

Instruction Manual

For PON v. 1.02

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Legal

Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Introduction

PRIDE OF NATIONS (PON) is a historical strategy game using simultaneous turn resolution—also referred to as a WEGO system—set in the colonial era of the 19th century, where the player takes control of a country and guides it through industrialization, military conquest, and colonization. It can be played either against the computer's artificial intelligence (AI) or against human opponents using file transfer protocols, or Play By E-Mail (PBEM).

Players assume the role of the military, economic, and political leadership in their countries – the commanders of their armies and fleets, the state administration, the diplomatic corps, the private business class developing industry, agriculture and commerce, and even the colonial explorers and adventurers.

Victorian Atmosphere

Players lead one of the era's eight Great Powers. Each power offers a unique experience with its own look, agenda, and objectives to pursue in the quest to achieve victory by accumulating the most Prestige. The Great Powers are not all equal – they differ in starting land, naval, industrial, commercial, diplomatic, and technological strengths as well as in strategic positions and starting Prestige. (*Side note: Modding allows for more nations to become playable, and additional playable countries may be released by Paradox France in the future.*)

The game will assign various missions to the player that they may complete to earn added Prestige, such as the US enforcing the Monroe Doctrine, Great Britain maintaining naval supremacy, France maintaining the largest army in Western Europe, or Prussia leading in production of chemicals and dyes.

Among the game's most original features is a diplomatic system that represents the Victorian-age spirit of gentlemen's agreements, implicit understandings, and (polite) backstabbing among nations. Negotiating war, peace, alliances, and other agreements is often a genteel process, but it can sometimes trigger a diplomatic Crisis, the resolution of which requires its own game strategies. In the end, every action taken affects the gain and loss of **Prestige**, which is the measure of victory or defeat. If the Sudden Death option is activated, the game will end when any Great Power has 3 times the Prestige of the next highest Prestige power.

Scramble for Colonies

The colonial system is extremely detailed with over 20 possible colonial actions, from peaceful exploration and economic and sanitary development to political meddling or outright military conquest. The object is to bring the various colonial Areas of value to you into your sphere of influence (SOI) by acquiring the highest Colonial Penetration (CP) rating there. Success can lead to exclusive control of these key Areas and resources through proclamation of a Protectorate or further development into a full Colony, State (for USA) or Dominion (for Great Britain). It is possible, however, that the attempt will provoke a Diplomatic Crisis with a competing nation.

You gain the most Prestige by being the leading colonial power in Areas where you have high SOI values. SOI values are in part set historically and in part adjusted dynamically via game events and actions. The obvious course is to pursue colonies within your Sphere of Influence. Nothing prevents you, however, from going into regions with less favorable or even negative SOI values in pursuit of economic, military or other strategic advantages, such as blocking your rival's expansion!

Detailed Military System

Your nation's military is organized into Units that typically represent brigade-, division-, or corps-sized formations. These Units are the "playing pieces" that may be given orders, moved about the map, and otherwise manipulated by the player. Players will often place Units together into larger Forces (representing anything from a small column to a full army) that move and fight together but that may be combined and broken up as necessary. Multiple Forces can also be ordered to move together as a group. While themselves indivisible, Units are also made up of smaller elements that represent regiments, battalions, artillery batteries, and individual warships or flotillas of smaller craft. The combat model in *Pride of Nations* functions at the level of these elements, all of which have their own statistics, capabilities, experience, and other qualities.

Your Forces can be led by one or more of the 3,000+ named land or naval leaders included in the game. Leaders have specific attributes (more than 500 are provided) that give each of them a unique flavor and make them well tailored for handling certain tasks and certain types of troops—and perhaps entirely unsuited for others. For example, some leaders can become great offensive or defensive corps commanders but are unable to effectively command a larger force, while others are model Colonial officers for leading native brigades through the jungle but are unsuited to command a regular division or a corps against other Great Powers. Leaders tend to get better with experience, but some will actually lose their advantages when promoted beyond their ability. (The player will not always know what to expect!) You will be provided additional leaders based on historical patterns and any current shortage of leaders, but it is unlikely that you will be able to provide truly good commanders for all your troops. You will sometimes need to make use of mediocre or poor commanders, who are as a general rule better than having uncommanded troops.

The game's military engine and AI are proven and have been acclaimed by thousands of players of earlier games in this series, with the engine regularly receiving new features and improvements. In *Pride of Nations*, the player will experience the impact of 70 years of military technological evolution and progress. As the game develops and time goes on, your Units will change: the infantry brigade you build in 1850 may still be active in 1920, but it is the same in name only as new equipment and decades of combat experience will give it the well-earned status of elite Unit. Also, the game provides an unparalleled glimpse of the military look and feel of the era: all of the nations' most

colorful and distinctive uniforms from 1850 on are included, with over 700 in-game illustrations as well as original portraits for most leaders. It is our hope that this level of detail will add to the player's enjoyment and immersion.

Enhanced Economics

A wide range of economic investment possibilities is available in all economic sectors, such as agriculture, mining, industry, and trade. There are more than 50 different types of resources and industrial products to manage, along with advice and some automatable actions provided to help you avoid the need to micro-manage your economy when you are too busy commanding your forces toward victory. Expanding your merchant fleet to cover the world's trading routes and developing your railroad network to boost transportation efficiency and production will be crucial to your economic status and development. (Animated shipping lanes and rail lines are dynamically visible on the game map, giving the game a 'living world' touch.) You can even view overseas immigration and urban growth as your settlers flow to new colonies and your cities prosper.

The game also models the most important economic characteristic of the 19th century in that privately held capital and business are dominant; in the game's playable nations, the state generally played a smaller economic role than it does today. Each nation has its strengths and weaknesses in this regard, be they demographic, cultural, or political. Simply put, do not expect the 'perfect' economic strategy for the US to lead you to victory as Austria; doing so may cause your economy to collapse!

Easy to Use / Hard to Master

The game uses a turn-based format in order to capture the 'one more turn' appeal of other well-known franchises, such as the legendary Civilization series. PON processes all player turns simultaneously after each has completed their move. Consequently, the game is easy to play without slowdown with up to seven partners, and lends itself quite well to PBEM. All building and movement on the map (Units, buildings, and colonial actions) is done with the user-friendly "drag-and-drop" method. In addition, colored map filters and summary windows allow players to check the information relative to their country at their leisure. Lastly, nearly all on-map features have a "tooltip" window that appears when you leave your cursor centered on the window. This is key, as these windows provide a wealth of information on regions, Units, and every other facet of the game.

Installation

Start your computer and insert the DVD labeled *Pride of Nations* into your DVD drive. 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-ROM drive, and finally on "setup.exe."

If Microsoft (R) DirectX 9.1 (R) is not present on your PC, please launch the DirectX installer, which can be found on the DVD-ROM. Once the game has been installed, you can start it from the Windows Start menu, the desktop shortcut or by inserting the DVD. Please note that the DVD is not required to play the game. To uninstall the game, select "add/remove programs" in the Control Panel. Select PON, and then click "add/remove."

System Requirements

Minimum

PROCESSOR : INTEL PENTIUM OR AMD, 1200 MHZ

RAM: 1024 MB (XP) or 2048 MB (Vista or W7)

Graphic Card: 64 MB vRAM, DirectX 9.1 compatible

Sound Card: 16-bit, DirectX 9.1 compatible (DirectMusic compliant) –

DVD-ROM: 8x

Peripherals: Microsoft-compatible keyboard and mouse

Operating System: Windows XP, Vista, or Win7

Hard Disk: 3 GB free disk space

DirectX: Version 9.1

Recommended

Processor: Intel Pentium IV or AMD Athlon, 2000 MHz

RAM: 2048 MB

Graphic Card: 128 MB vRAM, DirectX 9.1 compatible

Sound Card: 16-bit, DirectX 9.1 compatible (DirectMusic compliant) –

DVD-ROM: 8x

Peripherals: Microsoft-compatible keyboard and mouse

Operating System: Windows XP, Vista, or Win7

Hard Disk: 3 GB free disk space

DirectX: Version 9.1

Updates and Support on the Forum

Paradox France strives to fix any identified problems as soon as possible with “patches,” which can be downloaded from the relevant section on the Paradox Forum.

In the event that you experience a technical problem, help is available via the *Pride of Nations* sections on the Paradox Forum. Note that a proof of purchase (serial number) and forum registration may be required in some cases.

Interface

Additional information on nearly every aspect of the game can be accessed through tooltips. If you hover the mouse cursor over a particular item on the screen, a text box will appear with detailed information about the corresponding feature.

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 throughout the game screens as these can greatly aid in understanding the game's many details.*



Figure 1: Hovering the mouse cursor over a region will display a black “tooltip” box with additional information about the region. The information is context-sensitive and may differ based on which Mode, sub-Mode and Filter view you are using at the time.

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 that is 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, change options, resume, and/or quit the game in progress. Note that the game automatically remembers your situation 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 (“hotkeys”) that are listed in the Appendix (p. 173) – some information screens must be accessed by hotkey.

Main Menu

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



Options

Media

Here you can activate or deactivate music and sounds, choose the language used in the game, adjust the tooltip delay, and adjust the combat animation delay. Among other things, you can select how Units will be displayed on the map (“Regroup Armies” options), and whether the game should pause to display results of battles during End Turn processing (“Pause after Battle”). Battle reports also appear in the Message Log your next turn.

Game

In this menu, you can activate or deactivate the [Fog of War](#), [Activation](#), and [Withdrawal](#) rules explained below.) You can also play with Unknown Leaders or randomize leader statistics to different degrees; for Unknown Leaders, leader names and attributes are only revealed after they have conducted their first battle. You can also adjust free redeployment quotas for the player and AI, whether armies delay before committing to battle, and level of troop attrition you choose to model. The “Extended” options allow you to loosen up the force pool restrictions, increase allowed structures, eliminate all negative SOIs, and allow claims on neighboring regions by simple right of conquest – these allow a more “sandbox” game where the player can do as he wishes. We recommend using the default settings for these choices. If Fog of War is turned off, the AI will take advantage of the additional information available to it.

AI

This is where you select the difficulty level and adjust the intelligence, aggressiveness, activation bonus, and detection ability of your computer opponent(s). Even a slight improvement to detection ability has a significant impact on your AI opponent’s ability to strategize. Adjusting ranking can give the AI a bonus or penalty – for example, “Lieutenant” ranking gives the AI better movement speed, cohesion recovery, and reduced command penalties for undercommanded military Forces – but no direct combat advantages. You can also allow the game more time to process between turns, improving your opponents’ 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 Detect).

System

You can adjust technical settings here. Two of these are “Region Precaching” and “Textures Init,” which allow for smoother scrolling. You can also adjust CPU and memory usage and graphics settings to affect performance.

Scripts

This allows you to enable or disable major historical events if provided for by the scenario or campaign (*none have as of Official Patch v1.02*).

Campaigns and Scenarios

In the New Game menu, the list of playable scenarios is shown on the left. Mouse over a scenario name to see detailed information about it displayed on the right side.

Sides and Duration

The opposing sides are identified by their flags. Scenario duration is indicated by the starting and ending dates, as well as the number of half-month turns to play. In Campaign games, there is a brief discussion for each playable country including its Traits.

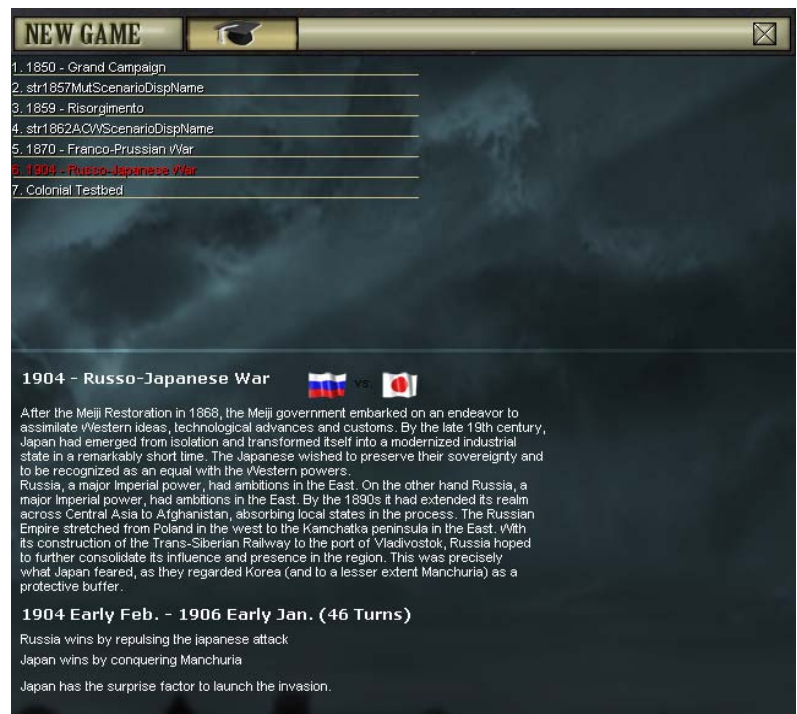
Historical Briefing

The text below the title is a summary of the historical situation at the time of the scenario.

How to Win

You can win the game in one of two ways. If at any time you meet the conditions for an Automatic Victory, you immediately win.

If you fail to meet these conditions by the end of the game, the side with the most Prestige Points (see below) wins. Battle scenarios have defined Automatic Victory Conditions. In a campaign, a “Sudden Death” Automatic Victory occurs the top Prestige player has three times the Prestige of his nearest rival.



Tutorial Scenarios

The game ships with a series of Tutorial scenarios accessible from the Main Menu. Players are strongly encouraged to play these scenarios early, perhaps even before finishing this manual. These tutorial scenarios are designed not only to introduce certain core game concepts (through a series of step-by-step instructional event boxes) but also to provide a hands-on introduction to the game interface.

Loading, Deleting, and Renaming a Game

On startup, you can either begin a new campaign or resume a previously saved game. You also have the option to rename, delete, or restore a previous turn of any saved game, as indicated by each entry's tooltip. Hover the cursor over the save file in the Load Game window to view its individual options. 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

At any time, you can hit the Esc key to reach the Main Menu, where you can then access the Save Game menu. You generally don't have to manually save a game, as this is done automatically each turn once you hit "End Turn." You have the option to restore from any of the 12 previous turns of any saved game (players may edit the number of saved turns in a settings file). The only instance where you might want to manually save a game is if you want to change Options or need a rest in the middle of a turn, or if you want to rename a saved game file (please don't rename a save file outside of the game). The game automatically updates your active save when you exit to the main menu during play, but while playing inside the game you can at any time "save as" a different file name. So when you want to quit, just click the "End Turn" button and stop playing. You can "Resume Game" from the main menu later.

Play By E-mail (PBEM)

Pride of Nations can be played against one or more human opponents using e-mail or any other valid file transfer protocol, such as instant messaging. One of the players (the "Host") must initiate the game. The procedure is detailed below:

- 1. Create a game:**

The Hosting player chooses a Campaign or Scenario and a side, and starts the game as usual. This automatically generates a subfolder in the C:\Games\Pride of Nations\PON\Saves\ directory, named after the Campaign or Scenario selected. Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. You can rename the saved game using the Save button while in the game (caution: do not rename a save file outside of the game).

