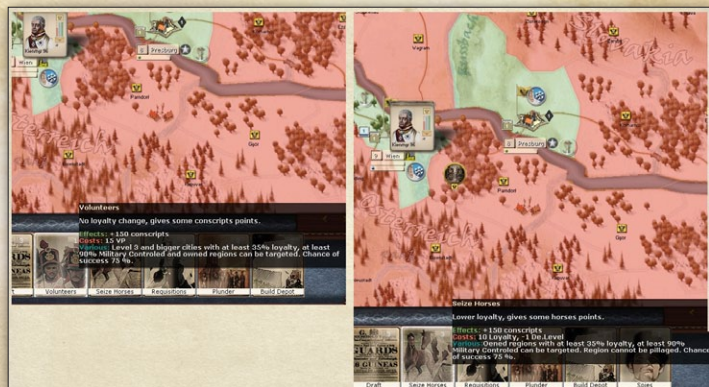


Figure 35: A lot of Regional Decision cards can be played

The different Decisions available are listed in Appendix G below. Note that to have an effect:

- \* All Decisions but those linked to sieges require that you have military control of the region. Siege related decisions require that you are besieging an enemy-controlled city.
- \* Most decisions take effect on the turn following play. However, some effects occur for a certain amount of time, and you can only take a Decision a limited number of times as indicated in the interface.
- \* The effect of the Decision will be applied at the end of the period unless it specifies otherwise (which means you normally need to have majority military control of the region for the whole period).

*DESIGN NOTE: Not all Decisions are accessible to all sides at all times. Some may only become available after events.*

## Combat in the Field

COMBAT HAPPENS WHEN two enemy Stacks meet and at least one of them is in Offensive or Assault Posture and has detected the other. It ranges from minor skirmishes involving few Units for a limited time to full-scale battles lasting more than one day.

## Engaging in Combat

Combat is resolved in a series of one hour rounds between engaged troops at regimental level. Not all elements of a Stack will necessarily participate from the beginning; different bodies of troops will join the





*Figure 36: When battle starts, the battle gauge opens and shows the forces involved and balance.*

fray at different times, especially in large battles. Each hour, a test is made to see which Units reach the battlefield.

Unengaged troops that are not moving, or are in Offensive or Assault posture, tend to join first, though others may join if targeted. For example, if your Offensive Forces are overcome and your Defensive Forces are targeted, they will join in (a Defensive Forces that joins in brings all other Defensive Forces in with it).

The elements that are fighting are organized in two lines – line troops (infantry and cavalry) in the front line, and support troops (artillery and non-combat Units such as supply wagons) in the second line. An element's special abilities apply to the Unit it is embedded in even if the element itself is not engaged in a particular round of combat.

It is important to understand that Units do not dissipate their fire over the whole enemy force. Elements belonging to a single Unit always target elements of a single enemy Unit, favoring weightier targets. Artillery elements always target the eligible enemy elements on the field with the most hits remaining. This means large Units

concentrate more fire on their target, and are able to absorb more damage from the enemy.

# Battle Planner

The new Battle Planner interface give the player the opportunity to select a Deployment and a Battle Plan just before a battle starts, but only in the Single Player game (currently not available in Multiplayer games).





Based on all that information, the player can select a Deployment and then one of the associated Battle Plans. These Battle Plans can grant you different bonuses to try to turn the battle in your favor if they succeed, but they can also fail or be countered by the AI Battle Plans.

If the player's Commander is good enough, he may be able to see the Deployment selected by the AI and also the possible Battle Plans that she may choose... but he will not know exactly which Battle Plan will be played, so it will be the player's decision to guess wisely the possible Battle Plan of the AI.

After all is set, the player can now start the battle and see how the action unrolls. When the battle is finished, the player will be able to see the results of his decisions on the Battle Report window.

## *Marching to the Sound of the Guns*

Depending on the situation, a Corps or Army Headquarters engaged in combat may decide to call for reinforcements. If it does, Corps from the same Army located in adjacent regions may answer the call and join the fight if they pass a check. This check takes into account distance, the level of Military Control in both regions and the Strategic Rating of the reinforcing Corps leader. Army HQs also have a greater chance to reinforce a battle and get reinforcements themselves. You can then use the Army HQ as a sort of reserve, to pack some punch in case of need. Reinforcing Corps will return to their original region after the battle.

## *Withdrawal*

Withdrawal is an orderly retreat putting distance between opposing forces with minimal risk to the withdrawing force. A Rout, on the

other hand, is an unordered disorganized flight for safety due to an overall collapse of troop morale. Before each round, each side checks to see if it will attempt to withdraw. An exception is Units attacking in an amphibious assault as these must fight to the last man because they cannot retreat. The decision to withdraw is based on relative strength, leader aggressiveness (i.e., Offensive Rating) and the presence of fortifications. A Stack that decides to withdraw will automatically change its posture to Passive for the rest of the turn.

Stacks attempting to withdraw must now make a check: the chance to successfully withdraw increases each round and is influenced by Stack size, "Evade Combat" Special Order, commanding leader's Strategic Rating, and the presence of cavalry (on both sides). Units which successfully set an ambush and Units commanded by leaders with the "Skirmisher" Special Ability also have a much higher chance to break contact with the enemy should they decide to try. If the attempt fails, the Stack fights one more round with a slight penalty and renews its attempt on the next round. If the attempt succeeds, the Stack withdraws.

If there is a non-besieged structure in the region and the Stack has the "Enter Structure" Special Order, it will withdraw into the structure; otherwise it will withdraw to an adjacent region under friendly Military Control. Depending on the level of enemy Military Control in the region chosen for withdrawal, the Stack may be forced into another battle by the pursuing enemy.

A surrounded Stack (i.e. all adjacent regions are 95% or more enemy controlled) will keep on fighting instead of withdrawing.

Units that retreat or rout may be subject to losses from enemy pursuit. Cavalry and terrain are important factors in pursuit.

## *Frontage*

Depending on a region's terrain, the maximum number of sub-units that can deploy and fight in a battle will vary. Elements unable to



deploy will be held in reserve and relieve weakened troops in the frontline during the battle.

The frontage space occupied by an element depends inversely on its maneuverability in this type of terrain.

*Example: On the one hand, regular Units are quite slow and unwieldy in mountain terrain and take up much frontage space in such terrain as a consequence. Partisans, on the other hand, are much faster and more agile in mountains and take up less frontage space. This means you could engage the enemy with many more Partisans than regular Units in this particular case.*

*NOTE: Fighting in terrain with limited frontage is well suited to delaying tactics. A veteran defending Stack in such terrain may even force the enemy to break and cancel his assault despite a large numerical advantage.*

## Combat Range

The initial range of a battle depends on local weather and terrain. Range will then decrease every round as troops close the distance. Range will determine which elements are able to fire in each round. Close range combat can be very bloody.

*NOTE: Take on a strong artillery position with slow-moving infantry in open terrain at your own risk!*

## Fire Combat

High initiative provides big benefits in combat as it is the biggest factor in determining who fires first each round. Elements will fire a number of times depending on their rate of fire (with a minimum of one).

Out of Command Chain status (see p. 37) and lack of Command Points (see p. 37) penalizes elements in terms of initiative, rate of fire, and chance to hit.

Successful firing depends on an element's Offensive Fire Value (if the Stack is in Offensive Posture) or Defensive Fire Value (if the Stack is in Defensive Posture) and is influenced by the following:

- \* Unit's Discipline Rating
- \* Unit's Experience Level
- \* Leader Offensive Fire/Defensive Fire Rating, as appropriate
- \* Cover of target Unit provided by terrain or fortifications
- \* Weather
- \* Leader Special Abilities
- \* Command Penalties (Out of Command Chain status and/or lack of CP)
- \* Lack of Ammunition and/or General Supply
- \* Friendly Supply Wagon present (+10%)
- \* River crossing/Amphibious landing
- \* Forced March
- \* Failed withdrawal/Passive Posture
- \* Trench Level above five (for artillery only)

Infantry and cavalry that score a hit inflict one Strength point loss. Artillery causes two losses and "heavy" Units (siege artillery, ships) can even cause three losses, as indicated in the element details window accessed through the Inspection Panel.

An element that suffers losses equal to its Strength Value is eliminated. However, it will usually rout and flee the battlefield before this happens. Severe losses will also affect an element's chance to break under fire (see below).



## Unit Morale

On the one hand, every hour each sub-unit must check its Discipline unless it is intact (i.e., did not take any losses so far during the battle). If the test fails, the Unit becomes shaken and has its rate of fire decreased for the current round.