In the newly created folder, you will find two TRN files that each have three letters indicating which nation the files belong to (e.g., AUS (later AHU), FRA, GBR, GER, ITA, JAP, RUS, USA).

- 2. Host sends TRN file to opponent:**

The Hosting player now sends his opponents the TRN file with the opposing nation's designation (e.g., if he is the US, then you send him the USA file). The opponent must store this turn file in the PONGame\PON\Saves\ folder. It is advisable to use subfolders in order to keep all PBEM games in

progress separate. For example, the opponent could save the TRN file under the PONGame\PON\Saves\JohnVsJoe subfolder.

3. **Give Orders and Non-Host sends ORD file to Host:**

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

The Non-Hosting player then sends their ORD file to the Hosting player.

4. **Host resolves turn**

The Hosting player saves the ORD files received from the other players into the appropriate directory and loads the game again, then 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.

Note: *The Non-Hosting players don't get to “play back” the turn. However, they can check the Message Log to learn what occurred during the turn.*

To enable the AI to take over any abandoned human turns during hosting, add the command *aiDoTakeOver* in any .opt file and set it to true (false (0) is the default, meaning no AI orders are issued for the human player).

Winning the Game

Except in the case of an Automatic Victory, winning is a matter of “Prestige Points” (PP), also called just Prestige. The side with the most PP wins the game, and the scope of the victory depends on the PP difference. Of course, in a game as large and complex as *Pride of Nations*, the journey is as important as the destination: rather than going strictly by the final Prestige score, you may decide to define Victory by more personal goals and terms (for example, developing Japan into an industrial power to compete with the West) or make decisions based on your view of the likely priorities and behavior of historical leaders.

Prestige Points (PP)

Each side accumulates or is awarded PP every turn. In the Grand Campaign game (1850-1920), there are dozens of ways to gain PP. The tooltip for your prestige total also shows your gain and loss each turn by category.

In battle scenarios, you primarily earn PP by controlling Strategic Cities and Objective Cities, as described in the specific scenario. To receive prestige for control of such a city, you must either have regional Loyalty of 51% or more or garrison it with at least one Unit of infantry or cavalry regulars). Strategic and Objective Cities are both important, but in different contexts: Strategic Cities count towards victory in all scenarios, but Objective Cities are specific to the campaign at hand.

Winning a battle also nets you PP. To tally up your earnings, the game compares the losses you inflicted in excess of the amount of losses you suffered, as well as values of the related Units.

You can check cities you control and accumulated Prestige by pressing F10 or the appropriate Ledger button below the Assets information near the top of the screen.

Game Scale

- Scope of the Grand Campaign: 1850 until 1920. (Other scenarios may vary.)
- Turn Length: Two weeks
- Units: Regiments, Brigades, Divisions, Corps, Armies, Naval Ships, Squadrons and Fleets.
- Map: The whole world, with Theaters, or colonial Areas, each composed of multiple regions, and Sea Zones (including Maritime Trade Boxes).

Nations of the World

Overview

The Victorian Era was the age of the nation-state, and you are playing as a Great Power.

Note: Only the 8 Great Powers were playable in the original release version of Pride of Nations. However, patches have now allowed access to the Kingdom of Belgium and the Ottoman Empire. Patch 1.02 added new events for Belgium, the Ottoman Empire, Spain and Portugal.

Caution: These additional countries were intended to be playable only by the AI, so are not a fully developed player experience in terms of available events, decisions and courses of action a player might pursue. They have not been extensively playtested for player use. It is possible that future patches or player mods may enrich the experience with these additional countries and may open access to others. However, the game experience is really based around being one of the original Great Powers: Great Britain, France, Prussia (later Germany), Austria, Russia, Sardinia-Piedmont (which, if successful, becomes Italy), the United States, and Japan.

Head of State Interface: The National Summary

Each country has a national summary which is displayed using the F1 key.



In the upper-left area of this window, you can see the current Ruler of your country and their Prime Minister, along with their Imperialism, Administration and Diplomacy attributes.

Below this area you can view your own country's national attributes. Each attribute can have up to four different values (see below for details). The combination of these attributes differentiates your country from others. These attributes represent the historical reality of your country and are not easily altered, although they may be changed during the game by special events, some of which offer you a decision. (When an event offers you multiple choices, the first choice is always the historical one and others are plausible alternatives.)

Ruler and Minister

At the top-left, you will see who is in charge: your nation's Ruler (e.g., President or King/Queen) and Prime Minister or equivalent position or institution, such as Congress in the United States. To the right of the country's Rulers are the available missions, as well as the decrees and laws currently in effect. (Most scenarios begin with no options for decrees and laws in place; these will be generated and begin to appear with the second or later game turn.)

There are three stats underneath, which can vary from 1 to 9 (equal to the stat of the Ruler plus the stat of the Prime Minister). A stat of 5 means no change from normal, while 4 or less results in penalties and 6 or more in bonuses:

- **Imperialism:** Modifies your Force Pool, Unit Cohesion recovery, and ability to forge plausible casus belli (must be 5 to do so). For example, if you have a 9 in Imperialism and max allowance of 8 infantry Corps, then you'll ultimately be able to raise 10 infantry Corps at one time ($8 * 1.2 = 10$).
- **Administration:** Modifies the initial cost and output efficiency of production structures – although good transportation (such as railway development) is a key factor in productivity.
- **Diplomacy:** Modifies the number of Diplomats you receive every 6 months. Diplomats are expended whenever diplomatic actions are taken, and they can also be consumed by some colonial actions. Diplomacy also modifies the amount of Prestige you gain from your possessions in your Sphere of Influence.

Missions

Missions are optional tasks assigned to you which grant you Prestige if completed. You are notified of them in red text in the Message Log along with other events. They typically give you a fixed term, such as 10 years, to complete the task. Current missions appear in the National Summary (hotkey F1).

Missions give players interesting short- and medium-term goals for their nation, which helps to prevent the “where do I start, what can I do” feeling, but they are optional. Missions may be dramatic or routine. An example of a (somewhat mundane) mission is to become the leading producer of cereals in 8 of the next 10 years: every 3 months the game engine checks and reports your mission status. (How do you calculate how much you need to satisfy the goal? You don't know exactly; this was an era of uncertain information and frequent over- and under-estimation of adversaries. You must guesstimate what is required using the intelligence available to you in the ledgers, trade windows, and by observation on the map. Push hard for the goal in order to allow an ample margin of error.)

Decrees and Laws

Decrees and Laws cover two special types of events. Some are single-choice events, while others give you a choice among (sometimes as many as four) courses of action. Tooltips will inform you of the costs and benefits of making a particular choice. Your decisions take effect in the Resolution Phase between turns. Where there are several option icons, you may be limited to choosing only one.

Population Contentment (discussed later in this manual) affects the base chance of success of most laws, except in Authoritarian countries. Sometimes the result depends on something else – for example, mobilization has a reasonable chance of success only if someone with a significant army is hostile to you, but should succeed reliably if your nation is at war with a serious enemy. Where legislative approval is required, the base chance of passage is 33%, but there may be other preconditions: for example, laws that raise Contentment require an average Contentment under 50 since the situation must be bad to provide a chance of passage.

To view the two typical default Options, end your turn (i.e., process turn one) and re-open the ledger.

Hover the mouse cursor over the first Option (the one with the troop silhouettes) to bring up an identifying tooltip. Click the icon to either activate or deactivate the Option. The change will take effect in the resolution phase between turns.

Now, go over the second Option, the one that looks like an artillery icon. Click on it to bring up a new window, as this is a Multi-Choice Option.



You will note that a multi-choice Option displays an image, a large text zone, and up to four choices. Each choice has a tooltip which will explain the choice's cost and effects. Note, however, that you can only choose one.

National Attributes

This is the largest portion of the National Summary screen. Each nation, from the mightiest to the tiniest, is defined by 12 attributes – each can have only one of up to 4 different values, each represented by an icon.



In the illustrated example, our Technological Approach is “Standard.” The current national value is shown in a copper color. The other possible values are displayed in a steel color.

From a “mechanical” standpoint, each attribute in fact represents several modifiers for your nation. For example, if you have “Free Trade” as your Trade attribute, then you don’t get the bonus of Protectionist nations against the penetration of their market. On the other hand, you’ll be much more competitive than others. Each tooltip indicates the general effect.

The final attribute is Organization and defines the category of country to which your nation belongs. Nations can be one of four categories:

- Organized Major Country
- Organized Minor Country
- Unorganized Country
- Tribal (also includes Feudal countries such as Siam)

The higher on this list, the more diplomats the country receives and the greater the population’s base consumption demands (see p. 117), tax bases for different classes, and maximum tax (including tariff) rates – except for maritime taxes, which work in the opposite direction. War resilience is highest for Organized Majors, least for Unorganized countries – Unorganized countries are also more susceptible than others to war weariness.

The release version of PON allows you to play only as an Organized Major Country, as they are the only ones who can “Win.”

National Attributes Explained

Below are the various national attributes that are available, broken down by categories corresponding to the various approaches.

Research

PROGRESSIVE: A Progressive nation is one that is experiencing a true golden era of technological advancement. In the game, one of the few countries that would rate this description for a significant period of time would be Germany from 1870 to 1914. German scientists made an enormous number of basic discoveries in physics, chemistry, biology, geology, and many other fields of knowledge. German philosophers, artists, musicians, and writers led their fields. Most importantly, German technicians were at the cutting edge of several technologies, from chemical synthesis to automotive technology, from medicine to metallurgy.

STANDARD: A country with Standard technology would fall in the mid-range of the industrialized nations. Italy or France would have Standard technology after 1870. Advanced countries outside Europe, such as Brazil, would have Standard technology. Standard technology assumes that the country has universities where basic research can take place and a healthy private sector that can fund technological advancements.

BACKWARD: The Backward technological attribute describes most non-European countries as well as Russia, China, and Turkey during most of this period; however, Russia can advance to Standard technology after 1905. The technologically Backward country lacks functional educational and research facilities and/or sufficient Private or State Capital to help their technologies to reach their greatest potential. They are likely to acquire inventions and technologies only after these have become generally known in the Standard countries.

ABSENT: The Absent attribute describes countries that are gripped by such disorder that technological advancement or even the effective employment of already existing or foreign-supplied technology is impossible. Alternatively, countries with this attribute are so far behind the technology of Western industrial countries that they cannot put imported technologies to effective use. An example of a country with this attribute is that of the Zulu. While they had and used firearms and could even manufacture muzzle-loaded rifles, they were unable to manufacture or reload cartridges for the British Martini-Henry cartridge breech-loading rifles they captured. They were equally unable to develop tactics that would allow their highly organized and skilled armed forces to fight effectively against soldiers equipped with modern weapons.

Trade

FREE TRADE: Free Trade was a goal of liberal political thought in the Western industrialized countries, but only a few countries were able to put these ideas into practice. Britain was the foremost example of a nation devoted to Free Trade, having abandoned its protective tariff in 1846, just before the game begins. Britain remained a devoted free trader until the 1930s. Other countries, including the United States before 1912 and many Latin American countries, had brief flirtations with Free Trade during the 19th century. Under Free Trade, the cost for foreign investors building structures in your territory is substantially reduced. Your own competitiveness in trade transactions is much greater than Protectionist countries, however. The base consumption demands of your domestic and colonial populations are also significantly increased. Your maximum permitted tax rates and tariffs are lowest under Free Trade and highest in a Closed economy.

PROTECTIONISM: This is the default. Under this system, the government attempts to manage trade by setting tariffs intended both to raise government funds and to strengthen the market positions of domestic industries. Generally, trading partners reciprocate protectionist policies and a global system of Protectionism arises, as was the case during most of the 19th century. The United States was mostly Protectionist during this period, with a Protective tariff being a lynchpin of Republican Party economic policy during their long period of rule from 1861 to 1912. Costs of foreign investment in a Protectionist nation are greatly increased.

CLOSED: In the game, most nations that are Closed to trade have voluntarily closed their ports in order to limit foreign influence. A prominent example would be Japan before the Perry mission of 1853. China also sought to close itself to outside trade but was continually forced by foreign pressure to revert to, at best, a Protectionist stance.

(Perhaps a Chinese regime that is successful in defeating foreign aggressors would revert to a Closed policy.) The Closed attribute may also describe a country experiencing so much internal disorder that it is unable to trade effectively with other countries. Base consumption demand for a Closed nation is therefore substantially lowered, while maximum permissible tax rates are higher. Foreign investment in such countries is very expensive.

Government

LIBERAL DEMOCRATIC: Since the Second World War, this has become the default government type around the world: even dictatorships and hereditary monarchies pretend to have elections, parliaments, a free press, an independent judiciary, and so forth. In the period covered by the game, however, few countries had many of these elements in place. The adoption of a Liberal Democratic form of government was a multi-step process. In the game, having a majority of such institutions along with a consensus within at least the dominant social group qualifies a country for this form of government. This is true even if, as for example in the United States, fairly large groups of people (African Americans, American Indians, and Asian and European Catholic immigrants at the beginning of the period covered by the game) are excluded from political participation. Liberal Democratic governments are severely limited in their policy choices by public opinion, law (including international law), and popular willingness to vote for taxes. Other factors aside, under a Liberal government Militancy (a game concept discussed below) tends to increase the most and increased Militancy has the most negative effect on Contentment (another concept discussed below). Liberal governments must walk a fine line in keeping their free, demanding, and politically engaged populations happy. As a government becomes more autocratic, it finds direct action against militancy to be increasingly effective, causing less discontentment and giving greater policing effect. Autocratic governments also enjoy greater levels of conscript recruitment.

CONSTITUTIONAL AUTOCRACY: In this form of government, executive authority is dominant while some popularly elected institutions exercise some independent power. During the game period, countries with Constitutional Autocracy were often formally monarchical, with an Emperor or King exercising significant authority over the bureaucracy, military, and perhaps even the courts while still having to rely on a parliament to approve taxes, new laws, and government budgets. (This was the case with Germany from its creation in 1870 until its defeat in the Great War.) Constitutional Autocracy also applies to countries with dictators and even elected presidents whose executive authority is only weakly restrained by law and public opinion. Some dictators and non-European monarchs qualify for this characteristic not because formal institutions exist to limit their power but because they cannot wield fully autocratic power over their entire realm. An example would be the Buganda Kingdom of what is now Uganda: King Mutesa had extensive territorial claims and influence over many territories but was absolute ruler only over his own clan, while the other clans and cities were autonomous within their own territories and their leaders had to be consulted on matters of peace and war. Buganda was more like a confederation or feudal state, but the assembly of nobles functions, in game terms, as a sort of proto-parliament. Constitutional Autocracies pay a lower premium for structure input costs than Liberal Democratic nations, but also receive a smaller output efficiency bonus and only half the substantial bonus to base domestic and colonial consumption demand of Liberal nations. Aristocrats enjoy a small Contentment bonus, which is increased more in even more Autocratic states.

FULL AUTOCRACY: The Emperor of Russia from the 17th century until the Russian Revolution was called the “Autocrat,” and many Russian leaders and political elites took the preservation of this power very seriously as a responsibility to God and their people. Accordingly, Full Autocracies are the best regime for officer pool recruitment and retention, and fairly good for raising conscripts as well. Full Autocracy as a form of government applies to Russia until her Revolution, and to many countries outside Europe. In order for a government to be a Full Autocracy, the ruler must actually be sovereign over their entire territory; a weak, decentralized monarchy would be considered either Ruthless or Constitutional Autocracy, the distinction depending on the legitimacy of the government in the eyes of its people and especially the elite political class. Legitimacy is an important part of Full Autocracy; a dictator perceived as illegitimate by the ruling class of their country would qualify for the Ruthless characteristic.

RUTHLESS: Countries with Ruthless governments are ruled by force without regard for the will of the majority or even of the leading social classes. Obviously every dictator needs henchmen to impose their rule, but, in the Ruthless government type, this will be a limited subset of the educated, wealthy, or socially connected members of the community. The tendency of Aristocratic Contentment to increase under Autocracy is increased, while the normally content Upper Class has its base trend turn negative. Ruthless regimes raise conscripts more quickly, but their pool also decays more quickly and officer recruitment and retention are lower (the opposite of a Liberal government). Ruthless exploitation of workers and resources means that these regimes enjoy even greater discounts to structure input costs than Full Autocracies, but their reduction in output efficiency is also greater and they suffer a significant penalty to base consumption demands. A Ruthless dictator may be popular in some sectors of society; for example, the second Emperor of Haiti, Faustin Solouque, was very popular among the black peasantry who provided the foot soldiers that kept him in power for decades. In the game, this characteristic will sometimes be used for a government that has some elements of constitutional rule or popular legitimacy but suffers from such a high level of internal disorder that the social contract has broken down. In any case, Ruthless governments are going to have plenty of disorder to contend with.

Society (Social Mobility)

OPEN: The concept of social advancement in the game primarily governs the speed with which people move from one class to another in response to changing economic circumstances. A country that is Open, like France after 1870, provides opportunities to peasants to be educated, move to cities, and become proletarians or even middle-class clerks. The children of clerks or workers could even hope to become professionals or capitalists. The National Identity characteristic governs how minorities are treated, so a country does not have to be entirely non-discriminatory in the application of this principle: in the United States, most whites after the American Civil War could change class with sufficient effort and luck, so America qualifies as Open in this period even though significant minorities were largely excluded. Places with Open societies must almost necessarily have good educational systems and will generally have populations more involved in politics. It is possible to have social mobility without having a political democracy, however, as with post-Revolutionary communist states. The policing effect of martial law is significantly weakened in an Open society, while Militancy increases more rapidly. In addition, the more open the society and the more able people are to change social class, the more likely they are to migrate to adjacent regions in need of people. The tax base in an Open society is higher per population point, except for Aristocrats or the Upper Class, who provide the largest tax base under a Full Autocracy and the smallest under a Liberal government.

ELITIST: The default condition is Elitist, in which there is a social hierarchy with a basis in some condition that is difficult to change. Normally, this means that there is some sort of rank from birth, but Elitist societies can also have a class structure based entirely on wealth if it is very difficult for a poor person to achieve economic success. The classic example of an Elitist society is Great Britain up until the 1950s. No matter how skilled or hard-working a young man might be, he had no hope of rising to the top in any profession without a degree from the right schools and membership in the right clubs. Political decision-making authority was always in the hands of men with either noble ancestry or lots of money—preferably both. It was possible, though very difficult, for people from the lower ranks in society to acquire these markers of status. Some Elitist countries have a good educational system and meritocratic civil service examinations which do permit some mobility, with some good examples being Imperial Germany and Mandarin China in times of domestic peace, and it is such systems that distinguish the Elitist country from the truly Rigid societies.

RIGID: Many pre-modern societies, some of which were still functioning in the 19th century outside of Europe, possessed closed social hierarchies in which nobody from the wrong group was ever permitted to achieve power or social influence. A few European countries, less strongly affected by the Enlightenment than others, placed similar absolute restrictions on the lower social classes. The classic example of a Rigid society is Imperial Russia before 1905.

NONE: Countries that have no class system, not because they have achieved equality but because the social order is too loosely organized or disrupted to be said to exist in a continuous form. These countries are typically those that are experiencing enormous social disruption (such as civil war) or else are peasant or pre-modern societies without centralized government. An example would be Iboland in southeastern Nigeria, or the surviving independent Indian cultures of North and South America.

Religion

TOLERANT: True religious tolerance was another goal of liberal reformers during the 19th century, although few societies entirely escaped the biases of their religious and cultural traditions. In the game, tolerance is judged by the standards of the period, not by our own; for instance, the United States late in the game qualifies as Tolerant due to the lack of official endorsement or inducement towards any particular creed. Tolerant societies almost never face religious unrest and also help attract religiously motivated refugees from neighboring regions.

INDIFFERENT: Most northwestern European countries (such as Germany, the Scandinavian countries, the Netherlands, and Great Britain) maintained official, tax-funded State churches while also permitting other religious groups to function without much interference. Western European and many Latin American Catholic countries (respectively: Belgium, France, and Italy, and Mexico, Brazil, and Argentina) were aggressively secular in their policies, and restricted the activities of the Catholic Church to some extent while still preserving a cultural preference for Catholicism and considerable discrimination against non-Catholics. These societies qualify for the Indifferent attribute, which can lay them open to some religious-based disorders but does not tie the government's hands to any great extent. Under religious indifference, population growth, contentment, and conversion to the state religion in a region are unaffected by the religious affiliation of its majority.

INTOLERANT: This is the default condition in most of the world outside Western Europe and North America at the start of the game. Intolerant societies see a natural linkage between the State and the national church. The State gets legitimacy from the church, and the church gets funding and protection from the State. People who insist on practicing another religion may be permitted their lives and freedom, but are certainly not welcomed into full citizenship and may be persecuted. Almost all countries were like this during the Middle Ages and the Renaissance, and many non-Western societies maintained this Intolerance during the 19th century. European examples of such countries include many Italian states before 1870, Spain during most of the period covered by the game, and the Ottoman Empire. Societies with this attribute will enjoy lower levels of unrest among believers in the State church, but they pay for this with heightened unrest among non-believers and colonial subjects as well as the possibility of serious disturbances if heresy or schism break out within the church.

THEOCRATIC: Societies that are completely devoted to their State religion and very intolerant of other faiths are labeled with this attribute. Theocratic societies include the Papal States, Carlist Spain, Mahdist Sudan, Wahabi Najd, Tibet, and other theocracies. The State will find it almost impossible to remain at peace with countries holding different religions, at least if there is any chance of conquest in the name of God. Colonial subjects of other religions will feel oppressed and rebel if any opportunity offers itself. Other social choices (such as a Liberal Democratic government or Open social mobility) are also prevented by the strength of the religious establishment. Theocratic societies (and Intolerant ones to a smaller degree) have substantial bonuses in population growth and contentment for regions of the favored religion, and high conversion rates to the state religion (particularly in areas where religious minorities are populous).

Economy

FREE COMPETITION: This attribute describes a society that favors the private sector over the public in almost all circumstances. This was the ideal of early 19th-century liberal political economists who were inspired by Adam Smith and David Ricardo. Their ideas were the most influential in the United Kingdom, and thus the UK will have this attribute throughout most of the game up until the outbreak of the Great War, when they will turn to a more

State-directed model. The United States also hewed mostly to a Free economic model until the late 19th century, although the Progressives introduced more State control after the beginning of the 20th century. Economically Free societies will experience a high degree of economic volatility, both upwards and downwards, and will produce many businessmen. Among Free Competition, Mixed Economy, and State Control, the more Free a nation's economy, the higher are its base consumption demands, foreign penetration of the domestic market, and the tax base per population of the lower and middle classes. On the other hand, Freer economies see lower maximum tax rates of all kinds and a lower tax base per population of the Upper Class and Aristocrats. They also impose no barriers or increased costs that deter foreign investment.

MIXED ECONOMY: This is the default condition for industrialized countries. Imperial Germany before the outbreak of the Great War is the most noteworthy example of such a country, though the attribute could also describe the wartime economies of Britain, France, and the United States. Countries with the Mixed Economy attribute permit businessmen to operate freely in certain sectors of the economy that they feel are not strategic. In those sectors that are critical to the strength of the State, such as power generation, strategic raw materials production, and transportation, government places limits on business activities. The State may also act directly in the economy in truly critical sectors, such as rapid transit or arms production. This characteristic also applies to countries that desire to exercise full control over their economies but don't have the necessary administrative resources or degree of centralization to achieve it. Many technologically Backward societies or those with some social disorder, often have this characteristic.

STATE CONTROL: Most pre-modern countries, such as China, aspire to full State Control of the economy but do not have the organizational resources to actually exert such control. This attribute can only really be applied to the wartime economies of Germany, Russia, and perhaps France, and to any fully functional Socialist societies that might arise. Under State Control, the society produces very few businessmen. Individual taxes are limited because there are few rich people to pay them.

NONE: This attribute is applied to economies that are so disrupted by social disorder or so decentralized that the idea of State influence over the economy is meaningless. Examples would include Taiping China and the more decentralized states in Africa. The domestic market size is smaller, but subject to a higher rate of foreign penetration of the market. The tax base is relatively depressed except for the Aristocrats and Upper Class, who do well. While Census, Corporate and Maritime taxes can be imposed at high rates, collections of income tax and especially tariffs and excise taxes are seriously impaired.

Army

PROFESSIONAL ARMY: A society with this attribute has invested in high-quality professional training for officers and long-service enlisted personnel and has created a very skilled armed force. The Professional Army is generally quite small, and raising new Units in the face of emergencies is difficult and expensive. The people have little sense that military service is a citizen's duty, and it is hard to mobilize for all-out war. The military officer class in such a country is sometimes divorced from the rest of the ruling class, and there may be a risk of unrest and military coups, though this is not always the case. The foremost example of a Professional Army in the period of the game is Great Britain, where military coups were unheard of after the early 18th century. Many Latin American countries built Professional Armies out of their liberation armies, however, and these soldiers often became political leaders. Converting from a professional to a mass army results in considerable disorder in the ranks over the short term, but can result in long-term benefits as some of the skilled officers built up during the period of professionalism remain available to lead the large armies that can be raised under Conscription. An example of this process would be Imperial Germany, most of whose constituent states, especially Prussia, had Professional Armies before 1870 but switched to Conscription in the late 19th century. The Prussian officer corps was able to lead the conscripts to great victories in the 1860s, 1870, and 1914. In Professional armies, conscripts are fewer and return home frequently, and its upkeep is the most expensive in State Funds and officers. On the other hand, compared to Conscription, new Units of both the army and navy start with a greater experience bonus. Maximum hit recovery percentages per turn

are higher, replacement pool maximums are greater, and officers are available at a higher rate (and remain available in the manpower pool much longer) than under other systems.

CONSCRIPTION: The alternative to a Professional Army is the citizen army, which is the default condition for the industrialized countries of mainland Europe like France and Germany after 1870. These societies require almost all men to serve in the military for a short period of time for training, and then to remain available as reserves to be called up in case of war. These societies could rapidly mobilize millions of reasonably well-trained and well-officered men by the turn of the 20th century. Military maintenance costs are modest in State Funds but high in Manufactured Goods. A few countries outside Europe managed successful Conscription, with the Zulu of southern Africa being a notable example.

FEUDAL: Most countries outside Europe and North America could not maintain a truly Professional Army, nor did the State have the organizational resources to enforce Conscription, save for a few striking exceptions. These nations instead have Feudal armies, which consist of a small, highly disciplined professional force backed up by huge mobs of untrained levies. Larger numbers of Conscripts can be raised from the population, but larger numbers of Conscripts are also required for military maintenance, Conscripts not called into Units tend to return home more quickly, and maximum hit recovery percentages per turn are low so Units recover losses more slowly. Feudal military Units are numerous and cheaper overall to recruit and maintain in terms of State Funds, Manufactured Goods and officers, but have a limited officer corps and are likely to be very ineffective in combat, even without taking the effects of lower technology into account. Imperial China is a classic example, with a huge army mostly composed of peasant levies who fought with enthusiasm but little skill. Russia had the largest army in Europe during much of the 19th century, and although it was tough, it is treated as Feudal for purposes of recruitment until the reign of Alexander III.

Projection of Power

This attribute reflects the nation's sense of its rightful scope and ambition on the world stage. Some of the practical effects of greater projection are increases in production of diplomats, bonus starting Naval experience for newly-built ships, military Conscript pool production (and release of unassigned Conscripts), and trade competition. The movement restrictions described below affect the behavior of AI-controlled nations but do not, for the sake of playability, restrict the player.

REGIONAL: These countries seek to influence events in their immediate region and may adopt aggressive means to reach this end, but they do not go far abroad in search of colonies or international influence. Examples include Austria and Sardinia-Piedmont in Europe, Japan under Meiji, and the United States before the Civil War and under some later presidents. Most small countries qualify for this attribute unless they were outstandingly neutral or pacifist in their foreign policy. Another good example would be Peru in the mid-19th century: Peru fought a war against Chile (1879-1884), experienced tension with Brazil after having lost a good deal of territory in the Amazon before the game begins, and also had some border skirmishes with Ecuador. Russia also qualifies because its attention remained focused on threats and opportunities in the enormous region that lay near its vast frontiers.

HEMISPHERIC: These countries are secondary powers that seek to control events throughout a large region, but without seeking to move into the global domain of the Great Powers. The United States, while often Regional in focus, would qualify for this attribute under some presidents between the Civil War and the Great War, as would Prussia/Germany from the beginning of the game until the beginning of their colonial expansion in the 1880s, or Italy after unification. Regional powers that prove very successful in their sub-regions might develop hemispheric ambitions: an example would be Argentina after the outbreak of the Great War.

WORLDWIDE: Only a Great Power can qualify for this attribute, though not all have it. This permits them to be active anywhere in the world. Great Britain qualifies throughout the entire period; France does initially, but is liable

to lose this status later. Spain begins in this category but quickly loses it. Germany from the reign of Wilhelm I, and the United States under a couple of late presidents, may join this category.

RESTRAINED: This attribute defines countries that have so few expansionist ambitions that they will remain essentially passive in international affairs, such as pre-Meiji Japan, China, or the Ottoman Empire. Sometimes, countries that have lost wars will adopt this attribute for some years, as will countries that are too poor or disorganized to consider expansion.

Education

HIGH: Few countries in the 19th century achieved the liberal goal of widespread free public education. Those that did will qualify for the High education attribute. This attribute applies even to those countries that exclude some minority groups while still serving the majority, such as the United States after the Civil War. France after 1870 would be the best example of a country with a High education level. A High Education level allows all social classes a higher maximum level of attainable education, and also, as a general rule, educates the population more rapidly.

RESTRICTED: This is the most common case for industrialized countries and those entering the Industrial Revolution. There are some State schools, but most children do not get much education. However, there is a university system performing research and teaching students the cutting edge of technology. The wealthy and a few lucky individuals from the lower orders can access this system, which provides at least a minimal population of highly educated cadres for industry, government, and the military – in game terms, this allows Upper Class and Aristocratic populations to increase their education level more rapidly than under the broader “High” educational system. The UK, for example, did not manage to create a mass public education system during the period covered by the game. Italy and Austria/Hungary, and Japan up until after 1900, would also qualify for this attribute.