On the other hand, an element that is hit during fire combat must make a check based on its current Cohesion level with the following modifiers:

- \* Militia and Volunteers fighting in their own nation or region of origin.
- \* Trench Level (capped at Level 4)
- \* Loss level of element
- \* Fighting in a Symbolic Objective (your nation's capital, for example)

If it loses this check, it is routed off the field and no longer participates in the battle. In addition, when the number of routed Units becomes too large, the whole Stack becomes routed, withdrawing in flight and suffering increased losses to pursuit.

## Melee Combat

If the range ever reaches 0, melee combat ensues. Support sub-units (such as artillery) do not participate in melee.

This close-quarters combat is similar to fire combat, but a sub-unit's Assault Value is used instead of its Offensive/Defensive Fire Value.

*PLAY NOTE: Highly trained Units and some special Units are more effective in close quarters.*

Discipline, Cohesion and superior quality each play a key role. Both sides deal damage simultaneously and losses can be quite devastating at such a short range.

## *Battle Aftermath*

The side that withdraws is the loser of the battle, without regard to losses. A battle may end as a draw if neither side withdrew. The winner will pursue the retreating forces and inflict casualties in the process. These losses are much greater if the loser routed instead of executing an orderly withdrawal.

A battle will influence VPs (see p. 12), NM (see p. 13), and Leader Seniority (see p. 39) as follows:

- \* The winner gains VPs for losses inflicted on the enemy. The loser does not gain any.
- \* The winner gains NM depending on the losses inflicted. The loser's NM decreases correspondingly.
- \* Leaders with a good loss ratio (i.e. who inflicted more losses than they received, even if they lost and retreated) gain Seniority while their opponent loses some.

Troops also gain Experience (see p. 39) by participating in battles (even if they lost). Leaders must make a check based on their Rank to see if they were wounded or killed in action. A 1 star leader is the most vulnerable while 3 star leaders and above are immune. In addition, winning leaders gain Experience, progressively increasing their attributes and even sometimes getting new Special Abilities. Leaders on the losing side suffer from a slight reduction in attributes.

Battle reports start on a first page summarizing the battle results. If you click on the small blue symbol at the top right you can see later





Figure 38: Detailed post-battle report.

pages that provide round-by-round and unit-by-unit combat details. A picture of the most senior commander involved appears in the upper corner on the first page, with his name and Strategic-Offense-Defense rating and the strength of his forces. He may not have started the battle in the same region, having marched to the sound of the guns. Other participating named commanders are shown in the display, unit by unit, and the condition of each Unit is shown at the start and after each round of combat.

## Naval Combat

BATTLES BETWEEN FLEETS are handled similarly to land battles with a few minor twists (no frontage, etc.). Withdrawing Fleets will move to an adjacent sea region/river section. Remember to return damaged ships to port for repairs, as they cannot recover hits while at sea or on a river.

## Siege Combat

SIEGES HAPPEN WHEN one or more Stacks defend in a pre-war Fort, a permanent fortification, a City, a Depot, Outpost or an Indian village. Two values – one for each side – are randomly generated to resolve the siege. Various bonuses are also added and these are indicated below:

Besieging side:

- \* Artillery combat factors
- \* Leader with the “Engineer”, “Siege Artillery” or “Siege Expert” Special Ability (may not accumulate)





- \* Breach achieved (see below)
- \* Defender lacks General Supply

Besieged side:

- \* Artillery combat factors
- \* Leader with the “Engineer”, “Siege Artillery” or “Fort Defender” Special Ability (may not accumulate)
- \* Fort Level: Pre-war Forts are considered Level 1 Forts (unless by scenario exception in rare instances) while Level 5+ trenches are Level 2 Forts

The difference between these two values, called the Siege Roll Value (SRV), indicates the result (effects are cumulative)

- \*  $SRV >$  defending Units’ average discipline:  
Defender surrenders and all Units are eliminated unless the defending Stack includes a Supply Wagon that is not empty, in which case the result is ignored
- \*  $SRV \geq 3$ :  
A breach is made. The siege icon  will change to indicate a breach is in progress or  achieved. Cities and pre-war Forts are breached after a single breach result while permanent Fortifications require two breach results to be fully breached.
- \*  $SRV > 0$ :  
5 hits are inflicted on the defenders for each point of SRV
- \*  $SRV < 0$ :  
The defender has managed to repair a breach

Besieged Units may only recover hits (see p. 117) if they are in a non-blockaded port (see p. 117).

## Storming a Structure

A Stack in Assault Posture will try to storm the structure instead of besieging it. The procedure is the same as in regular combat except that the defender enjoys a combat bonus. Forts provide a great bonus (based on their levels), unfortified cities much less, or even none. Frontage is quite limited in such combat, especially in Forts. Defenders in a Depot don't get any defensive benefit except limited frontage. Entrenchment bonuses still apply in a City/Town/Redoubt etc.

*NOTE: It is usually advised to defend outside in the surrounding terrain rather in a Depot or Redoubt. The same is true to some extent for cities). Other than running out of supplies, artillery and not manpower is the biggest factor in deciding sieges. Therefore it is usually unwise to pen up a field army uselessly in defenses. A full understanding of combat frontages suggests which approach is preferable given the opposing forces.*

## Losses & Replacements

Each basic unit is made up of sub-units called elements (regiments, batteries, squadrons and individual ships). Combat is calculated, and then losses from battle, damage, attrition, or lack of maintenance are taken as "hits" by these discrete elements (indicated by a number of red heart symbols in the battle report and men icons in the element details window accessed from the Inspection Panel. Each element is destroyed when all its "hits" are used up.

As long as an element is not totally destroyed, it may recover hits by filling its ranks with replacements drawn from the replacement pool during the Hosting Phase if the element didn't move during



a turn. This is in addition to recovering Cohesion (see p. 41). If you choose the Historical Attrition setting, land Units must be in a friendly Depot to receive replacements.

The replacement rate per turn, as a percentage of an element's full complement (inside a Unit), is:

- \* Base recovery rate for land Units: 5%
- \* Irregular: 10%
- \* Depot: 20%
- \* City: 10%
- \* Fort: 10%
- \* Naval Unit: 5%/port level

You will need to have replacements of the appropriate type available in your pool to recover hits. The number of replacements used up in the process depends on the number of hits recovered and a random factor. As a rule of thumb, one replacement element can replace exactly one lost element or be expected to replace an element's worth of hits lost (with a chance of being consumed for each hit replaced).

Units under siege are unable to recover hits unless located in a city with a non-blockaded port.

*IMPORTANT! Make sure you always have some replacements in your pool, because Units don't recover any hits if the appropriate replacements are unavailable.*



Figure 40: The Russian replacement pool as can be seen inside the War Ministry (select F3 and then click on the icon at the top right hand side)

*PROCEDURE: Use the Replacements page of the Strategic Atlas to check available replacements in each category. The top number is the number of hits that need to be replaced. The first number below represents currently available replacements while the second parenthesized number shows how many have been ordered this turn.*

If an element is completely destroyed, the parent Unit will need to draw a full replacement element from the Replacement Pool. This is limited to a single replacement per turn for each Unit.

Finally, remember you can also recover hits by merging similar Units that also incurred losses.

*Example: If a brigade had lost an entire infantry regiment element, you could merge an individual infantry regiment Unit into the brigade. Similarly, if a brigade lost one infantry regiment and one artillery battery element, and you had a brigade which had lost all its elements except one infantry regiment and one artillery battery, you could merge these two Units into a single Unit with a full complement.*

*NOTE: A Unit absorbed into another one to replace losses is removed from the game and its elements cannot be separated from the merged Unit.*

## Appendices

### Glossary & Abbreviations

**Aide de Camp:** A non-Army commander leader with a Strategic Rating of 4+ who is in an Army Stack. He provides a bonus to the Stack.



**Element:** These are the usually regimental-size building blocks of Units. They have their own attributes but cannot be manipulated except through their Unit.

**Independent Stack/Unit:** Any Stack or Unit that is not part of a Corps (within an Army). They suffer a 50% CP penalty.

**NM:** National Morale. A measure of your side's will to fight, or willingness to surrender if sufficiently depressed.

**Stack:** A collection of land or naval Unit(s) moving and fighting together as a single force and represented by a Stack counter. You issue orders to Stacks.

**Unit:** The smallest force you can manipulate in the game, made of 1 to 18 elements. Leaders are a special kind of Unit.

**VP:** Victory Point

**Supply:** Both General Supply and Ammunition.

**Symbolic Objective:** Shown by a star after the city name, this objective motivates its defenders.

**"Large Force"** – Stack consists of 13+ CP worth of Units or 13+ Units.

**"Small Force"** – Stack consists of 4 or less CP and 4 Units or less.

## *Shortcut Keys*

### **ZOOMING**

**Mouse wheel:** Zoom in/Zoom out

**Click on mouse wheel:** Alternate between maximum and minimum zoom levels

**End:** Same

**Page Up:** Zoom in

**Page Down:** Zoom out

## MANIPULATING STACKS

Left-click: Select a Stack

Right-click: Unselect (and returns to messages display)

[Ctrl]+click: Cycle through the various region Stacks.