NONEXISTENT: This attribute does not mean that there is no education at all in the country, just that only a very few people can benefit or that the education system does not teach subjects appropriate for people to live in an industrial civilization. China before 1911, for example, would qualify as a country with a Nonexistent education level even though it had an extensive system of State schools training men for the civil service exams. Since these civil service exams chiefly evaluated the candidate’s ability to interpret Confucian texts and write classical poetry, they counted little in preparing the country for the rigors of industrial development.

Nationalism

ELITIST: Only a small minority within the nation, concentrated in intellectual and elite social circles, subscribe to a distinct national identity that is identified with the State. Most of the people have different ethnic or social backgrounds and have no sense of nationalism; to them, the government is merely a power exercised upon them by others. The Ottoman Empire after 1908 would be a perfect example of a country with this attribute: a small number of educated people, military officers, and civil servants thought of themselves as “Turks” and the Empire as “Turkish.” However, most people continued to think of themselves as subjects of the Sultan and saw national identity as immaterial, or at least as being unconnected with politics. Under Elitism, regions where the state ethnicity is the majority will experience increased assimilation to that ethnicity as well as a substantial increase in the population growth rate; in other regions, particularly those exhibiting foreign (i.e., non-national soil) majorities, population growth rates are lowered by Elitism while state ethnicity may actually decrease. Similarly, Elitism provides a substantial ongoing bonus to Contentment in regions dominated by the state ethnicity and a corresponding penalty to “foreign”-dominated regions. The narrow popular base gives Elitist societies less war resilience than other types.

MODERATE: This attribute covers a wide variety of different situations. First is the situation where a majority subscribes to a national view of the State, while one or more reasonably large minority groups do not participate in

this sense or are at least excluded by the majority. An example of this case would be the United States after the Civil War, where most whites saw themselves as Americans and saw America as a 'white man's country,' while African Americans, Hispanics, Asians, and American Indians were excluded. Another situation where this attribute would apply is when some classes have developed a national consciousness. An example of this case would be Russia in the 19th century, where the upper and middle classes were very conscious of a Russian national identity while the peasantry clung to a religious identity as Orthodox and a regional or village (rather than national) identity. A Moderate nation experiences more war weariness than other types, but has more war resilience than an Elitist one. Regions with the state ethnicity are somewhat more content.

POPULAR: Most people in the State have a sense of nationalism that inspires loyalty as a means of achieving their particular national aspirations, while minorities are more likely to want to secede. The classic example of this attribute is France, where strong national identification with the State existed even among people who were somewhat ethnically different from the majority, such as the Bretons, Alsatians, and Provencal. Another case that would fall under this attribute would be a country that was otherwise fairly nationalistic but had significant regional/ethnic separatist sentiments. An example of this case would be Austria/Hungary, where Austrians and Hungarians mostly had strong national identification with the State while Czechs, Serbs, and other minority groups developed their own, rebellious national identities. Popular also applies to Prussia at the start of the game, Russia late in the game, the Ottoman Empire after 1870, the USA under some presidents (e.g., Lincoln), and some minors. Regions with a majority of the State ethnicity or other ethnicities of the national soil receive Contentment and growth bonuses, and the assimilation rate is slightly more than in Moderate nations. War resilience is the same but war weariness is less than in a Moderate country.

AGGRESSIVE: Under this model of national identity, a core nation (or sub-nation) actively seeks to unify or spread the sense of nationalism across its region, drawing others into its identity as brothers rather than conquered foreigners. These fraternal ambitions give it stronger war resilience than other types, along with good growth, Contentment, and assimilation bonuses in regions dominated by the state ethnicity. Regions without a majority of any of the national ethnicities will experience strongly negative effects. This attribute applies to Prussia/Imperial Germany and Sardinia-Piedmont in its effort to unite Italy; other countries may acquire this attribute for a period of time related to events (e.g. Greece or Paraguay).

Bureaucracy

The attribute of Bureaucracy covers more than just a corps of civil servants, reflecting also the willingness of the people to cooperate with government regulations, pay taxes, and resist official corruption. Better bureaucracies lower foreign penetration of the domestic market and provide more favorable structure upgrade costs, input costs, and output efficiencies. They also promote higher consumption demands and higher tax bases, and they enable collection of taxes at higher rate (the exception being Maritime taxes, which work the opposite way, reflecting more extortionate administration). The effects on Militancy depend more on social circumstances and are described below.

PROFESSIONAL ELITE: If the laws are just and are administered by a corps of dedicated and reasonably honest civil servants, the country will benefit from this attribute. A professional bureaucracy helps reduce militancy across all social classes, particularly the more affluent ones. An outstanding example in this case is Great Britain, and Germany also developed such a corps of officials after national unification. The United States built one around the turn of the century after experiencing a period of great disorder and corruption in public administration.

OLIGARCHY: The civil service and legal system in an Oligarchy really only serve the ruling class. For them, the system is fair, well administered, and mostly honest. Thus the Aristocratic tax base is greatly increased under an Oligarchic administration, and foreign business (representing the international monied class) can come into the country and function normally. However, the system does not work well for the ordinary citizen, for whom bribes and kickbacks are the "price of doing business," justice favors the powerful, and property rights are insecure. This

puts a brake on economic growth and incites unrest. Accordingly, Oligarchy has the least favorable effect on Militancy, actually increasing it for the Upper Class and Aristocrats, whose privileged status makes them more assertive. Most non-Western independent countries during this period would qualify for this attribute: Brazil, for instance, is oligarchic throughout the game. Italy and Spain would also be considered oligarchies for most of the game.

CRONYISM: Under this attribute, the injustice and disorder experienced only by the poor (and the middle, if they exist) class in an Oligarchy have spread to every corner of the society. This hinders international trade and domestic wealth production as well as other functions of the State, such as military production. As the elite are no longer conspicuously spared from these effects, Militancy effects among the general population are somewhat better than under Oligarchy. Coups and popular uprisings are both more common under this condition. An example of a country experiencing Cronyism was China in peacetime between 1850 and 1911.

CORRUPT: The Corrupt attribute describes a system in which most of the benefits of a civil service and the rule of law are absent due to the high level of internal corruption, leading to an almost complete absence of public services for the majority of the population. The Peasants, Workers, and Middle Class learn to live with it – reducing their Militancy, but the Upper Class and Aristocrats are slightly more militant than under Cronyism. This attribute is found in large backward empires like Russia, the Ottoman Empire after the turn of the century, and the Chinese Empire during the Taiping Rebellion. It can also describe countries that have not yet emerged from feudalism, such as the Central Asian emirates or Ethiopia.

Politics, Rulers, and Elections

National Attributes and Elections

You will be able to have elections based on your nation's type of Government as follows:

- Liberal Democratic: Elections for Rulers and Prime Ministers
- Constitutional Autocracy: Elections for Prime Ministers only
- Full Autocracy: No elections
- Ruthless: No elections

Elections take place every four years for Rulers and every two years for Prime Ministers, unless death or an unexpected event intervenes.

Elections, Election Attributes, and Actions

You will be presented with a list of candidates 2 months before the actual election. Each candidate will have their own list of electoral attributes that will favor one side or another. For example, a certain candidate may favor war and another peace. When the election takes place, the candidates will have each of their election attributes evaluated and receive a total “fit” value for the position. The one with the higher value will win the election.

So, if you are interested in favoring a certain candidate, you have 2 months to try to make them more suitable for the position when you are offered opportunities to affect the election. For example, a populist candidate will benefit from high popular contentment if in office, or from low contentment if attempting to unseat the current ruler, so raising or lowering Contentment may help swing the election. (Adding an election information screen is planned for a patch.)

For governments without elections, there are in-game events determining when the autocratic rulers may die. This is based on the historical conditions of the person (e.g., bad health, old age, etc.) as well as a certain random factor. In governments with elections, the former Ruler (or Prime Minister) is replaced in office with the new one after the election. In both cases, there are also events that affect rulers.

Rulers and National Attributes

One unique feature of Rulers is that they bring with them the National Attributes that shape your nation. (Prime Ministers, on the other hand, do not have this effect.) After an old Ruler is replaced with a new one, their new National Attributes will be in place and effective, with all the bonuses and negative effects involved. More rarely, other sources (such as events) may override the National Attributes associated with the Ruler. In this case, the Ruler's Administration value will decide whether their value is used as the National Attribute, or another value coming from another source.

The Map



Figure 2: The Main Interface

1. **ACTIVE NATION, DIPLOMATS, NATIONAL MORALE, AND PRESTIGE POINTS:** The main indicators of your success (check the tooltips for additional details). Clicking on the flag centers the map on your capital region. In this example, the USA has 4 Diplomats, 96 National Morale, and 634 Prestige Points. Tooltips give details about each of these.
2. **AVAILABLE ASSETS & LEDGER BUTTONS:** State Funds, Private Capital, Coal, Steel, Manufactured Goods, and Officers/Conscripts. Also, to the right are the three most useful indicators in the currently active map mode. In the example above, the USA has 1,013 State Funds, 1,023 Private Capital, 0 Coal, 0 Steel, 0 Manufactured Goods, and 30 Officers/240 Conscripts available this turn. Since the map is in Military Mode, this display also shows the total Commodity General Supply and Ammunition stockpiles, rail movement pool, and river movement pool available. Below the Asset windows are buttons that will take you directly to the various Ledger screens otherwise accessible by Function hotkeys.
3. **CURRENT DATE AND MAIN COMMANDS:** The game date (turn) is displayed here along with a tooltip indicating how many turns remain before the game ends. The three icons to the left allow you to go to the Main Menu, save the game under its current name or save a copy under a new name, or end the Planning

Phase and start the Resolution Phase, respectively. You might notice that the old-fashioned clock in this display shows your correct local real-world time.

4. **MAP MODE BUTTONS:** The game has four Map Modes (discussed in detail later in this manual); each Map Mode also features a Construction sub-mode. Clicking on the button on the right changes the current Map Mode; use right-click to go backwards. The spacebar also cycles through these if you have nothing selected in the bottom window (i.e., if the message log is visible), while Alt-Space selects the respective Construction sub-mode. The button with the gears left of the Map Mode button activates the Construction mode within the currently selected Map Mode. In this example, the USA has selected Military Mode and can click on the gears icon to open the Military Construction screen.
5. **TERRAIN AND WEATHER:** The terrain type and weather in the region under your cursor. Warning messages, such as invalid move destinations, will appear just below this area. Weather is important. Sufficiently bad weather can damage your troops and make moving slow and costly in terms of lost cohesion, or even prevent movement entirely. Ports, Cities, Forts and entrenchments provide various degrees of shelter for ships and troops (see p. 34).
6. **MINIMAP AND FILTERS:** The small world map displays your current view position and also allows you to jump to any location by clicking on it. There are 24 different view filter buttons around the map, explained below. You can also click on the book at the bottom-left of the display to open the Ledger to your List of Forces.
7. **SPECIAL ORDERS:** When troops are selected, this allows you to give Special Orders (see p. 54), grouped under three different tabs. A grayed-out button signifies that the Special Order is currently not applicable to the selected Force. Some buttons appear only for certain Force types.
8. **POSTURES:** Use these 8 buttons to assign a specific Combat Posture (see p. 57) and Engagement Order to the selected Force.

9. UNIT PANEL / MESSAGE LOG:

The Unit Panel displays the Units present in the currently selected Force (see p. 39). During turn resolution, the Unit Panel is replaced by a Message Log (Figure 4) which lists various game messages (events, reinforcements, battle messages, etc.) that indicate what happened during the turn.

10. ELEMENTS PANEL. The small panel on the bottom-right lists the elements comprising the currently selected Unit. If you click on one of these elements, you will access the element details panel which provides more information on that element.

In the above example, two US Units—the New York Militia (an infantry Unit) and the New York Battery (a heavy coastal artillery battery)—form a single Force (the New York Garrison). Note that both Units are ‘locked’ in place (a small padlock) and cannot move until attacked. The second tab atop the Unit Panel will allow you to select the New York Fleet, a naval Force also located in this region.



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

Red log messages are events of particular importance. Double-clicking on these will open a window with additional information. Clicking on a message in black text centers the map on the region corresponding to the message. The 6 buttons on the left allow you to filter the messages by category and can help you organize your turn. Check the tooltip for details.

You can always return to the Message Log by right-clicking anywhere on the map. Clicking on the handle to the right will expand the message panel to display more lines of information. When the message log is active, pressing the *space bar* will switch between Modes (it has other effects if a different bottom panel is open).

Navigating the Map

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

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

Regions and Sea Zones

Forces and Fleets move and battle across land regions and sea zones. Tooltips indicate the different characteristics of each region and sea zone. (A region may display different Tooltip information depending on which map filters have been selected.) Terrain type and weather are also displayed in the window above the minimap as well as in the region tooltip.

Note: *Regions are further grouped into Administrative Areas (called “Areas”), and Areas are further grouped into Theaters. Area and Theater borders can be displayed on the map using the appropriate filters (see below).*

Transportation Network

Regional transportation efficiency is equal to the efficiency of the region plus that of its Collection Point region. If both are the same level, the base efficiency transportation efficiency serving the region is:

- No Road (0% transportation efficiency)
- Track (increases transportation efficiency to 30%)
- Road (increases transportation efficiency to 60%)
- Railroad (expensive and consumes Coal every turn, but increases transportation efficiency to 100%)
- Double Railroad (later technology; increases transportation efficiency to 120%)
- Railroads can be further improved by a total of 20% by two technology levels preceding Double Railroad, and Double Railroad is improved by an immediate 10% boost to 130% and two further 10% technology boosts that together can increase its efficiency by 20%, for a maximum of 150%.

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 or rails won't pay more than the clear terrain cost, whatever the real terrain type. Units moving using rail points will only spend one day for each region traveled by rail, except when they cross bridges (representing railway bottlenecks, coaling stops, etc.).

Terrain Type

Different terrain types have varying effects on movement, combat, and supply. A detailed list is in the Appendix.

Structures

Ports shelter ships from bad weather. Cities and Forts you control provide shelter against bad weather to all your Units in the region (inside or outside the structures), but this protection is reduced based on the percentage by which your loyalty is below 50%. Entrenchments (p. 36) provide partial shelter of about 8% per level. Flags indicate when Units are inside a structure. Clicking on the structure (or the harbor basin sprite for ships) will display a list of those Units inside on the Unit Panel. The currently selected Unit will also be represented in the region on the map, ready to be moved.

- **City:** A city is indicated by a round cityscape sprite. The front-right half of the circle shows the city itself, where the size and look of the buildings give an indication of its population value and culture. The back-left half of the circle is the industry space, where factory buildings appear when the city has industry, and again size and look vary with quantity. (See New York in Figure 4, below.)

Controlling key cities is critical to winning the game (see p. 16). Cities cannot be destroyed. On the map, Units inside a city are not displayed but rather indicated by small grey (for land Forces) or blue (for naval) boxes. Smoking chimneys indicate active industries in the City. A pile of supply crates on the left-front indicates the level of General Supply.