Drag & drop on another region: Move

Drag & drop on same region: Cancel whole move (exception: if [Shift] is pressed it allows circular trips)

Drag & drop on another Stack: Either intercept an enemy or merge with a friendly Stack

Drag & drop on city, port: Enter the structure

Drag & drop on a tab: Merge with this Stack

Del: Cancel the last leg of the movement path of an Army or Fleet

C: Center map on selected Stack

[Shift] When an Army Stack is selected: See the Army Command Radius.

[Shift] When a (non-Army) Stack is selected: See the nearby regions and nature of the movement links to them.

[Ctrl]: Show number of men

E/R: Cycle through land Stacks. Simultaneously press [Ctrl] to skip Units who are not moving.

T/Y: Cycle through naval Stacks. Simultaneously press [Ctrl] to skip Units who are not moving.

S (sentry): Selected Stack will be skipped when cycling with keys E/R/T/Y

[Ctrl] +S: Remove all "sentry" orders

[Ctrl] + L: Lock/unlock all Stacks (prevents a Stack drop onto another Stack from merging)

Right-click on a tab: Lock/unlock this Stack against merging. A padlock icon shows locked status.

Alt-click on a tab: Backspace to erase and type to enter a new tab name.

Keys 1 - 9: Switch Map Filter



## PAGES WITHIN THE STRATEGIC ATLAS

- F1: List of Forces (Ministry of War)
- F2: Production (Ministry of War)
- F3: Military Reforms (Ministry of War)
- F4: Decrees (xxx)
- F5: History
- F6: Diplomacy (Foreign Ministry)
- F7: Strategic Map
- F8: List of Regions
- F9: Objectives (xxx)
- F10: Scenario Background

## IN THE UNIT PANEL:

Ctrl-click: Select/unselect multiple Units

Mouse wheel scroll: Move through the list of Units

Select Unit(s) then drag & drop on the map: Create a new Army/  
Fleet. This is used for disembarking in a coastal region without a  
friendly port, for example.

A, O, D, P: Change the Stack to the corresponding posture

## OPERATIONAL ORDERS (IF APPLICABLE)

Shift+T: Enter Town upon reaching destination

Shift+F: Build Fort

Shift+D: Build Depot

Shift+S: Sortie from structure

Shift+M: Forced March

Shift+A: Set an Ambush

Shift+R: Raze Fort

Shift+B: Burn Structure (land Units)

Shift+B: Bombard (naval Units)

[Ctrl] +C: When several Units are selected, combine them.

[Ctrl] +D: Detach the Unit if it consists of several Units.

## MESSAGES LOG:

Simple-click: Go to region where event occurred (if relevant)

Double-click: Display messages content (if message is red) and opens specific message window

Mouse wheel scroll: To scroll up and down the message list

## WINDOWS:

Esc: Close the window

Saved Games: When you move the mouse over a saved game on the load game screen, you can either back up one turn (Home), rename it (insert key) or delete it (delete key).

## City Icons

Below is a general description of some of the icons you might encounter when viewing cities on the map. This list is not intended to be comprehensive but is intended to give the player a general idea.



City (Western Europe)



Fortified City



City (N Africa / Ottomans)



Fortified City (N Africa / Ottomans)



City (Russia/Greece)



Fortified City (Russia/Greece)



Depot (inside city)





Depot (outside city)



Harbor



Naval Base



Trade Port



Small Settlement

## NATO Symbols

-  Admiral (one or more symbols)
-  Artillery, Coastal
-  Artillery, Field
-  Artillery, Heavy
-  Artillery, Horse
-  Artillery, Light
-  Artillery, Siege
-  Balloons
-  Cavalry
-  Cavalry, Divisional
-  Cavalry, Heavy
-  Cavalry, Light
-  Engineers
-  Flotilla
-  General (one or more symbols)
-  General/Cavalry Mixed (one or more symbols)
-  General/Infantry Mixed (one or more symbols)
-  Goods





	Headquarters
	Headquarters
	Headquarters
	Infantry
	Infantry, Divisional
	Infantry, Heavy
	Infantry, Light
	Irregular
	Marines
	Medical
	Militia
	Mines
	Mountain
	Naval Engineers
	Partisans
	Pioneers
	Privateer
	Rangers
	Sharpshooters
	Signal
	Supply
	Transport
	Warship

## *Special Ability Icon Definition*
















Units and commanders in WoN may have one or more special abilities. Hovering your mouse over a Special Ability's icon will also display a tooltip with useful information. A list is provided below:
















NAME	PICTURE	DESCRIPTION
Militiaman		Discipline bonus of 1, Cohesion bonus of 10 to all Militia in the Stack.
Cavalryman		25% combat bonus for all cavalry Units in the Stack if in clear, prairie or desert terrain.
Artillerist		20% combat bonus for all artillery Units in the Stack.
Defensive Engineer		10% defensive fire bonus and 1 extra protection when the Stack is already entrenched.
Entrencher		10% defensive fire bonus and 1 extra protection for the Unit this element is in, if already entrenched.
Partisan		30% combat bonus and 2 extra protection to all Irregular Units in the Stack. Applies only in difficult terrain.
Irregular Fighting Skill		15% attack and defense bonus to all the Units in the Stack when in combat versus Irregulars, Partisans, Indians Units (only in difficult terrain).
Sharpshooter		This Unit possesses Sharpshooters that impede enemy reaction. +1 Initiative bonus in battle to the whole Unit.
Fast Mover		If the commander, 15% move bonus to the whole Stack.
Very Fast Mover		If the commander, 25% move bonus to the whole Stack.
Very Fast Cavalryman		If the commander, 25% move bonus to all cavalry in the Stack.
Very Fast Raider		If the commander, 25% move bonus to all Irregulars in the Stack.
Slow Mover		If the commander, 25% move penalty to the whole Stack.
Ranger		25% move bonus to the whole Stack in wild areas.
Pontoneer		Provides a 50% speed bonus to the whole Stack when crossing rivers.
Seaman		If the commander, provides a 25% move bonus to the whole Fleet.
Supply Ranger		15% reduction in General Supply consumption to the whole Stack in wild areas.
Master Logistician		If the commander, 25% reduction on the whole Stack General Supply consumption.
Forager		This element or commander reduces by 25% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).

Expert Forager		This element or commander reduces by 50% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).
Siege Expert		Provides a one point siege bonus to the whole Stack when attacking Forts.
Fort Defender		Provides a one point siege bonus to the whole Stack when defending in a Fort.
Engineer		Provides a one point siege bonus to the whole Stack when defending or attacking Forts.
Ambusher		If the commander, 50% bonus to Irregulars' chance to ambush in non-clear areas
Surpriser		If the commander, 20% chance of surprising the enemy (first fire).
Skirmisher		If the commander, allows an easier retreat in the first two hours of the battle.
Adept Raider		If the commander, allows a 85% chance of retreat at any round of battle, if overwhelmed. Applies only to Stacks needing 4 or fewer command points.
Reckless		If the commander, will have difficulty retreating on the first two hours of the battle.
Hoththead		If the commander, won't be able to order a retreat during the first two hours of the battle.
Patriot		Gives a 25% bonus to the raise of Partisans and volunteers in the State where he is present.
Recruiting Officer		Can muster new Conscripts on a regular basis in cities of Level 5+. Must be in the city to do so.
Training Officer		If the commander, will train up to two regiments of Conscripts to regular soldier every turn.
Training Master		Provides 1 experience point every turn to all the troops in the Stack by drilling them.
Master Spy		If the commander, improves the detection of enemy Units (except Irregulars) within the Department.
Poor Spy Network		If the commander, erroneous reports received which worsen the detection of enemy Units (except Irregulars) within the Department.
Large Transport		This Unit has a transport capacity of 10.
Medium Transport		This Unit has a transport capacity of 5.
Transport		This Unit has a transport capacity of 3.
Small Transport		This Unit has a transport capacity of 2.