Cities have a Level between 1 and 20, indicated by the figure inside the dark grey square to the left. This is also where new Units will appear (with the exception of Partisans).

- **Town:** A town is a small city (Level 1-2). It can generate Supplies, but unlike a larger city it is unable to forward them during the Supply Distribution Phase (although a Depot built there can do so). New towns form when the population is sufficient, and some appear as a result of events even without the normal required population.
- **Depot:** Depots are able to stockpile and pass on Supply during the Supply Distribution Phase based on their level. A good network of Depots is critical to moving Supplies from your rear areas to the front. Depots, as well as Forts, Ports, Railroads and Collection Points, can be built in regions loyal to the enemy but where you have enough Military Control. A Depot can be built at a cost of 2 *Supply Wagon elements* if present (or 2 *Transport Ship elements*, if in a Port in the region), or with State Funds and Mfg. Goods through the Economic Construction interface. They can be upgraded to Level 4, and can also be destroyed.



Figure 4: The grey square and the light blue square with a "1" denote one land and one naval Force within the city.

- **Forts:** Forts are indicated by the small wall-like graphic on the left-hand side of the city sprite. Like Depots, Forts are constructed through the Industrial Building Mode (as they represent large fortification networks) and not the Military Construction Mode (which is for military Units and not structures). Forts can be of several increasingly advanced designs, and can be improved to several levels. A black diamond symbol with a figure next to the city level indicates the Fort level. Only Level 1 Forts can be destroyed.
- **Ports:** Ports provide shelter for ships and if of sufficient size generate Supplies unless blockaded. Like cities, they have different size Levels (1 to 20) indicated by the dark blue box with a figure on the left-hand side. Fleets in Ports cannot be attacked. On the map, naval Units inside a Port are not displayed, but instead are indicated by a light blue box below the Port level box. Click on the Port basin to access the naval Units. Ports start as or can be upgraded to any of four categories:
 - **Anchorage:** The most basic Level 1 Port, it generates 2 General Supply and provides ships with shelter from weather or naval attack. It does not require any Military Control to establish. An Anchorage upgrades to a Coaling Station.
 - **Coaling Station:** Functions as an Anchorage but generates 4 General Supply and also provides refueling for naval Units, extending their range. It does not require any Military Control to establish. A Coaling Station upgrades to a Harbor.
 - **Harbor:** A Harbor provides the benefits of a Coaling Station, can also repair existing ships and build new ones, and pulls, generates, and forwards Supplies.
 - **Naval Base:** An expensive upgrade adding military facilities to a Harbor. These added naval yards, naval warehouses, and machine plants accelerate construction of naval Units. Naval Bases are necessary for the construction of late-game advanced warships.

A Port that is a Harbor or Naval Base can be extended in size from Level 1 up to Level 20, which proportionally increases generation of Supplies at that port, increases overall riverine transport capacity (for supplies or troops) by 1 per level, increases repair speed, and increases the total build weight that may

be under construction. Shipyards located in ports may also spontaneously produce transport replacements or a new full Merchant Fleet if enough excess replacements accumulate. Large Naval Bases can have great strategic importance in both peace and war.

- **Colonial Structures:** These are the different types of buildings or activities that help increase a nation's Colonial Penetration (CP) and control over a colonial region. (See Colonial Affairs section, p. 135, for details.)
- **Country Structures:** A round sprite on the game screen that represents rural structures in the region. Unlike towns and cities, these do not give shelter to Forces in the region. Examples include mining and agricultural buildings that are outside of cities on the map.

Entrenchments

Entrenchments represent substantial defensive structures which are not permanent fixed fortifications. Historical examples include the small earthen forts built by both sides during the American Civil War to protect rivers and key terrain. Entrenchments provide defensive benefits depending on their Level (1-8) but are not considered to be structures, though they do provide Units with limited shelter against bad weather. They are not subject to sieges.

Units automatically start entrenching if they don't move during a turn. A Force only needs a few days to dig into Level 1. Each additional level requires increasingly more time to build (i.e., building an Entrenchment from Level 2 to Level 3 takes longer than expanding an Entrenchment from Level 1 to Level 2). The Strategic Rating of the building Force's leader plays a key role in the speed of the process, as does an Engineer, Pioneer, or Labor Battalion in the Force – the acceleration by a number of days is most noticeable when working on a low-level entrenchment.

Entrenchments of Levels 5-8 can only be reached if there is artillery present in the force, and the only benefit of these levels is increasing the firepower of the entrenched artillery batteries. In addition, such emplaced batteries will defend the river(s)/seacoast in their region, engage bombarding ships, and block any enemy Supplies arriving by river transport. They will fire on nearby moving Fleets if you give their Force that special order.

Entrenchment Levels are represented on the map by a sand bag that wraps around land Units' sprite bases, with Levels 5-8 being identified by the addition of a cannon icon.

Theaters and Administrative Areas

An Area is a grouping of adjacent map regions (for example, the USA's various states are Areas usually made up of three or more regions, although smaller states may be one or two regions). Likewise, a Theater is a collection of adjacent Areas, often corresponding to an entire country or a significant portion of a very large country (for example, the "Eastern USA" Theater). Some rules and abilities only work at the Theater level, such as the position of Commander in Chief (CiC). Most Units can be recruited anywhere within their Theater, but some are limited to a specific Area or one or two regions. Local Units gain a small combat bonus when fighting in their Area of origin (shown on their tooltip in the Unit panel). The region that recruits a Unit has a 1% chance per hit of land Unit health of reducing civilian population by 1 point (limited to 1 point per Unit).

Map filters

There are 24 filter buttons around the minimap to help visualize information on the main game map. To cycle through the filters, click on the buttons located next to the Mini-Map, use the TAB key to cycle through them, or select the individual hotkey for each filter. Tooltip information for regions on the map is contextual and may change

according to the filter selected. (It may take you a while to learn the differences between the many filters, but eventually you will find them to be very useful.)

The different filters, clockwise from top-left, are:

1. Military Control (hotkey 1): Shows the level of your military control of a region. (You will still have a military control percentage for a region even if you don't have a Unit present.) Your national color indicates that you have majority Military Control, which allows building in the region. You also benefit from production in regions under your military occupation. This is frequently used in war planning and as a player's favorite default filter.
2. Supply (hotkey 2): This lets you check the quantity of General Supply and Ammunition present in a region, represented by crates and cannonballs respectively. Regions highlighted in green are part of your Supply network and thus may receive Supplies. Stripes indicate railroads. Regions with Depots pulse. This filter is frequently used for wartime movement and logistical planning. See p. 60.
3. Strategic Cities and Objectives (hotkey 3): Highlights Objectives and cities granting PP and indicates their owners. On the map, cities with gold symbols represent capitals and those with stars represent your non-capital objectives (the symbols or stars can be clicked to open the Diplomacy interface). Use this for strategic planning. See p. 16.
4. Nationality and Population Allegiance (hotkey 4): Shows the local population's loyalty towards your side (or another) - the more solid the coloring, the more loyal. Stripes indicate divided loyalty. This is most usefully viewed in Military or Colonial Mode. See p. 69.
5. Administrative Areas (hotkey 5): The various map Areas are displayed in different colors. This is the easiest way to see the regions belonging to an Area. See p. 36.
6. Theaters of Operation (hotkey 6): Each Theater is displayed in a different color. Note that a land or naval Commander in Chief exercises influence only over land or naval Forces in his own Theater. See p. 36.
7. Weather Zones (hotkey 7): Shows the various Weather Zones of the current game world by color. Zone names describe climate types more than geography. For example, most of Italy, the Nile delta, the mountains of Abyssinia and southern California are all in the "Northern Mediterranean" weather zone since they enjoy a similar climate. See p. 67.
8. Current Weather (hotkey 8): Shows current weather conditions on the game map. Harsh weather causes attrition and can make effective offensive military action difficult or impossible, which is why the traditional campaigning seasons focused on seasons of good weather (summer in Europe). See p. 67.
9. Regions of your Nation (hotkey Alt-1): Shows in your color your De Facto Regions (see p. 151), meaning the regions you own legitimately (not those you just occupy). Stripes indicate other regions you may enter for various reasons, including territory under a Right of Passage, or territory owned or controlled 50% or more by an enemy (whomever may be the rightful owner). Note that, if you take Military Control of a region that was under enemy Military Control, you will return it to its rightful owner if you are at peace with them, and (unless you have a right to remain there) your troops will be expelled – to a nearby region up to 8 regions away and where you are permitted, if there is one. Regions showing no color overlay may not be entered.
10. National and Claimed Regions (hotkey Alt-2): Each National Region is displayed in a solid color, whether you own it or not. Your Claimed Regions are displayed with stripes; your nation can receive a Casus Belli for these if they are owned by another nation. See p. 149.
11. De Jure Regions (hotkey Alt-3): De Jure Regions are those regions that belong to your nation 'By Right.' Your nation can receive a Casus Belli for them if they are owned by another nation. See p. 151.

12. International Relationships (hotkey Alt-4): Shows regions in gradients from bright green (friendly) to red (hostile) depending on the relationship (+100 to -100) with the owning nation. Regions of nations with which you are currently at war will have stripes.
13. Population Contentment (hotkey CTRL-8): Displays population Contentment (happy to upset) in your national regions as well as major ethnic groups in other nations. Striped regions indicate a mix of nationalities that in some cases could lead to an irredentist war. See p. 91.
14. Revolt Risks (hotkey CTRL-7): Displays the revolt risk in various regions, whether owned or not. Where there is no revolt risk, no color will appear. The colors indicate which nationality may revolt. See p. 95.
15. Sphere of Influence (SOI) (hotkey CTRL-6): Displays the worth to you of the various colonial Areas ('colonies') in terms of maximum potential SOI prestige gain. Green is positive, red is negative and non-colonial Areas have no color. See p. 134.
16. Definitions and Colonial Status (hotkey CTRL-5): Displays the various colonies' boundaries (borders and regions) and their current Colonial Status. Solid colors are a protectorate or higher; striped means influenced. See p. 139.
17. Colonial Penetration (CP) (hotkey CTRL-4): Displays CP in the various colonies by color gradient. This is a useful overview of everyone's colonization activity, and in Economic Mode you can view resources at the same time. See p. 135.
18. Trade Areas (hotkey CTRL-3): Each Trade Area is displayed in a different color. To buy from a specific country, use "T" while hovering over its capital's Trade Area and have merchant ships in its capital's Maritime Trade Box. See p. 105.
19. Trade Status (hotkey CTRL-2): Displays the status of each region according to its connection to your national soil: white if connected by land and sea, light brown if connected by land only, and light blue if connected by sea only. Unconnected regions have no color filter. Red indicates if there are structures but no connection (transportation), and dark brown indicates a connection but no collection structure. See p. 122.
20. Collection Points (hotkey CTRL-1): Each region with a collection point (for resource gathering, abbreviated CPt) is displayed in green. Regions adjacent to those with a collection point are displayed in light brown. Regions not served by any collection point are displayed in red. See p. 104.
21. Filtering of All Stacks: When ON, the button removes all military stacks from view.
22. Filtering All Friendly Land Stacks: This is a bit of a misnomer - when ON, the button removes all non-enemy land military Unit stacks from view, so you only see those with which you are at war.
23. Filtering Enemy Stacks and Fleets: When ON, the button removes all enemy military Unit stacks from view.
24. Filtering Stacks made only of Locked (fixed) Units: When ON, the button removes all locked friendly and enemy Unit stacks from view (this does not remove those fixed only for the turn due to command issues).

Military Organization

Understanding the Unit Panel

There can be a variety of Forces (also referred to as stacks) in a region and/or its structures. The purpose of having separate Forces is that so they can be issued different orders or to efficiently use available leader Command Points (CmdP). The size of a Force is effectively limited by leadership – meaning CmdP (see p. 41).



Figure 5: Unit Panel Details

When you click on a troop icon or structure on the map, the Unit Panel shows the selected (active) Force in the region.

Hint: Use the mouse wheel or arrow buttons at the top-right of the Unit Panel to scroll between a Force's Units if there are too many to fit in the Unit Panel.

Additional Forces in the region are each indicated by tabs along the top of the Unit Panel. To switch Forces, click on its corresponding tab to make it the active Force. The active Force is also represented visually on the map, ready to be issued a move order.

The currently selected Force has its name, composition, current position, and destination listed as the label of the Unit Panel. Essential information about the Force (level of General Supply, Ammunition, leader activation, etc.) can be displayed in tooltips by hovering the cursor over the different icons in the upper-right corner of the Unit Panel.

What is a Unit?

The Unit is the smallest body of troops that you can manipulate independently (in which case it is technically a Force comprised of one Unit), although Units are typically grouped into Forces of multiple Units. Units themselves are made up of 1 to 18 permanently-assigned sub-units called troop elements. A Unit is not destroyed until all its elements are destroyed. A Unit's qualities are determined by the elements that make it up. There are many types of Units in the game, representing anything from individual capital ships, independent battalions, or headquarters, all the way up to large multi-element units representing full Divisions and even Corps.

Leaders are also treated like Units in most respects, but they are rated differently and are in danger if alone in enemy territory. The main characteristics of combat Units and leaders are directly displayed on their counter within the Unit Panel.

What is an Element?

The 1 to 18 elements that make up a Unit are displayed in the Elements Panel. Each element may include from a few hundred up to 3200 men and will typically represent a brigade, regiment, battalion, or battery on land or one or more ships at sea. A leader is a single-element Unit representing the commander and his staff. Elements are also

sometimes referred to as sub-units. Elements are an integral part of their parent Unit, meaning that they cannot be swapped out or given separate orders, but they can be individually damaged, destroyed, repaired or replaced and may have different current levels of Supplies and experience.

The organization of elements within Units follows their historical counterparts. Note that, for game purposes, a certain amount of standardization has been applied to the often irregular and confusing military organizations found worldwide in this period. For example, the 3200-man Infantry Regiment is the standard “building block” element of many armies in the game. If you are concerned that some armies historically fielded regiments of a smaller size, understand that this element represents a group of several smaller regiments instead of one large one.

Procedure: *To display the list of a Unit’s elements in the Elements Panel, click on a Unit to select it; this is indicated by a gray square around the counter.*



Figure 6: Here, the Light Brigade Unit (due to its size having the 5-Command Point cost of a cavalry division) is made up of six elements: five light cavalry regiments and one light horse battery, as shown by the NATO symbols displayed on the right. You can click on each element symbol to open a detailed window describing that particular element, which due to losses, arms, experience and training may have attributes differing from others of its kind.

Please note that some Units are so small that they cannot be subdivided. They are represented in the game as having a single element, which is the Unit itself.



Figure 7: A Unit contains from 1 to 18 elements). This separate coastal artillery battery is made up of a single element: here, one Unit equals one element, and is the entire Force.