<b>Tiny Transport</b>		This Unit has a transport capacity of 1.
<b>Charismatic</b>		This leader has a charismatic aura. If the commander, provides +5 maximum Cohesion and a +25% increase in the fatigue recovery rate of Units under his command.
<b>Good Army Administrator</b>		The leader is appreciated by his men and cares about their well-being. If the commander, provides a +15% increase in the fatigue recovery rate of Units under his command.
<b>Dispirited Leader</b>		This commander is absolutely not charismatic in the eyes of his men or is a defeatist. -5 Maximum Cohesion to the Stack if the commander, -25% to the Cohesion recovery rate.
<b>HQ Command</b>		Because of an efficient command structure, Divisions HQs are able to give +5 Maximum Cohesion and +5% to the Cohesion Recovery Rate, to all divisional elements.
<b>Strong Morale</b>		This element is either composed of highly motivated, battle-hardened individuals or is a leader capable of inspiring his men. The inspiration provided gives a +5 Maximum Cohesion bonus to all others elements of the Unit.
<b>Medical Service</b>		This element is a Medical Service company, able to provide health care even on the battlefield. Give +15% to the Cohesion Recovery rate of all others elements of the Stack they are in.
<b>Hated Occupier</b>		This leader will apply Martial Law with extreme severity in any rebellious city he has to pacify.
<b>Occupier</b>		This leader will not hesitate to proclaim Martial Law in any rebellious city he has to administer.
<b>Good Population Administrator</b>		If the most senior General in the region, will progressively increase the Loyalty of the population over time. (+1% each turn up to 75%)
<b>Pillager</b>		If the most senior commander in the region, this leader will let his men burn and pillage the countryside without regards for justice, slaughtering civilians if need be. Only the most loyal and policed regions will be spared by his cruel behavior.
<b>Strategist</b>		If the Commander in Chief in the Department, provides +1 Command Point and an additional +1 per ability level, to his Stack and all subordinates Corps.
<b>Good Commander</b>		If in command provides +1 Command Point per ability level. (If in command of an Army, subordinates Corps also receive this bonus)
<b>Gifted Commander</b>		This general is gifted for command, +2 Command Points and +1 additional CP per ability level above 1, to any Stack he commands. (If in command of an Army, subordinates Corps also receive this bonus)
<b>Good Subordinates</b>		This general knows how to pick his subordinates and is able to delegate command at the right moment. +3 Command Points to any Stacks he commands. This ability does not improve.

Quickly Angered		This general is quickly angered and is often having arguments with his subordinates. -4 Command Points to the Stack he commands and to subordinates Corps if any.
Over Cautious		This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity in the Chain of Command of his Army. -4 CP if the commander of the Stack (applied to subordinate Corps if in command of an Army)
Deceiver		This element or general is adept at establishing dummy positions (Quaker guns and such), camouflaging to the enemy the real strength of his Stack. +1 to the Hide Value of the Stack, if entrenched.
Screener		This element or general is able to screen and mask the progression of the whole Stack with the clever use of scouts, side-tracks, stealthy marches, and subterfuges. +1 to the Hide Value of the Stack and +25% to the Evasion Value, if the Stack is moving.
Deep Raider		This element or general is able to mount deep raids which can avoid enemy patrols, with the use of side-tracks, stealthy marches, and subterfuges. +50% to the Evasion Value, if the Stack is moving..
Patroller		This element or general is proficient in making more effective patrols in the region he is in, by setting an effective picket network or establishing signal towers. +1 to Detection Value; +35% to the Patrol Value of the Stack the element is in, if entrenched.
Sea Spotter		This element or admiral is proficient in surveying the seas and spotting enemy ships. +1 to Detection Value, +35% to the Patrol Value of the Stack the element is in.
Dispersed Move		This general (if the commander) has the bad habit of letting his troops move in disorder, thus reducing their ability to patrol the region or conceal their approach. -25% to Evasion and Patrol, -1 to Hide Value of the whole Stack, if moving.
Blockade Runner		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +35% to the Evasion Value of the Fleet. Works only if moving.
Fort Runner		If the admiral in command, this leader will be adept at running enemy Forts, if need be. +10% to the Evasion Value, -35% to the damage taken from Forts firing on the passing Fleet. Works only if moving.
Sea Raider		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +25% to the Evasion Value of the Fleet. Works even if not moving.
Emplaced Guns		These guns are emplaced batteries and can't be moved outside the region.
Pillager		This element will burn immediately any enemy Depot or Redoubt captured.



# Regional Decisions List









Here are charts with the depiction of the various in-game decisions. There are sorted by main categories of usage.

## Loyalty Related





MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Disinformation</b> 	Will increase the hide value of your troops by 2 if regulars and 1 if partisans <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> Helps increase fog of war and mask a build up or offensive
	<b>Demonstration</b> 	Enemy loyalty will be lowered by 25%, needs city, needs 2 turns to work. Is countered by counter-intelligence <b>Condition(s):</b> Can only play in a city with at least 15% of citizens loyalty to our cause <b>Strategy &amp; Description:</b> Lowering loyalty may force the enemy to need to garrison a city with regulars in order to continue to gain supply and manpower
	<b>Suspend Habeas Corpus</b> 	Gain 25% loyalty <b>Condition(s):</b> City must have between 25%-75% loyalty <b>Strategy &amp; Description:</b> Raising loyalty will improve supply, tax and manpower gains from a city, may remove the need to maintain a garrison
	<b>Martial Law</b> 	Gain 20% loyalty. <b>Condition(s):</b> City must be between 0-50% loyalty <b>Strategy &amp; Description:</b> Can be used when the suspend Habeas Corpus decision will not work, but lowers development level for the province
	<b>Cyphers and Codes</b> 	Will cancel Secret Police RGD <b>Condition(s):</b> Loyalty must be over 20% <b>Strategy &amp; Description:</b> –
	<b>Secret Police</b> 	Will cancel Demonstration or Spies RGD <b>Condition(s):</b> Loyalty must be over 20% <b>Strategy &amp; Description:</b> –

  	<p><b>Draft</b> (forced recruiting)</p>   	<p>Lower loyalty, gives 300 conscript points. Britain will receive 600 (press gains) and For France, the amount of conscripts received - 1200 - is larger than for other nations (due to the Revolutionary Spirit modifier)</p> <p><b>Condition(s):</b> Level 3 town, at least 35% loyalty and 90% military control</p> <p><b>Strategy &amp; Description:</b> Offers a trade off between gaining conscripts and losing long term loyalty</p>
	<p><b>Seize Horses</b> (forced recruiting)</p> 	<p>Lowers loyalty, gives some 50 horses points</p> <p><b>Condition(s):</b> at least 35% loyalty and 90% military control</p> <p><b>Strategy &amp; Description:</b> Can be played in a province without a city (so more flexible than the draft option), but still costs long term loyalty</p>



## Money Related

MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<p><b>Requisitions</b></p> 	<p>Gain £200,000 money but at a cost in terms of military control, loyalty and development level</p> <p><b>Condition(s):</b> Must be a city with over 25% development, 50% loyalty and 50% military control</p> <p><b>Strategy &amp; Description:</b> Trades off gaining extra money for long term damage to loyalty and development level</p>
	<p><b>Plunder</b></p> 	<p>Gain £150,000 money, costs loyalty, vp and development points</p> <p><b>Condition(s):</b> Can only target small towns with under 50% loyalty</p> <p><b>Strategy &amp; Description:</b> Does substantial damage to development level and loyalty to your state, best used in enemy territory</p>
	<p><b>Smuggle Goods</b></p> 	<p>Britain only, need to target coastal province held by the French with pro-French loyalty of under 100%. Will gain £300,000.</p>
	<p><b>Export Goods</b></p> 	<p>France only, needs to target a commerce shipping zone (MTB). Will gain £300,000.</p>





























	<b>Blockade Runner</b> 	France only, blockade runners shift from luxury goods to essentials for the war effort. Gain £300,000 and 15 war supplies.
	<b>Retaliation</b> 	France only, reduces chances of the British Smuggle Goods RGD, some loss of loyalty

## *Regional Development Related*

MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Develop Territory</b> 	Raise development level by 10 points, gain 5 VPs and 10 loyalty <b>Condition(s):</b> Can only be used if the development level is under 25 <b>Strategy &amp; Description:</b> Useful to reduce transport costs or increase the volume of money, supplies and manpower

## *Partisans and Petty War Related*





MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Traitor</b> 	Traitor opens gates of besieged city (city receives max Breach level)
	<b>Surrender</b> 	Reduce the cohesion of up to 15 elements by 50%, as part of the besieged army will defect or not fight when the assault is decided <b>Condition(s):</b> Played on an enemy under siege <b>Strategy &amp; Description:</b> –
	<b>Cavalry Screen</b> 	Increase hide value of regulars by 2 and of partisans by 1 <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Deep Recon</b> 	Reduce hide value of regulars by 2 and of partisans by 1. Cancels effect of Cavalry Screen <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –






	<b>Partisan Raid</b> 	Can blow up an enemy depot, need partisan in same region, fail if too many enemy troops present <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Partisan Ambush</b> 	Can blow up an enemy depot, need partisan in same region, fail if too many enemy troops present <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Cavalry Raid</b> 	Can blow up an enemy depot, need partisan in same region, fail if too many enemy troops present <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Spies</b> 	Creates a temporary spy Unit. Can be countered by counter spy and martial law. Reduce hide value of regulars by 2 and of partisans by 1 <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Create Partisans</b> 	Creates a partisan Unit in target region - Different states have the option to do this in different regions <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Caucasus Partisans</b> 	Creates a Turkish partisan Unit in target region in Caucasus theater <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Calabrian Bandits</b> 	Creates a Neapolitan bandit (partisan) Unit in target region in Southern Italy theater <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Dalmatian Partisans</b> 	Creates an Austrian or Russian partisan Unit in target region in Dalmatia area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Tirol Partisans</b> 	Creates an Austrian partisan Unit in target region in Tirol area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.