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

Manipulating Forces


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

Multi-selection Procedure: *To select/deselect several Units, press CTRL-Click on each Unit in turn.*

In order to issue a movement order to a Force, either select it and then drag and drop its counter from its region to its destination, or move the map to view the destination and drag the corresponding tab from the Unit Panel directly to its map destination. You can also move Units between Forces by dragging and dropping them onto the destination Force's tab. Finally, you can merge Forces in the same location by dragging and dropping one tab onto another. When merging, the receiving tab usually retains its original name if it had more than one Unit (you can open a rename pop-up for any Force by alt-clicking on its tab). CTRL-L is a toggle that prevents stacks dragged on top of each other from merging (useful to avoid accidents in crowded regions) – it is indicated by a lock icon on each affected Force tab.

Force icons on the map have three vertical bars gauging the remaining proportions of the Force's maximum levels of strength in terms of **hits remaining** (red), **cohesion** (light blue) and **General Supply** (not counting Ammo) (green).

Fixed Units

In some scenarios and campaigns, you will come across fixed Units identified by a  (a “locked” icon) on their counter. Some are permanently immobile, while others can only move after a specific event indicated on their tooltip – this may be a specific date, enemy attack, or a regular Unit from their side ending a turn in their region.

Chain of Command

The Chain of Command is simple. Units are components of Forces, and Forces are led by the most senior leader (if any) in the Force. A Unit may also be personally commanded by a leader who is temporarily attached to the Unit using the “+” special operations button when they are both in a Force and selected. Unless some are besieged and some are not, Forces in a region may be freely merged or exchange troops so long as they do not already have different movement orders. Naval stacks are similar, and may include land Forces being carried.

A Force led by a Rank 3 leader is normally referred to as an army, while one led by a Rank 2 leader is usually a corps-size body of men but may be referred to as the player wishes. Forces do not need a leader to move or fight, but suffer movement and combat penalties that increase with the number of Command Points (CmdP) worth of troops that are “uncommanded,” which makes all Units of the Force penalized for being “undercommanded.” As a general rule, a leaderless brigade (i.e. a unit of only a few elements) operating on its own suffers little impairment, while a leaderless corps (a Unit with many elements) suffers serious degradation of its effectiveness. The penalty for Forces lacking a leader Unit (called “leaderless” or “uncommanded”) or which exceed their leader's CmdP capacity is shown as a negative percentage on the top right bar of the Unit Panel.

There is no Chain of Command among Forces, but there is a hierarchy in that only one Rank 3 leader in a particular Theater can be its Commander in Chief or CiC (and thus lend his CiC ability to units in the Theater). Players of earlier games in this series will recognize the Chain of Command system in *Pride of Nations* as somewhere between the complexity of *American Civil War* and the simplicity of *Wars in America*. The present system achieves the effect of more formal command structures through the use and coordination of Forces: for example, Forces in a region can be ordered to move together with a Force led by a more senior leader, and this can be used to synchronize the movement of anything from several small detachments to an army group from a region.

Leadership

Leaders have an enormous impact on the effectiveness and efficiency of military forces. Leaders are given leadership ratings that reflect their historical abilities, and these ratings affect almost every aspect of the game. While all military Units and forces have someone in command, only those with a sufficient level of ability are represented as leader Units in the game, and these should be used where command focus is required. Each nation

receives leaders based on a combination of historical schedule, the number of leaders it currently has in play, and the size of its army or navy.

Leaders can be wounded or die – their expected lifespan can be cut short by disease or glorious death in battle (although such glory is unlikely for highly-ranked leaders). Leaders who historically did not die from natural causes may enjoy a much longer life in *Pride of Nations*. If casualties excessively reduce a nation's leadership, the arrival of named historical leaders may be accelerated somewhat and a further deficiency may be filled by generic placeholder leaders ("shadow generals") who have no special abilities, defer to named leaders in promotions, and tend to disappear once named historical leaders become available.

Good performance by a leader can lead to advancement in seniority and promotion.

Leader Ranks

There are three leader ranks, each having a precise intended role:

- Rank 1: Provides 2 CmdP. Primarily a Colonial leader (i.e., Colonel or the equivalent of a Brigadier on land, or a naval Commodore or Rear Admiral) who has enough CmdP to command a brigade and sometimes other attached troops.
- Rank 2: Provides 12 CmdP. Has enough CmdP to command a Corps without penalty (i.e., equivalent to a Lieutenant-General or Rear Admiral, although Marshals historically sometimes commanded forces this small). With bonuses, he can often command a Corps and an additional complementary Unit suitable for his mission.
- Rank 3: Provides 48 CmdP. Has enough CmdP to command 4 Corps Units, but in practice generally commands a Force including infantry, cavalry, artillery, and other troops in Units of various sizes (a Field Marshal or full General-equivalent).

In all cases, the maximum base CmdP any one Force can receive from leaders is 48 CmdP, to which can be added a few bonus CmdP from abilities and specialized Units (such as an observation balloon or signals Unit; bonuses don't stack when there is more than one of the same type), so a total of 54 CmdP would be high.

Leader Roles

RANK 1 (1*) leaders are brigade-level land commanders intended for use in colonies (or any inhospitable region) due to special abilities that allow them to move small forces without suffering the full severity of attrition. Such leaders can also be effective with "commando" raiding forces as part of a larger war. Historical examples could include many of the minor but successful colonial leaders of the era.

RANK 2 (2**) generals or admirals are the most commonly encountered leader, as they are used for commanding main formations such as army Corps and naval squadrons or small fleets. Good commanders are probably best used to lead their own stacks, even if not very large, while those of lower quality, particularly those with a low Strategic rating and therefore liable to inactivity, should be subordinates to a better officer where they can provide their abilities as a bonus to an attached Unit or contribute Command Points to an army led by another 2**.

RANK 3 (3***) leaders are capable of commanding a large Army or Fleet. A 3*** leader can assume the special role of Commander in Chief (CiC) in a theater of war, either on land or at sea. To act as a CiC, a 3*** leader must have one or more abilities that are usable in the specific CiC role and must be the senior leader on land (or sea) in the Theater (i.e., have the best Seniority rating among Rank 3 peers in the Theater). Many CiC abilities can benefit leaders under the CiC's command within the same Theater if the CiC is activated. British General Sir Horatio Kitchener, for example, is a 3*** CiC leader.

Note: Certain leader abilities can stack, meaning that a 1* leader can be useful as the sub-officer in a 3*** Army leader's Force if the 1* leader's abilities function at the stack level. Tooltips attached to a leader's ability icons will always specify the scope of the ability.

There is no hard-coded restriction on how you use leaders. A Rank 1 colonial leader can be assigned to lead a division in Europe and accept the undercommanded stack penalty, or a Rank 2 army general can lead a colonial force in India. However, a small force in Europe is a drop in the sea in a major war, and a force without an Attrition-reduction bonus in the hostile terrain of Africa or India can mean needless deaths in the ranks.

Hint: Rank 1 (1* Colonial/Commando) leaders are interesting because they have good stats for colonies, but the trade-off is that they can't command many Units. In contrast, 2** leaders rarely have good stats for colonial work but are great at commanding forces up to corps level in more developed areas. Historically, this was reflected in the separation, especially in Europe, of 'colonial' and 'regular' general officers.

Command Points (CmdP) and Command Penalty

Normally, Corps-sized Units are 12 CmdP, Infantry Divisions of national identity cost 6, Cavalry and Colonial Divisions cost 5, Brigades cost 2, Regiments cost 1, and non-fighting support, garrison, and fort and coastal artillery Units all cost 0 CmdP. Regional Units cost double CmdP for leaders without the specific ability to command such troops (e.g., native African divisions under a leader lacking such ability). There is a 5% command penalty for every 2 CmdP by which a Force is below its requirement, up to a maximum penalty of 35% for the player. The AI's command penalty at some settings (player-chosen) is capped at 23% to compensate for their Force management being less efficient than the player's. Also, troops of Tribal and some Unorganized nations require fewer CmdP (e.g. Brigades that require 0 CmdP and larger formations that may require only 2) to reflect their streamlined military organization and lack of bureaucratic "overhead." For details regarding combat penalties, see "Combat in the Field" below.

To ensure that a Rank 1 leader can't be used to command a Corps effectively, even if he has astonishing combat stats, the stat-reduction penalty for Rank 1 leaders is tripled during combat. For example, a colonial leader with 6-6-6 stats commanding a Corps costing 12 CmdP has a 25% penalty for movement, while the Units have a reduction of 25% in their hit chance, and the stats of the leader are reduced by 75%.

Unit Attributes

Unit counters are differentiated in the following ways:

- Nationality: Background color
- Special Abilities: Top-left corner
- Unit Type: Top-right corner
- Cohesion: Light Blue column
- Manpower: Red column
- Combat Efficiency: Numerical value in a white rectangle below the two colored gauges
- Number of Elements: Number of ribbons on the left-hand side, one for every two elements
- Experience: A medal (elite) or a gold or silver star (veteran) above the nameplate on the left side

Any Unit Special Abilities are listed here. The symbol's tooltip provides additional information (see also page 173). Units with the "Mobilize" attribute are demobilized (removed) each December if their nation is at peace and not under threat.



NATO Symbol and Unit Type

A NATO symbol on the Unit counter indicates the primary type of element it contains. For example, an infantry Brigade is an infantry Unit, but can contain artillery batteries and infantry or cavalry regiments, as shown on the Elements Panel. You can click on any NATO symbol, whether on the Unit or on the elements themselves, to receive additional details.

Each element is of a specific type, with corresponding strengths and weaknesses, as shown in the Elements Details Panel. A Unit's characteristics are derived from the attribute values of its component elements.

Combat Efficiency

This number gives an indication of the lethality and staying power of a Unit during combat. Combat Efficiency is a number used to provide a quick overall assessment of the Unit's power, but is not used in battle calculations. In battle, the game's combat engine works at the element level, taking each parameter (Gun Range, Rate of Fire, Discipline, etc.) of each element into account to precisely simulate the outcome of each engagement.

Note: Cohesion and Manpower effects are already factored into the Combat Efficiency rating. For example, a Division with a Cohesion Level of 1 will have a very low Combat Efficiency, while the same Division will show a much higher Combat Efficiency rating when it has rested and regained Cohesion.

Number of Elements and Experience

The ribbons and stars on the left-hand side of a Unit indicate both the number of elements in the Unit (one ribbon for every two elements) and its Experience. There are five Experience Levels which are indicated by a range of stars: one star indicates a raw recruit, while five stars identify a battle-hardened veteran Unit. Units gradually gain Experience in 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."

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

Movement and combat reduce a Unit's Cohesion, while resting (see p. 51) gradually improves its Cohesion until it reaches its maximum level. This depends on training and Experience (see p. 44). National Morale (NM) also affects a Unit's Cohesion as well as its Cohesion recovery rate.

Manpower

Manpower is the number of men remaining in a Unit, and is a good indicator of the Unit's resilience: if it is almost empty, the odds of it being annihilated are great. When elements have suffered hits, the NATO symbol in the detail panel will display a red gauge. Destroyed elements disappear, but may be replaced later.

Element Attributes

Every single element of a Unit has several attributes, such as Discipline and Weight, that influence a variety of mechanics (combat, transport, etc.), as indicated elsewhere.



Figure 8: Click on an element's NATO symbol in the Elements Panel to display a depiction of the element as well as its attribute values in the sub-item details panel. Here, the 42nd Royal Highlanders Regiment's details are shown. Note the chart which shows the element's various values at the different ranges handled by the game (long, medium, short, and close).

Leader Attributes

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

Play 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 9: A leader's counter only shows two pieces of information: Rank (number of stars) and Special Abilities (icon(s) in the top-left corner). Selecting a leader displays additional data in the Element Panel on the right.

In addition to providing CmdP (see p. 41), as every leader does, the commanding officer of a Force (its highest-ranked, most senior leader, listed first in the row of the Unit Panel) improves the abilities of subordinate Units with his Offensive/Defensive Rating and Special Abilities. The leader's Strategic Rating also has a critical impact on the Force's performance (see below). A Unit with a leader directly attached to it benefits from applicable attributes of both its attached leader and the overall Force leader. Leaders who are traveling alone in a region with enemy Units present must check if they go unnoticed or if they are captured and eliminated.

Rank

Rank is indicated by the number of stars on a leader's counter. It determines the leader's base CmdP (see p. 41) as well as the type of command appropriate for them (CiC Theater, Army, Corps, or brigade).

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. 173). These ability icons are color-coded by type. Some of these abilities apply at all times while others apply conditionally. Likewise, some only apply to certain Units while others affect the whole Force. The tooltips will provide additional details and specify the scope of each ability. Abilities once gained are not lost, but some may not function if the leader is inactive for the turn. The proportion of special abilities providing specific cavalry, artillery, and administrative bonuses varies by nation.

Example: The Hussar Special Ability only benefits cavalry Units and does not apply in mountain terrain, while the Mountaineer Special Ability speeds movement of the whole Force in hilly or mountainous terrain

The game features a wide range of leader abilities, some good and some detrimental. (For example, perhaps your best cavalry leader has impressive combat stats, but his temper makes him difficult to work with and causes his Force to suffer a Command Point penalty. What's more, he often refuses to call off an attack when retreat would be more prudent, meaning that you must consider where not to employ him.) These qualities make leaders feel like unique individuals rather than just bundles of CmdP, and assigning them to your Forces can be one of the most interesting and challenging parts of the military game.

Offensive and Defensive Ratings

These ratings are used as a bonus in combat when attacking or defending (see p. 81) and may change over time. In battle, depending on whether the Force is considered attacker or defender, each Offensive or Defensive rating point

of a Force's leader gives a 5% bonus to each element in his Force. Subordinate leaders who are attached to a Unit in the Force provide an additional 3% per Offensive or Defensive point bonus to elements in that Unit. When an element engages an enemy element in combat, the Offensive bonus of the attacking side and the Defensive bonus of the defending side are offset and the net balance is a bonus to the side with the greater percentage.

Example: An Attacking leader has an Attack Rating of 3; the Defending leader has a 5 Defense rating. The result is that Defender's elements get a 10% bonus (2 x 5%). Attacker and Defender leaders both have their own attached Corps, but that Force does not get any additional benefit from being attached to the Force commander.

Now assume that before battle a 4-2 subordinate leader who is in this Attacker Force is attached to one of its Corps. His Offensive rating for the battle is 4 and it benefits his Corps alone. This changes the fight because the corps gets a $4 \times 3\% - 10\% = 2\%$ net bonus in combat, and enemies shooting at the corps lose their 10% bonus and fight at 0%. Some leaders with low Strategic ratings may be sluggish operating independently, but their Offensive or Defensive rating may make them an excellent subordinate commander.

Seniority

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. Seniority is affected by winning and losing battles. If seniority is tied, the commander who achieved this rank earlier is senior. There will almost certainly be gaps in the range of your seniority ratings: for example, you might have top Generals with Seniority ratings of 1, 3, and 6, followed by a crowd of leaders with seniority ratings in the 20s or even the 70s. It is unlikely that those less-senior leaders will ever rise to supersede the top Generals, although it is not impossible that your second or third man in line will ascend to the top spot.