	<b>Georgia Partisans</b> 	Creates a Russian partisan Unit in target region in Georgia area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Greece Partisans</b> 	Creates a Russian partisan Unit in target region in Greece area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Serbian Partisans</b> 	Creates a Russian partisan Unit in target region in Serbia area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Portugal Partisans</b> 	Creates a Portugese partisan Unit in target region in Portugal area <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Spain Partisans</b> 	Creates a Spanish partisan Unit in target region in any of the Spanish areas <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> An effective way of harassing enemy supply lines.
	<b>Block Houses</b> 	Reduces chances of success for Partisan RGD <b>Condition(s):</b> Must have loyalty over 20% <b>Strategy &amp; Description:</b> –

## Defense Related

MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Build Depot</b> 	Creates a depot in an undeveloped region, gain 3 development points <b>Condition(s):</b> At least 75% military control <b>Strategy &amp; Description:</b> Essential to move supply from production cities to where your armies are fighting
	<b>Defensive Works</b> 	Improve entrenchment, raise loyalty (10%) and military control (by 25%) <b>Condition(s):</b> Requires city and at least 3 infantry regiments. <b>Strategy &amp; Description:</b> One technique to gain loyalty in a city

	<b>Build Redoubts</b> 	Improve entrenchment to level 4 <b>Condition(s):</b> Requires at least 5 combat regiments. <b>Strategy &amp; Description:</b> If placed in a critical province can stall an invasion
	<b>Scorched Earth</b> 	Pillage a friendly region to prevent or reduce enemy supply from there. Substantial loss of loyalty (45%), development (10), victory points (5) and military control (20%). Your own units will gain some cohesion as a result. <b>Condition(s):</b> Must have units <b>Strategy &amp; Description:</b> Pillaged regions generate much less supply, can damage the ability of an enemy to survive, especially in an area with poor supply links
	<b>Breach</b> 	Siege works increases breaches of besieged city (city receives +1 Breach) <b>Condition(s):</b> Must have engineers/pioneers present <b>Strategy &amp; Description:</b> Speeds up gaining breaches before assaulting a fortress
	<b>Incendiary Shells</b> 	Siege works increases breaches of besieged city (city receives +1 Breach) <b>Condition(s):</b> Must have engineers/pioneers present <b>Strategy &amp; Description:</b> Speeds up gaining breaches before assaulting a fortress
	<b>Siege Works</b> 	Siege works increases breaches of besieged city (city receives +1 Breach) <b>Condition(s):</b> Must have engineers/pioneers present <b>Strategy &amp; Description:</b> Speeds up gaining breaches before assaulting a fortress

## *Unit Raising Related*





MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Volunteers</b> 	No loyalty change, gives 150 extra conscripts <b>Condition(s):</b> Level 3 town, at least 35% loyalty and 90% military control <b>Strategy &amp; Description:</b> No ill effects on long term loyalty so more effective than the Draft option



## Naval Warfare Related

MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Fireship attack</b> 	attack on enemy ships in port <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Land Sailor Party</b> 	Britain only. Lands a Sailor unit on adjacent coast region (from heavy ships units only) <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Strip Naval Guns</b> 	France only: damage heavy ship in port, place a coastal battery in port <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Pirates</b> 	Creates a Pirate (REB nationality, enemy to all nations) in one Maritime trade box or Commerce box <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –

## Diplomacy Related

MENU ICON	NAME & MAP ICON	DESCRIPTION OF DECISION
	<b>Ambassadors</b> 	Add one extra diplomat <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –
	<b>Extraordinary Ambassadors</b> 	Add three extra diplomats <b>Condition(s):</b> – <b>Strategy &amp; Description:</b> –

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# Napoleonic Wars Timeline

1805

- 04 Jan: Franco-Spanish naval convention, the Spanish Fleet is now at France's disposal.
- 17 Mar: Napoleon proclaimed King of Italy.
- 22 Mar: Vote of a new Constitution by the legislative corps of the Batavian Republic.
- 11 Apr: Alliance treaty between Great Britain and Russia.
- 26 May: Coronation of Napoleon as King of Italy in the Cathedral of Milan.
- 04 Jun: Annexation of Genoa and Liguria by France.
- 07 Jun: Eugène de Beauharnais appointed Viceroy of Italy.
- 22 Jul: Naval battle of Cape Finisterre between Villanueva and Calder.
- 25 Aug: Franco-Bavarian alliance treaty.
- 27 Aug: Marching orders issued to French army to move into Germany.
- 09 Sep: Senatus-consulte suppressing the revolutionary calendar and reinstating the Gregorian one.
- 10 Sep: Invasion of Bavaria by the Austrian army.
- 11 Sep: Secret treaty between the King of Naples and Russia & Great Britain, despite a neutrality agreement already in force with France.
- 05 Oct: Alliance treaty between France and the Electorate of Wurtemberg.
- 06 Oct: The French army in Germany takes the name of "Grande Armée" and crosses the Danube.
- 08 Oct: Victory of Murat and Lannes at Wertigen.
- 09 Oct: Victory of Ney at Gunzburg.
- 10 Oct: The French army enters Augsburg.
- 11 Oct: The French army enters Munich, battle of Haslach.

- 14 Oct: Victory of Napoleon at Elchingen.
- 16 Oct: Victory of Murat at Landenau.
- 18 Oct: Victory of Murat at Nereshei, capture of Verona by Massena, occupation of Ancona by Gouvion Saint-Cyr.
- 19 Oct: Austrian capitulation of Ulm.
- 21 Oct: French naval defeat at Trafalgar. Nelson is killed.
- 30 Oct: Victory of Massena against the Austrians at Caldiero.
- 31 Oct: Victory of Murat at Lambach.
- 03 Nov: Russo-Prussian alliance; capture of Ebersberg by Murat and Lannes.
- 04 Nov: Capture of Steyr by Davout.
- 05 Nov: Victory of Ney against the Austrians at Scharnitz.
- 07 Nov: Capture of Innsbruck by Ney.
- 10 Nov: Battle of Durrenstein between the French and the Russians.
- 13 Nov: French troops enter Vienna.
- 14 Nov: Napoleon enters Vienna.
- 15 Nov: Battle of Hollabrunn between the French under Murat and the Russians.
- 19 Nov: Anglo-Russian landing in the Kingdom of Naples.
- 20 Nov: Naples declares war on France.
- 28 Nov: Victory of Gouvion Saint-Cyr at Castelfranco.
- 02 Dec: Victory of Napoleon at Austerlitz.
- 06 Dec: Armistice signed between France and Austria.
- 15 Dec: Alliance treaty signed between France and Prussia.
- 26 Dec: Peace treaty of Presburg between France and Austria.

*1806*

- 07 Jan: Napoleon orders Pius VII to close all Papal States ports to British shipping.
- 12 Feb: Capture of Capua by Massena.
- 14 Feb: Massena enters Naples.



- 30 Mar: Joseph is proclaimed King of Naples.  
22 Apr: Suicide of Admiral Villeneuve.  
05 Jun: Proclamation by Napoleon that his brother Louis is now King of Holland.  
11 Jun: Ban on import of British goods in the Kingdom of Italy.  
21 Jun: French troops occupy the harbor of Civitavecchia, in the Papal States.  
27 Jun: Capture of Buenos Aires by the British.  
01 Jul: Landing of a British expeditionary force in the Kingdom of Naples.  
04 Jul: Defeat of French troops under Reynier against the British at Maïda and start of a general insurrection in Calabria.  
12 Jul: Creation of the Rhine Confederacy under the 'protection' of Napoleon.  
19 Jul: Capitulation of Gaeta, besieged by Massena since 26th February.  
06 Aug: The Austrian Emperor renounces to the title of Germanic Emperor. This is the end of the Holy Roman Empire.  
12 Aug: Recapture of Buenos Aires by the Spanish viceroy, Jacques de Liniers, a French émigré, and capitulation of the British expeditionary corps.  
12 Sep: Prussians enter Saxony.  
30 Sep: Victory of Marmont against the Russians at Castelnuovo in Dalmatia.  
09 Oct: Combat of Schleiz.  
10 Oct: Victory of Lannes at Saafeld where Prussian prince Louis-Ferdinand is killed.  
14 Oct: Victories at Jena and Auerstaedt.  
16 Oct: Capitulation of Erfurt.  
17 Oct: Capture of Halle by Bernadotte.  
27 Oct: Napoleon and the Grande Armée enter Berlin.  
28 Oct: Capitulation of Hohenlohe.