Experience

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

Strategic Rating and Activation

Each Force's commanding officer takes a test based on his Strategic Rating for each turn. If they fail, as indicated by a brown envelope icon on the Force Unit Panel, the leader is deemed Inactive for the turn and will suffer the following penalties:

- Reduced movement (-35% speed)
- Combat penalties (35% chance to perform poorly in battle, tested by element—see p. 81)
- Offensive Posture prohibited (not applicable for admirals)

An Inactive leader can represent delayed orders, over-cautiousness and a general lack of aggressiveness, or possibly even incompetence. TECHNICAL NOTE: You may deactivate the activation rule in the Options Menu.

Leaderless troops are always Active, as they don't have leaders to take the Strategic rating test, but they always suffer the -35% movement and combat penalties since they are uncommanded. They are, however, allowed to assume Offensive Posture, as it is assumed the unknown commanding officer is willing to take action even if he is not the best man for the job.

Fleets

Naval Forces are treated in much the same way as land Forces, except that Army synchronization rules don't apply. Only Admirals can command naval forces, and they cannot command or affect land forces although they may be part of the same stack and have abilities relating to land combat.

An admiral also makes an Activation Check each turn, but is only delayed in his actions if they fail and never prevented from setting his Fleet to an Offensive Posture.

Army Composition and Troop Roles

As was the case historically in this period, use of combined arms are a key to victory in *Pride of Nations*. Divisions usually include organic artillery. Corps normally include headquarters elements that provide Unit cohesion and Force CmdP bonuses, as well as organic artillery and sometimes cavalry. Cavalry is valuable for raiding, screening, pursuit, and rearguard actions – especially in open country, this can make the difference between suffering a defeat or the disaster that can befall an infantry force alone, and conversely can turn a victory into a triumph.

2** Generals normally have the 12 CmdP needed to command a corps-sized Unit and often a few more CmdP that can be used to add some cavalry, engineers, or artillery to the Force. These complementary Units may even be worth the small degradation in efficiency given a Force that is only slightly undercommanded. Field Hospitals require no CmdP but help cohesion recovery, important whether cohesion is eroded by enemy action or a hostile climate. From a Force effectiveness perspective, it may be more effective to create multiple smaller forces to avoid a large undercommanded penalty, but, particularly if moving, this makes it likelier that the enemy can defeat some of the stacks in detail before engaging the others.

Depending on their stats and abilities, it may be highly worthwhile to combine multiple 2** Generals in one Force because their base CmdP are added together up to the 48 CmdP limit, or this may prove to uselessly duplicate or waste their best attributes. Especially valuable are abilities that apply to leader's stack even if he is not in command, and those that apply to any Unit to which he is directly attached (since he continues to command and provide applicable ability benefits to that Unit). As a general rule, attaching a leader to a Unit is beneficial – it does not affect their risk of injury or death in battle, which is based on rank (the fewer stars, the more at risk).

Rebels and natives are often elusive and are best chased down with a mix of flying columns – mounted troops and horse artillery with a Hussar leader are most useful – and garrisoned military posts along with a network of railroads to aid mobility. Colonial native troops, special colonial brigades, and expeditionary forces are best suited for campaigning and garrison work in harsh colonial climates, and are well-sized for making use of Colonial Structure General Supply. Supply Wagons are essential to reaching beyond your supply network or for regions where the flow of supplies does not meet the need – if you already field the maximum, remember that you can capture more from enemies (and they from you). In fact, there are a number of captured Units that can be useful. These represent equipment manned by your troops. Although you can't add elements or merge them with your other Units, they can recover some free hits over time and serve useful roles, including a source of guns for building a fort. Fortress artillery is a useful prize as it is expensive to build and costs 0 CmdP. Captured artillery Units are handy – the artillery remnants of enemy Corps have the drawback of requiring full Corps CmdP for efficient operation, but are still of value.

Mountaineers, such as Gurkhas or Partisans like Franc Tireurs, can accelerate Force movement through mountains and hills. Marines don't suffer the penalties for making an assault over water, making them an excellent quick reaction force in Africa and Asia. Signal and hospital troops are worth adding to the right armies, and engineers are useful for their help in entrenchment, sieges, and crossing rivers. Fortress troops are almost immobile but can be quickly transferred by ship or rail, take 0 CmdP to command, and are cheap for their purpose. Note that, since these

Fortress Troops cost 0 CmdP, a Lieutenant General can easily take a huge garrison under his command in addition to his assigned Corps. Labor battalions are a weak garrison or escort but automatically try to repair damaged railroads and can slightly speed entrenchment for their force.

Orders

The game is played in simultaneous turn mode. This means both sides simultaneously plan their orders for the upcoming two-week turn. This is called the Planning Phase. Then, the turn's orders are simultaneously resolved during the Resolution Phase. As a consequence, you cannot completely predict what is going to happen during the Resolution Phase.

Basically, you can plan your Force's movement and general behavior (see Postures, page 57), 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 Forces have a limited ability to dynamically adjust to the enemy's movements in the form of Interception Orders (see p. 54).

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: *A Force will not blindly follow your orders. For instance, if a Force in Offensive Posture comes across a stronger enemy Force, it will try to engage it as ordered, but will then attempt to retreat once it realizes that it is facing a superior foe.*

Movement

The default order you issue to your land Forces is to move by land. However, you can combine this type of movement with river and rail movement. Note that movement is severely restricted by the presence of enemy land and naval Units (see p. 53).

Naval Units face limitations depending on their type: some can enter ocean regions while riverine Units are limited to coastal regions and only shallow draft vessels can move along rivers.

The speed of movement is based on Cohesion, as exhausted and disorganized Units will travel much slower than fully rested ones. Movement also entails a Cohesion Cost, which varies greatly depending on enemy military presence in the region or warships offshore (see p. 68), as well as the type of terrain crossed and the method of transportation (as indicated below):

- Regular Land Unit Movement is affected by weather, terrain type, and the level of transportation infrastructure. Forced March greatly increases the Cohesion Cost of movement. Posture also has an impact, with Offensive Posture Forces incurring increased Cohesion loss, and Passive Posture less. Without any other modifications, a Force travelling for *one day* will spend *one Cohesion point*.
- Rail and River Movement of land Units costs only a minimal amount of Cohesion, and is very fast.
- Naval Transport of land Units costs only a minimal amount of Cohesion, except in harsh weather.
- Ships lose Cohesion depending on the weather and the ship type (e.g. steamers are more resistant to weather than sailing ships).

Procedure: Drag and drop each Force to move it. 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 entire journey, drag and drop the Force onto its original region. To add another leg to an existing movement path, drag and drop the copy of the Unit icon shown at its current destination to the next destination in its movement path, creating waypoints. The Tutorials explain in full detail how to manipulate Forces.

In addition, Units will take a number of hits (from Attrition) proportional to their Cohesion loss each time they move (players may choose among Attrition alternatives in Options).

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

Resting to Recover Cohesion

Units can recover Cohesion if they are supplied and don't move (or are being transported aboard a ship); if they have spare supply points in the region then they can also receive replacements. The base Cohesion recovery rate for land Units is recovery of one Cohesion point per day, modified by the following factors:

- Entrenched and outside of a structure: +0.5
- Inside of a structure: +1
- 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 that the Fleet is in a Port (modifiers above are not applicable to naval Units). This rate is further modified by National Morale (see p. [64](#)).

Naval Range & Refueling

Naval movement is limited by another factor: Range. Range is a representation of the consumption of fuel (which was mostly coal during this era) by naval Units. Each ship element of a naval Unit defines the following variables:

- Power Usage: The amount of power consumed when the Unit is moving.
- Power Store: The maximum amount of power that the element can store.

We refer to "power" generally because naval forces transition from coal to oil over the course of the game.

Functionality of the Naval Range

Every time a naval Unit moves, it will consume some of its Power Store. Once the Power Store is depleted, the Unit will start moving at a reduced speed – it won't stop for lack of Fuel. This may slow down the Force.

Refueling of Naval Units

Naval Units refuel automatically. All of the naval Units inside a Coaling Station or Harbor (including a Naval Base) will be able to refuel their power storage during the Resolution Phase. For this purpose, you have to be sure that you can enter other nations' Coaling Stations and Harbors if you are planning to sail your fleets around the world.

- You will need a Supply Right or a Passage Right treaty to sail your ships into another nation's Ports.
- If your fleets are in another nation's Port, you will be the one "paying" the power cost of supplying the Units.

Power Consumption (Rail and Naval)

Railroad and Naval movement consumes power. The power consumption of each turn is stored at the national level, based on the following sources:

- Naval Units' power consumption: Naval Units in a Port will try to refuel their power storage, so they will add their needs to the power consumption total. The total power consumption of all Units is divided by 10 before being added to the nation's power needs (so 10 Power Store equals 1 Power added to the nation's power needs).
- Railroad power consumption: Railroads consume power based on their levels. This represents the power consumption of normal, everyday rail movement in your national economy.
- Consumption of Rail Pool points: The consumption of Rail Pool points for movement of troops or Supplies during a turn is also a source of power consumption.

All of these sources are summed up in one national power consumption total that is reported at the end of the Message Log next turn. Beware of excessive coal or oil consumption that chokes off supplies needed for industrial, consumer and military purposes. During each turn's Resolution Phase, the nation will consume all that power (coal or oil, depending on the current power source in use). The consumption process is as follows:

1. All the required power will be consumed from available coal/oil stocks.
2. If there is not enough coal (or oil) in stock, then Private Capital will be consumed to pay for that shortage (i.e., the missing power is bought elsewhere).
3. If there is not enough Private Capital, then State Funds will be consumed to pay for the shortage (as the State will buy the missing strategic stocks).
4. If there are not enough State Funds, then the last step is to consume all the PP needed to pay for the power consumption shortage. This is not an efficient use of Prestige; be careful not to fall behind in your Power Stores!
5. After the consumption process is completed, all naval Units in port are automatically refueled.

Blocking Movement

Enemy presence (especially Forts) inhibits movement in a land region. (Don't forget to check "Days to Enter" for neighboring regions on the tooltips.) If this presence is strong enough, your Units won't be able to bypass the defender to penetrate further into an enemy's rear areas unless they battle and push the enemy back. However, some troops are particularly stealthy and can more easily manage to sneak through to the enemy's rear. This is represented by the Patrol and Evasion Values of the moving and blocking Forces, 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 % for the region.

Play Note: *This means that you can fall back on friendly regions but are usually prohibited from moving farther into enemy territory, unless your Force is particularly stealthy and/or the enemy lacks proper reconnaissance Units.*

Patrol and Evasion Values also play a role in avoiding combat, if your Force is on Passive Posture or if you have the 'Evade Combat' Special Order enabled (see p. 54 and 78).

Procedure: *Regions your Force are prohibited from entering will pulse red. The "target" icon on the Unit Panel provides detailed information on your ability to penetrate neighboring regions.*

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 nearby Fort's Patrol Value. 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.

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

Evasion Value

This value represents your troops' ability to infiltrate rear areas and to avoid contact with the enemy. Each Unit type has different Evasion Values, based on mobility and size. Small Forces have better Evasion Values, while large Forces suffer a penalty. Harsh weather and terrain that provides cover also increase your Evasion Value.

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 them with enough troops.*

Finding the Enemy at Sea

You cannot directly stop an enemy's movement through a sea zone (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 enemies trying to sneak around them. All blockade and raiding fleets should have some.*

Example 3: *Sailing between two coastlines that adjoining an enemy Fort is always a risky proposition.*

Synchronized Land Movement

Multiple Forces can move together as group (at the speed of the slowest Force) if they start in the same region and have the Special Order “synchronized movement” selected (the "double arrow" on the tent panel). It works this way: at the moment a synchronized Force is given a move order by the player, all synchronized Forces in the region with more junior leaders copy that order. Forces led by more senior leaders ignore it.

For example: with 4 forces in a region, all set to use synchronized movement, commanded by a marshal, a general, and two without leaders, an order by the marshal's force will be copied by the 3 others. If the general's force is now given a different order, that will be ignored by the marshal but copied by the others. An order to the leaderless forces will be ignored by all the others. The deletion of an order is not automatically copied by other Forces (which can lead to unfortunate accidents), so be sure to turn synchronized movement off when not needed. Also note that if a Force with an *inactive* leader changes posture between Defensive and Passive, this clears the Synchronized Move command. This does not happen to Forces with no leader or with one that is activated.

Interception and Combination

There will be times when you don't want to move to a specific region, but instead want to intercept a moving enemy Force wherever it goes. You may also need to join and merge with a friendly Force. Both are handled similarly.

Procedure: *Drag and drop your Force onto an enemy or friendly Force, and your Army/Fleet will attempt to intercept the enemy or join the friendly Force by adjusting its destination each day toward the then-current location of the targeted Force. 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 the intercepting Force can no longer locate the enemy Force (see p. 59), it will stop moving. An enemy Force it is following may also split, in which case the intercepting Force will usually go after the larger enemy formation. Intercepting Forces also may be engaged by enemy before they arrive at their target.





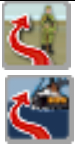







Special Orders








Special Orders allow you to fine-tune how your Forces move and react to the enemy during the upcoming turn, and also to issue all kinds of non-movement orders. The Special Orders available to a Force are listed under the three tabs in the panel left of the Unit Panel and are based on the Force's circumstances. Note that leaders who are inactive cannot perform all of the available orders, and some are not available to all troops.

Example: *The “Ambush” Special Order will only be active for Irregulars in difficult terrain.*

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

Special Order Icon	Special Order	Special Order Description/ Effects
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Special Order Icon	Special Order	Special Order Description/ Effects
		MOVEMENT TAB
	Enter Structure	(Arrow pointing in) The Force will seek to enter a structure at its destination. Thus a Force with this special order that retreats in battle will enter a structure in the current region rather than moving to another region. If it instead captures a fort or city, it will enter the structure. Not all structures provide protection against weather.
	Prepare Sortie	(Arrow pointing out) A Force inside a structure will try to fight its way out and join an outside relief force when it arrives. To exit the structure without waiting for a relief force, just drag the Force into the region outside the structure rather than using this order (do not use "Enter Structure" or the Force remains inside the structure). In either case, the already-besieged Force attempting to fight its way out will have a 33% frontage penalty, making its frontage of fighting elements effectively reduced by a quarter.
	Forced March	A Force that is under a forced march tries to move faster. The base chance is 50%, reduced by climate, artillery or supply Units and increased by leaders or cavalry. Cohesion is often lost even if successful. Light infantry and cavalry are likely to suffer less. Not permitted to a Force containing only leaders or non-combat Units.
	Move by Rail	The Force can now benefit from rail movement during the turn (as little as 1 day per region traversed by rail).
	Move by River	The Force can now benefit from riverine (or coastal) movement using riverine points.
	Bombard Passing Ships	A Force with artillery may choose to bombard any passing enemy ships, which may shoot back.
	Disband this Stack	Disbands stack. There are no effects other than removing the Units in the Force, whether disbanding in national territory or elsewhere.
	Evade Combat (Raiding Mode)	A Force with this order will seek to avoid contact with the enemy during movement. It will also enter Raiding mode. A leader must be activated to use this order. Raiding Mode does not prevent normal effects on Military Control.
		CAMP TAB
	Combine	Attaches a leader to a Unit. They are then both represented by a single counter, and the Unit gains the benefit of applicable leader abilities even if it is part of a Force under a higher commander. May also be used to combine two Units of identical type that have lost elements and which combined do not exceed the normal element mix of that Unit type.
	Split	Undo the attachment of a leader to a Unit.
	Synchronize Movement	All Forces in a region with this activated may make synchronized moves. (See the Synchronized Movement section on page 54)
	Promote Commander	Available if the leader is eligible for promotion from Rank 1 to Rank 2, or Rank 2 to Rank 3.
		STRATEGIC TAB
	Build Fort	A non-support Unit may build a Level 1 Fort in a controlled region. This costs the building force 2 Supply Wagon elements and 2 Artillery elements – each of which must have at least 50% health.
	Destroy Fort	Destroying a Level 1 Fort takes a non-support Unit 15 days, after which the Unit executes its movement orders. Higher level forts may not be destroyed.
	Build Depot	A Force with a non-support Unit beginning the turn in the region expends two Supply Wagon Units or two Naval Transport Units that are present and constructs a Level 1 Depot where there is no Depot. Depot construction requires 15 days.