- 29 Oct: Capitulation of Stettin and capture of 6,000 Prussians at Pasewalk.
- 01 Nov: Capture of Kustrin by Davout.
- 07 Nov: Capitulation of Blücher at Schwartau.
- 08 Nov: Capitulation of Magdeburg.
- 16 Nov: Franco-Prussian armistice signed at Charlottenburg.
- 21 Nov: Berlin Decree institutes the Continental Blockade.
- 28 Nov: Murat enters Warsaw.
- 03 Dec: Capitulation of Glogau.
- 11 Dec: Peace with the Electorate of Saxony signed at Poznan, Saxony joins the Rhine Confederacy.
- 19 Dec: Napoleon enters Warsaw.
- 23 Dec: Victory of Napoleon at Czarnowo.
- 26 Dec: Victories of Soldau, Golymin and Pultusk.

## 1807

- 07 Jan: Britain declares the blockade of all French home and colonial ports.
- 08 Jan: Capitulation of Breslau, besieged by Jérôme and Vandamme.
- 15 Jan: Capitulation of Schweidnitz, besieged by Vandamme.
- 25 Jan: Combat of Mohrungen between the French under Bernadotte and the Russians.
- 03 Feb: Combat of Berfried, capture of Montevideo by the British.
- 04 Feb: Victory of Napoleon at Olsztyn (Allenstein).
- 05 Feb: Victory of Ney against the Prussians at Liebstadt.
- 08 Feb: Battle of Eylau.
- 16 Feb: Victory of Savary at Ostrolenka.
- 17 Mar: Occupation of Alexandria by a British expeditionary force, partly destroyed by Mehmet Ali at Damiette, and recapture of Alexandria by the Egyptians.
- 16 Apr: Victory of Mortier against the Swedes at Anklam.



- 18 Apr: Armistice of Schlachtow signed by Sweden.
- 04 May: Treaty of Finkenstien signed between France and Persia.
- 24 May: Capitulation of Danzig.
- 26 May: Capitulation of Weichselmunde.
- 10 Jun: Battle of Heilsberg.
- 14 Jun: Victory of Friedland.
- 16 Jun: Capitulation of Königsberg.
- 21 Jun: Armistice between France and Russia at Tilsit.
- 25 Jun: Meeting between Napoleon and Czar Alexandrer I on a raft in the middle of the Niemen river.
- 07 Jul: Treaty of Tilsit between France and Russia.
- 08 Jul: Breach of the Franco-Swedish armistice by Gustavus IV.
- 09 Jul: Second treaty of Tilsit between France and Prussia
- 15 Jul: Capture of Stralsund, capital of the Swedish Pomerania.
- 22 Jul: Creation of the Grand Duchy of Warsaw.
- 16 Aug: Proclamation of Jérôme as King of Westphalia by Napoleon, British landing in Denmark, after the latter refused to ally with Great Britain.
- 22 Aug: Wedding of King Jérôme and princess Catherine of Wurtemberg.
- 07 Sep: Capitulation of Copenhagen and surrender of the Danish fleet to the British; armistice enforced by Brune to the Swedes.
- 14 Sep: Capitulation of the British expeditionary force in Alexandria, being besieged here since March by Mehmet Ali.
- 17 Oct: Crossing of the Pyrénées by the Armée de Portugal of Junot.
- 27 Oct: Secret convention between France and Spain on the partition of Portugal.
- 30 Oct: Alliance between Denmark and France.
- 19 Nov: Junot enters Portugal.
- 23 Nov: Occupation of Tuscany by the French army.
- 30 Nov: Junot enters Lisbon.
- 19 Dec: Occupation of Livorno by the French army.

1808

- 02 Feb: Rome occupied by the French army.
- 18 Mar: Riots at Aranjuez against the departure of the Spanish royal family, Godoy is deposed.
- 19 Mar: Charles IV abdicates in favour of his son, Ferdinand VII.
- 23 Mar: Murat enters Madrid.
- 20 Apr: Birth in Paris of Louis-Napoleon, later Napoleon III.
- 02 May: Uprising against the French in Madrid, Dos de Mayo, suppressed by Murat and Grouchy.
- 05 May: Meeting in Bayonne between the Spanish Bourbons and Napoleon, abdications of both Charles IV and Ferdinand VII.
- 12 May: Ferdinand VII brothers renounce their rights to the Spanish crown.
- 23 May: Start of the Spanish insurrection.
- 24 May: Annexation of Parma, Palcentia and Tuscany to the Empire.
- 04 Jun: Napoleon cedes his rights to the Spanish crown to his brother Joseph.
- 06 Jun: The Sevilla Junta declares war to France.
- 14 Jun: Capitulation of admiral Rosily-Mesros and the remnants of the French fleet in Cadiz to the Spanish insurgents.
- 20 Jun: Napoleon grants a constitution to the Kingdom of Naples.
- 28 Jun: Moncey fails to capture Valence.
- 14 Jul: Victory of Bessières at Medina del Rio Seco.
- 15 Jul: Murat is King of Naples.
- 20 Jul: Joseph enters Madrid.
- 22 Jul: Capitulation of Dupont at Baylen.
- 30 Jul: Joseph flees Madrid.
- 01 Aug: Murat proclaimed King of Naples as Joachim-Napoleon, British landing in Portugal.
- 13 Aug: Spanish army enters Madrid.
- 21 Aug: Defeat of Junot at Vimeiro.



- 30 Aug: Capitulation of Junot at Cintra.
- 05 Oct: Lamarque attacks Capri, which British garrison is commanded by Hudson Lowe.
- 12 Oct: Convention of Erfurt, renewing the alliance between Napoleon and Alexander I.
- 17 Oct: Capitulation of the British garrison in Capri.
- 27 Oct: Victory of Ney at Logrono.
- 31 Oct: Victory of Lefebvre at Durano.
- 10 Nov: Victories of Bessières and Soult at Burgos, and of Lefebvre and Victor at Espinosa.
- 12 Nov: Victory of Soult at Reynosa.
- 23 Nov: Victory of Lannes at Tudela.
- 30 Nov: Victory of Napoleon at Somosierra.
- 04 Dec: Capitulation of Madrid.
- 05 Dec: Gouvion Saint Cyr captures Rosas
- 17 Dec: Gouvion Saint Cyr unblocks Duhesme who has been besieged for months in Barcelona.
- 21 Dec: Victory of Gouvion Saint Cyr at Molinos del Rey.
- 23 Dec: British retreat to Coruna.
- 29 Dec: Defeat and capture of Lefebvre Desnouettes at Benavente.

1809

- 08 Jan: Victory of Soult at Lugo.
- 13 Jan: Victory of Victor on the Spaniards at Ucles.
- 16 Jan: Battle of Coruna, the remnants of the British army manages to re-embark.
- 22 Jan: Joseph returns to Madrid.
- 21 Feb: Capitulation of Zaragoza.
- 24 Feb: Soult enters Portugal, Martinique surrenders to the British.
- 25 Feb: Victory of Gouvion Saint Cyr at Valls.
- 20 Mar: Victory of Soult over the Portuguese at Carvalho.

- 28 Mar: Victories over the Spaniards, by Victor at Medellin and Sebastiani at Ciudad Real.
- 29 Mar: Victory of Soult over the Portuguese at Porto.
- 08 Apr: Austrians invade Bavaria.
- 09 Apr: Uprising of Tirol against the Bavarian army.
- 11 Apr: British attack on the Rochefort squadron moored at île d'Aix.
- 12 Apr: Treaty between Austria and Great Britain to finance the Austrian war effort, Tirol insurgents capture Innsbruck.
- 16 Apr: Defeat of Prince Eugène at Sacile.
- 19 Apr: Victory of Davout at Tengen ; defeat of Poniatowski at Falleiti.
- 20 Apr: Victory of Napoleon at Abensberg.
- 21 Apr: Victory of Napoleon at Landshut, victory of Davout at Schierling, capitulation of the French garrison of Regensburg.
- 22 Apr: Victory of Napoleon at Eckmühl, British landing in Portugal.
- 23 Apr: Straubing and Regensburg captured, Napoleon slightly wounded in the heel.
- 29 Apr: Battle of Soave, in Italy, between Grenier and Archduke John.
- 03 May: Combat of Ebersberg, victory at Gora.
- 08 May: Victory of Prince Eugène and Macdonald on the Piave river.
- 11 May: Bombardment of Vienna.
- 12 May: Defeat of Soult at Porto.
- 13 May: Capitulation of Vienna.
- 17 May: Papal States are annexed to the Empire.
- 19 May: Lefebvre enters Innsbruck.
- 21 May: Battle of Essling.
- 10 Jun: Papal bull excommunicating Napoleon.
- 14 Jun: Victory of Prince Eugène and Macdonald at Raab.
- 15 Jun: Victory of Suchet in front of Zaragoza.
- 18 Jun: Victory of Suchet at Belchite.
- 05 Jul: Victory of Napoleon at Wagram.
- 09 Jul: Victory of Napoleon at Znaim.



- 12 Jul: Franco-Austrian armistice.
- 14 Jul: Austrians besieged in Cracow surrender.
- 28 Jul: Battle of Talavera.
- 08 Aug: Victory of Soult and Mortier over the Spaniards at Puente del Arzobispo.
- 11 Aug: Victory of Victor and Sebastiani over the Spaniards at Almonacid.
- 15 Aug: Capture of Vlissingen by the British.
- 24 Sep: Russian army fails in front of Silistra.
- 30 Sep: British evacuation of Walcheren Island.
- 12 Oct: Assassination attempt on Napoleon by Staps.
- 14 Oct: Franco-Austrian peace treaty in Vienna.
- 18 Oct: Spanish victory at Tamames.
- 18 Nov: Victory of Soult and Mortier at Ocafia.
- 28 Nov: Victory of Kellermann at Alba de Tornies.
- 30 Nov: Napoleon tells Josephine about his divorce decision.
- 10 Dec: Capitulation of Girona.
- 14 Dec: Dissolution of Napoleon and Josephine marriage by mutual consent.
- 15 Dec: Senatus-consulte confirming the divorce.

## 1810

- 06 Jan: Franco-Swedish peace treaty.
- 09 Jan: Cancellation of Napoleon and Josephine marriage by the clerical tribunal of Paris.
- 28 Jan: Granada captured by Sebastiani.
- 01 Feb: Seville captured by Soult.
- 05 Feb: Malaga captured by Sebastiani.
- 07 Feb: Provisory marriage agreement signed between Napoleon and Marie-Louise.
- 17 Feb: Rome annexed to the Empire.
- 11 Mar: Procurement marriage of Napoleon in Vienna.

- 16 Mar: Kingdom of Holland cedes to the Empire all territories south of the Waal.
- 01 Apr: Celebration of the civil wedding between Napoleon and Marie-Louise at Saint Cloud.
- 02 Apr: Celebration of the religious marriage.
- 13 May: Lerida captured Suchet.
- 03 Jul: Abdication of Louis, King of Holland, in favor of his son.
- 09 Jul: Annexation of Holland by the French Empire.
- 10 Jul: Ciudad Rodrigo surrenders to Masséna.
- 18 Aug: Emperor orders to occupy all coastal areas of the Kingdom of Westphalia.
- 21 Aug: Bernadotte elected heir to the throne by the Swedish Diet.
- 28 Aug: Capitulation of Almeida in front of Masséna.
- 05 Sep: Victory of Macdonald at Cervera.
- 17 Sep: Failure of the French landing in Sicily.
- 27 Sep: Battle of Busaco between Masséna and Wellington.
- 08 Oct: Wellington retreats behind the fortified lines of Torres Vedras.
- 18 Nov: Sweden declares war on Britain.
- 02 Dec: Capitulation of Decaen at Ile de France (Mauritius).
- 13 Dec: Senatus-consulte increasing the French Empire to 130 departments, including Holland, German coastal areas and Valais.

1811

- 02 Jan: Tortosa captured by Suchet.
- 15 Jan: Battle of Valls.
- 22 Jan: Olivença captured by Soult.
- 01 Mar: Massacre of the Mameluks in Cairo, under orders from Mehmet Ali.
- 05 Mar: Battle of Chiclana between Victor and the Anglo-Spaniards.
- 11 Mar: Badajoz captured by Soult.
- 13 Mar: Victory of Ney over the British at Redinha.



- 20 Mar: Birth of the Roi de Rome (Napoleon's son) at the Tuileries.
- 04 Apr: Defeat of Masséna at Olivença.
- 11 Apr: Combat of Guisando (attack of Spanish guerilleros on a French column).
- 03 May: Victory of Masséna at Fuentes de Onoro.
- 10 May: Replacement of Masséna by Marmont at the head of the Army of Portugal.
- 16 May: Defeat of Soult at La Albuera.
- 25 May: A convoy is destroyed at Salinas by Spanish guerilleros.
- 18 Jun: The siege of Badajoz is raised by Wellington who retreats to Portugal.
- 28 Jun: Tarragona captured by Suchet.
- 24 Jul: Montserrat captured by Suchet.
- 17 Aug: The fort of Figueras is taken by Baraguey d'Hilliers.
- 25 Aug: Victory of Dorsenne at San Martin de Torres.
- 01 Oct: Victory of Suchet at Puebla de Benaguasil.
- 25 Oct: Victory of Suchet in front of Sagonta and capitulation of the city.
- 26 Oct: Defeat of Gérard at Arroyo Molinos.

1812

- 09 Jan: Valence captured by Suchet.
- 19 Jan: Ciudad Rodrigo captured by the British.
- 26 Jan: Catalonia is annexed to the French Empire.
- 23 Feb: Abrogation of the Concordat.
- 24 Feb: Secret agreement between France and Prussia against Russia.
- 14 Mar: Franco-Austrian alliance treaty signed.
- 06 Apr: Badajoz captured by the British.
- 18 Jun: The United States declares war on Britain.
- 24 Jun: Napoleon and the Grande Armée cross the Niemen river into Russia.
- 28 Jun: Napoleon enters Vilna, Salamanca captured by the British.

- 08 Jul: Minsk captured by Davout.
- 09 Jul: Borisow captured by Davout.
- 18 Jul: Victory of Marmont over the British under Wellington at Tordesillas, Anglo-Russian alliance treaty signed.
- 22 Jul: Victory of the British against Marmont at the Arapiles.
- 23 Jul: Victory of Davout at Mohilev.
- 25 Jul: Combat of Ostrovno.
- 29 Jul: Victory of Oudinot at Jakoubovo.
- 08 Aug: Russian attack repulsed at Inkowo.
- 10 Aug: King Joseph flees Madrid.
- 12 Aug: Franco-Austrian victory of Reynier and Schwarzenberg at Gorodetchna.
- 14 Aug: Crossing of the Dniepr and victory of Murat and Ney at Krasnoie.
- 16 Aug: Victory of Davout and Ney in front of Smolensk.
- 17 Aug: Capture of Smolensk.
- 18 Aug: Victory of Gouvion Saint Cyr at Polotsk.
- 19 Aug: Victory of Valoutina.
- 27 Aug: Andalusia evacuated by Soult.
- 28 Aug: Combat of Murat against the Russians at Viazma.
- 05 Sep: Russian defeat at Chlevarдино.
- 07 Sep: Victory of Napoleon at la Moskova (Borodino).
- 14 Sep: Napoleon enters Moscow.
- 15 Sep: Moscow burns for days.
- 18 Oct: Combat of Murat at Winkowo.
- 19 Oct: Napoleon leaves Moscow.
- 22 Oct: Raising of the siege of Burgos by Wellington in front of the heroic defense of Dubreton.
- 23 Oct: Aborted coup of General Malet in Paris.
- 24 Oct: Battle of Maloyaroslavets.
- 29 Oct: Execution of Malet and his accomplices.
- 02 Nov: King Joseph returns to Madrid.
- 03 Nov: Combat of Davout at ViazMa.



- 12 Nov: Remnants of the Grande Armée regroup at Smolensk.
- 13 Nov: Inconclusive victory of Soult against Wellington in the second battle of the Arapiles.
- 16 Nov: Battle of Krasnoïe.
- 23 Nov: Battle of Borisow.
- 24 Nov: Construction of two bridges over the Berezina river.
- 27 Nov: Passage and battle at the Berezina river.
- 05 Dec: Napoleon leaves the army to return to Paris.
- 13 Dec: Passage of the Niemen by the remnants of the Grande Armée.
- 20 Dec: Remains of the Grande Armée reach Königsberg.
- 31 Dec: Betrayal of the Prussian corps of Yorck von Wartenburg.

## 1813

- 13 Jan: Murat abandons his command at the Grande Armée to return to Naples.
- 25 Jan: Emperor and the Pope sign Concordat.
- 30 Jan: Betrayal of the Austrian corps of Schwarzenberg.
- 09 Feb: The Russians enter Warsaw.
- 22 Feb: Russo-Prussian treaty at Kalisch.
- 03 Mar: Anglo-Swedish alliance treaty.
- 11 Mar: Russian army enters Berlin, Louis XVIII launch a manifesto on his claims over the crown of France.
- 17 Mar: Prussia declares war to France.
- 18 Mar: Russians enter Hamburg.
- 19 Mar: Russo-Prussian treaty.
- 24 Mar: Pope Pius VII retracts his signature of the Concordat of Fontainebleau.
- 30 Mar: A Regency council is organized.
- 20 Apr: Neutralization of the Saxon army.
- 29 Apr: Combat of Weissenfels.
- 01 May: Death of Bessières, killed by a canon ball at Weissenfels.

- 02 May: Victory of Lützen.
- 20 May: Victory of Napoleon at Bautzen.
- 21 May: Victory of Napoleon at Würschen.
- 27 May: Victory of Liegnitz.
- 04 Jun: Armistice till 20th July signed.
- 12 Jun: Victory of Suchet over the British army under the walls of Tarragona.
- 14 Jun: Anglo-Prussian treaty.
- 21 Jun: Defeat of Jourdan at Vittoria.
- 27 Jun: Treaty between Russia, Prussia and Austria.
- 30 Jun: Armistice is extended till 10th August.
- 02 Jul: Evacuation of the Spain by the main part of the French army.
- 05 Jul: Evacuation of Valence by Suchet.
- 29 Jul: Opening of peace talks at Prague.
- 31 Jul: Defeat of Soult at Irun.
- 12 Aug: Austria declares war on France.
- 18 Aug: Victory of Davout at Lauenbourg.
- 23 Aug: Defeat of Oudinot at Gross Beeren in front of Bernadotte.
- 26 Aug: Start of the battle of Dresden ; defeat of Macdonald at the Katzbach.
- 27 Aug: Victory of Napoleon at Dresden and death of Moreau killed during the battle.
- 30 Aug: Defeat and capture of Vandamme at Kulm.
- 06 Sep: Defeat of Ney at Dennewitz.
- 09 Sep: Treaty between Russia, Prussia and Austria.
- 17 Sep: Armistice between Bavaria and the allies.
- 08 Oct: Treaty between Bavaria and the allies.
- 10 Oct: Victory of Napoleon over Blücher at Duben.
- 16 Oct: Battle of Leipzig.
- 23 Oct: Departure of Murat to Naples.
- 30 Oct: Victory of Hanau against the Bavarian under Wrede.
- 31 Oct: Victory of Prince Eugène and Grenier over the Austrians at Bassano in Italy.



- 02 Nov: Grand duke of Hesse Darmstadt joins the allies.
- 03 Nov: Treaty between the King of Wurtemberg and the allies.
- 11 Nov: Capitulation of Gouvion Saint Cyr at Dresden.
- 15 Nov: Victory of Prince Eugène over the Austrians at Caldiero.
- 29 Nov: Capitulation of Rapp in Danzig after a seven-month siege.
- 10 Dec: British landing in Tuscany.
- 11 Dec: Treaty between France and Ferdinand VII, who is recognized as King of Spain.
- 23 Dec: Austrians enter Alsace.

## 1814

- 01 Jan: Proclamation of Louis XVIII inviting his French subjects to welcome the allied invaders.
- 11 Jan: Treaty of alliance between Murat and Austria.
- 17 Jan: The Emperor orders Prince Eugène to evacuate Italy and reinforce the army in Lyon. Eugène does not obey.
- 24 Jan: Departure of Napoleon for the army, after having kissed his wife and son, whom he shall never see again.
- 27 Jan: Victory of Saint Dizier over the Prussians led by Blücher.
- 28 Jan: Victory of Brienne over Blücher.
- 01 Feb: Failure of Napoleon at La Rothière in front of the Austrian and Prussian armies.
- 03 Feb: Opening of peace talks with the allies.
- 10 Feb: Victory of Champaubert over the Russians.
- 11 Feb: Victory of Montmirail over the Russians.
- 12 Feb: Victory of château Thierry over the Prussians.
- 14 Feb: Victory of Vauchamps over the Prussians.
- 15 Feb: Capture of the Nive river defensive line by the Anglo-Portuguese-Spanish army.
- 17 Feb: Victories of Mormant and Nangis over the Russians.
- 18 Feb: Victory of Montereau over the Austrians.

- 23 Feb: Victory of Méry over the Prussians.
- 27 Feb: Defeat of Soult at Orthez.
- 03 Mar: Capitulation of Soissons without combat, allowing Blücher to escape.
- 05 Mar: Passage of the Aisne at Berry au Bac by Napoleon, who repulses the Cossacks.
- 07 Mar: Victory of Craonne over the Prussians.
- 9 Mar: Failure of Napoleon against the Prussians at Laon.
- 12 Mar: Bordeaux surrenders to the British.
- 13 Mar: Victory of Reims over the Russians.
- 18 Mar: Defeat of Augereau at Saint Georges.
- 19 Mar: End of the peace conference.
- 20 Mar: Failure of Napoleon against the Austrians at Arcis sur Aube, defeat of Augereau at Limonest.
- 23 Mar: Evacuation of Lyon by Augereau.
- 25 Mar: Defeats of Marmont, Mortier and Pauthod at Fère Champenoise against the Austrians.
- 29 Mar: Joseph and the Empress flee Paris.
- 30 Mar: Battle of Paris and armistice signed by Marmont.
- 31 Mar: Allies enter Paris.
- 02 Apr: Emperor is made destitute by the Senate.
- 03 Apr: Legislative Corps vote the demise of the Emperor.
- 04 Apr: Abdication of Napoleon, under reservation of the rights of the Roi de Rome and the regent Empress.
- 06 Apr: Abdication with no conditions of Napoleon.
- 10 Apr: Defeat of Soult in front of Toulouse.
- 11 Apr: Convention guaranteeing to Napoleon sovereignty over Elba.
- 12 Apr: During the night from 12th to 13th, Napoleon attempts to poison himself.
- 13 Apr: Napoleon signs the 11th April convention, known as "treaty" of Fontainebleau.
- 16 Apr: Armistice in Italy between Prince Eugène and the Austrians.



- 20 Apr: "Adieux de Fontainebleau" by Napoleon (Farewell).
- 23 Apr: Armistice between France and the allies signed.
- 03 May: Louis XVIII enters Paris.
- 12 May: Reorganization of the army with 12,000 officers sent to half-pay.
- 27 May: Evacuation of Hamburg by Davout.
- 29 May: Death of former Empress Josephine.
- 30 May: Treaty between France and the allies.
- 12 Sep: Defeat of the British in front of Baltimore.
- 16 Dec: New half-pay measures for all Empire officers under pretences of savings.
- 17 Dec: Ruling of the War ministry assigning all half-pay officers to residence at their birthplaces.

1815

- 26 Feb: Napoleon departs Elba onboard the brig l'Inconstant.
- 01 Mar: Napoleon lands at Golfe-Juan.
- 07 Mar: First troops rally at Laffrey.
- 10 Mar: Triumphal entry of Napoleon in Lyon.
- 11 Mar: Decree re-establishing the tricolor flag.
- 19 Mar: Half-pay officers capture the Royal artillery park; Louis XVIII flees Paris.
- 20 Mar: Triumphal entry of Napoleon in Paris.
- 25 Mar: Treaty of Vienna unites the allies against Napoleon.
- 29 Mar: Murat starts the war in Italy against the Austrians, against Napoleon advice.
- 30 Mar: Manifesto of Rimini from Murat, appealing the unity and independence of Italy.
- 08 Apr: Capitulation at La Pallud of the Duke of Angoulême whose troops have deserted him.
- 09 Apr: Defeat of Murat at Ochiobello.

- 10 Apr: Berthier, Marmont, Pérignon, Victor and Augereau are removed from the list of Marshalls.
- 03 May: Defeat of Murat at Tolentino.
- 21 May: Murat flees to France.
- 15 Jun: Victory of Napoleon over the Prussians at Gilly.
- 16 Jun: Victory of Ligny over the Prussians, but failure of Ney against the British at Quatre-Bras.
- 18 Jun: Defeat at Waterloo.
- 22 Jun: Abdication of Napoleon in favor of the Roi de Rome.
- 06 Jul: Allied troops enter Paris.
- 08 Jul: Louis XVIII returns to Paris.
- 15 Jul: Napoleon embarks to Saint-Helena.
- 16 Oct: Napoleon arrives at Saint-Helena.



# Notes