Special Order Icon	Special Order	Special Order Description/ Effects
	Destroy Depot	If there is a Depot present, this command allows it to be destroyed by a Force with a non-support Unit. This normally takes 5 days, after which the Force executes its movement orders.
	Ambush	Stationary irregular forces (i.e. Partisans, Guerillas, etc.) can try to set up an Ambush in Marsh, Forest, Hill, Wooded Hills, Mountainous, or Alpine terrain. If successful, the ambushing Units receive combat benefits, such as first fire, and have an increased chance to successfully withdraw should they deem it necessary.
	Rebuild Rail Network	The Force will try to rebuild a destroyed rail network in its region. Engineer, Pioneer, and Labor Units will automatically attempt a repair each turn if idle in the region (civilian entrepreneurs may also try to repair damaged railroads).
	Destroy Rail Network	The Force will destroy the rail network in its region.
	Naval Bombard	A Naval Force will bombard the first coastal structure or entrenched position it encounters, provided a friendly land force is present in the region. Enemy Batteries in fortifications or Entrenchments greater than Level 4 have an opportunity to return fire.
	Strategic Redeployment	This redeploys Units in one turn, automatically using your rail points as needed. The distance by rail is not limited and Allied railways can be used, so this is very valuable for crossing a large land mass.
	Distant Unload	If this order is given, select a target region and the fleet will automatically move adjacent to and unload all transported Units into the target region, which will blink to confirm the order.
	Naval Interception	If this order is given, the fleet will try to attack any naval Unit passing through the same or an adjacent region.

Rail Movement

A Force assigned the “Move by Rail” Special Order(s) will use existing rail lines on its movement path, resulting in a much faster movement rate and vastly reduced Cohesion Cost for the rail portion of the journey. You must have at least 25% Military Control in a region to use its rail network.

Rail movement draws upon national pools of trains (depending on the size of the Force to be transported), limiting the number of Forces that can simultaneously move this way. Rail transportation assets are also used to transport Supplies down railroads (see p. 63). As a consequence, only the transportation capacity not assigned to move Units will be available for Supplies distribution.

Rail pools are generated for each turn based on city levels in regions with railroads. You can further improve your rail network and rail points by laying new rails (or you lay waste to your opponent’s by destroying them!).

River Movement

Riverine Transport Units can be built on the map. They are used similarly to seagoing transport Units (see below) but have lower transport capacities and only operate along rivers and shallows along the coast. They also provide riverine pool points.

Important!: *Moving by river can be quite hazardous if there is an enemy Fort or Fleet in the way. Using individual Riverine Transport Units with the appropriate escorts is highly recommended in this case. Keep in mind that an enemy Force, if it has time and artillery, can build a temporary entrenchment that will act as a Fort along a river or ocean coastlines.*

Regular Sea Movement

You must use transport ship Units 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.

Procedure: *First, merge the transporting Fleet and the Units to be transported in the Port of departure, then order the combined Force to move to the destination Port.*

Note that the transporting Fleet needs enough total capacity to hold the weight of the troops. A Unit's transport weight is visible on its tooltip.

Amphibious Landing

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





- 1) Move the transport Fleet and its cargo to a sea zone adjacent to the landing spot as you would for a regular sea transport.
- 2) In the turn following your Fleet's arrival at its destination, split the Force and order the land Units to move ashore. The Fleet that carried the Units can be given a move order and will sail away once disembarkation is complete.

Distant Unload Special Order

If you already know where the land Units should disembark, use the Distant Unload Special Order. Using this order requires only that the landing destination be selected, and the naval Force will move automatically to the nearest coastal region and disembark all its land forces. Alternatively, you can give the naval stack movement orders to a specific sea zone adjacent to the target region and it will disembark from there. The target region blinks in confirmation of the order.

Postures

The offensive or defensive stance of a Force is called its "Posture." Four buttons represent the different Postures. Once one is selected, a corresponding icon is displayed over the piece as a reminder. The possible Postures are:

-  **Assault:** Your Force will attack any detected opponent it comes across. During a siege, your Force will attempt to storm the Fort/City. Expect heavy casualties unless the defenses have been breached (see p. 83), and, if defended by strong and adequately supplied troops with substantial artillery and good morale, you can expect heavy casualties even then.
-  **Offensive:** Same as Assault, except that during a siege your Force will not attempt to storm a Fort/city but continue the siege even if the defenses are breached. Offensive or Assault posture is needed to gain Military Control against a non-Passive enemy Force. This provides no advantage if defending a structure.
-  **Defensive:** Your Defensive Forces won't attack enemy unless attacked. If attacked, Defensive Forces will defend with the benefit of the region's terrain bonus, if any, and is the appropriate choice for defending a structure. It won't lose Military Control even if enemy is present (unless defeated in battle), but won't increase MC either if enemy is present (except for besieged enemy).
-  **Passive:** This is the same as Defensive Posture, but with combat penalties if you are attacked. However, your chance of withdrawing before combat or from combat is increased. Passive Units won't increase Military Control, and yield it without a fight to any more aggressive enemy present.

Forces in Assault or Offensive Posture will initiate a fight. Those with Defensive posture will only fight if attacked by the enemy (e.g., other forces are already in combat and at some point an enemy Unit selects the Defensive Force as its new target, usually because the enemy has superior numbers and is looking for fresh targets). ALL of your Forces in the region with Defensive posture are activated together once any of them is attacked. If a battle stops because the attacker ceases attacks (e.g., due to cohesion loss), then a new Force on Offensive/Assault posture could arrive and restart the battle, and it would draw in all of its side's Offensive/Assault Forces present that remain able to attack (Defensive Forces could again be drawn in if attacked, while others may be weakened and cease attacking, etc.).

Postures are irrelevant to combat in a Maritime Trade Box (see Naval Combat).

Important Note: *Forces in Passive Posture, or those composed entirely of cavalry, Irregulars, or Support Units, may move through enemy territory without switching Posture. Otherwise, in regions with 5% or less Military Control, a Force will automatically adopt Offensive Posture in an attempt to gain a foothold, and this may lead to unintended engagements with enemy.*

Raids

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

- Your Forces will normally automatically capture any stockpiles of Supplies from enemy structures that fall into their hands during movement. They will replenish their own Supplies, with the remaining Supplies staying on the map as they change ownership. Structures also remain intact and change hands.
- Forces assigned the "Evade Combat" Special Order operate in Raiding mode and will replenish first and then burn all Supply stockpiles in their path, except for those in their destination region. Structures remain unharmed and simply change hands.

- To destroy a Depot or Fort, a Force with a non-Support Unit must start its move in the target region and use the “Destroy Depot” and/or “Destroy Fort” Special Order if eligible. This will take some time and will be resolved before any planned movement.
- Natives and raiders are unique Units usually identified by their “Pillage” Special Ability icon. Natives are unable to control colonial buildings so burn them, but non-colonial Forts of Level 2 or better can’t be razed and depots lose one level per turn. Supplies in a structure are destroyed if the structure is razed. These only destroy other supplies if they have the “evade combat” order and their movement is plotted to move beyond the region.

Last but not least, marauding raiders block your distribution of Supplies transport through the region they are located in, even if you have the 25% Military Control threshold required for normal passage of Supplies.

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

Fog of War

Uncertainty in war regarding enemy locations and intentions is known as The ‘Fog of War’ and recreated in the game by not revealing enemy positions to a player (whether human or AI) unless the player is able to ‘detect’ their presence. A player’s Unit’s ability to detect enemies may be inferior to the enemy Unit’s ability to hide. Thus, so long as the “Fog of War” option is turned on, a player will only see enemy forces on the map if they are detected.

Detection Procedure

The ability of a Force to escape detection is determined by the number of Hide Points it generates. The Hide Value of a Force equals the lowest (i.e. worst) Hide Value of any element in the Force, which is then modified by various factors. The Detection Value of a Force equals the highest Detection Value of any of its elements. For a stealthy Force, use only troops with good Hide Values; to detect enemies, include some troops with high Detection.

The Detection Value is applied to the enemy’s Hide Value. If the Detection Value at least equals the enemy’s Hide Value, the enemy forces are detected and revealed on the game map. If not, the enemy forces remain concealed. For each point of Detection Value exceeding an enemy’s Hide Value, the accuracy of the information received is increased.

Detection Value

The ability of friendly Forces to see into a region they occupy (and adjacent regions) is determined by the number of Detection Points that a Force or a friendly region is able to generate. Detection Points are not cumulative. Only the largest number of Detection Points generated by a single element is used. Once determined, this number of Detection Points is known as the Detection Value.

Detection Points (DP) are generated by the following conditions:

- Highest Detection Rating of any friendly Unit in the region. For example, an element belonging to a cavalry brigade usually has a Detection Rating of 4 DPs; a line infantry element usually has 2 DPs.

In regions in which there is no Friendly Force:

- +2 Detect Pts: National Military Control of 51%+ in the region

or Population in the region is at least 51% Loyal to Nation

- -1 Detect Pt: Detection Points being used to see into adjacent regions

Detection also extends to adjacent regions, but with the -1 reduction above. A region is grayed out if your Detection Value there is 0.

Hide Value

If a group is in a region with a structure, whether friendly or enemy, its Hide Value is set to 1 unless it is in a Passive Posture. Otherwise, a group possesses the Hide Value of the Unit with the lowest Hide Value modified as follows:

- +1 Hide Pt: Only leaders are present in the Force
- +1 Hide Pt: Force is Passive or considered Small
- +1 Hide Pt: Covered Terrain (i.e. Bocage, Hills, Wooded Hills, Marshes, Wilderness, Mountain, Alpine)
- +1 Hide Pt: Harsh Weather (i.e. Mud, Snow, Frozen, Blizzard)
- -1 Hide Pt: Force is considered Large

Hide Points are cumulative. For example, a Small Force (+1 Hide Pt) containing only elements of Cossack cavalry (Irregular) has a base Hide Value of 3; if located in a region with Covered Terrain (+1 Hide Pt) and Harsh Weather (+1 Hide Pt) it would have a modified Hide Value of 6. A Force with a Hide Value of 6 that remains in a Passive Command Posture is practically invisible—perfect for scouting behind enemy lines.

- Small Force: A Small Force is a Force that contains not more than 2 elements other than a leader, and that costs no more than 2 CmdP.
- Large Force: A Large Force is a Force that contains 49+ elements or 49+ CmdP of Units and less than 3 cavalry elements. This means a force with 4+ cavalry elements is not counted as Large since it is adequately screened by Cavalry.

Hint: Forces near enemy territory or troops are usually detected, unless the region is completely wild (i.e., no structures present) or the Units are particularly stealthy. Irregular Units are a good choice for both reconnaissance and infiltration. Forces in your rear areas, however, usually remain unspotted.

Supplies

One of the most daunting challenges faced by any military leader is keeping an army supplied with all the goods and services that it needs to maintain itself in the field. Forget about strategy for a moment—it's logistics that wins most battles. As the old saying goes, "amateurs study tactics and professionals study logistics." The success of your military efforts in *Pride of Nations* will depend first and foremost on the adequacy of your supplies.

Forms and Types of Supplies

Supplies come in two forms – "Field Supplies" are those present on the map and usable by your armies and fleets in the field. They are created intrinsically by every city, depot and port (an anchorage or coaling station only creates a little General Supply) on the map and their locations are visible in the Supply Filter (hotkey 2). "Commodity Supplies," on the other hand, are manufactured by certain Cityscape industrial structures such as Arsenals and

appear as products in your stockpile, shown on the Ministry of Industry and Commerce Screen (hotkey F4). Commodity Supplies can be bought and sold on the market, but they can be converted into Field Supplies by activating the conversion button at the top right of the F4 screen. (Conversion is the default setting, but is often unnecessary.) Unsupplied Units are usually due to Supplies not reaching the Unit – a distribution problem – rather than any global lack of Supplies.

Each form of Supply comes in two types: General Supply and Ammunition. Both are produced and distributed in a similar fashion but are accounted for separately. General Supply represents items used by military Units to maintain their manpower in good fighting order (food, water, clothing, etc.). Ammunition represents the supply of munitions that military Units expend in combat (bullets, gunpowder, cannon shot, etc.). Military Units (including naval vessels) require General Supply each turn to maintain their operational efficiency. Ammunition is required only when military Units engage in combat.

Supplies carried by Units are tracked and used by individual element. Most regulars carry about 2 months of General Supply and Ammo for two rounds of fire combat, which is often sufficient for two battles of average length. Irregulars and guerrillas carry some more. They will try to replenish their stockpile each monthly supply phase. Hover the cursor over a Force's cauldron or cannonball icon to check how much General Supply and Ammunition it's carrying.

Overview of Supply Distribution

The Supply System represents the means by which Field Supplies are broadcast forward from their point of production through a series of intermediate staging areas to the point of consumption (i.e. troops in the field). Supplies are produced, distributed, and consumed once monthly (at the end of the month Resolution Phase once you click on End Turn). In game terms, Supply Points are produced (and accumulated) in various map locations, moved as needed to appropriate friendly structures and supply wagons within range in three consecutive pulses of distribution, delivered from there to Forces in the same or adjacent regions if possible (including, as second priority, forces of allies or under a right of Supply), subjected to decay of General Supply, and then consumed.

This chain of Supply from production to consumption is handled automatically and requires no input from players. However, there are limitations to the amount of Supply Points that can be distributed along a single link in the Supply chain, and lengthy (or poorly protected) chains are susceptible to enemy interruptions. You can check the total General Supply and Ammo generated and flowing through a region via its tooltip (this does not count Supplies carried by Units). Use the Supply filter in Military Mode to check current stocks of General Supply/Ammo and current (but not maximum possible) throughput (Sent/Received totals).

Units within a Force will share supplies. For an overview of the Supply status of your Forces, the List of Forces screen (hotkey F2) allows you to sort Forces by General Supply autonomy in turns or the actual amounts of Supplies carried.

Out-of-Supply & Out-of-Ammo Penalties

There's an old saying among veterans that an army travels on its stomach. Soldiers need adequate food and water to maintain the physical condition necessary for military operations. Therefore, small Forces that are kept supplied are usually able to defeat larger unsupplied enemy Forces. While a good commander will make every effort to see that his troops remain supplied, extraordinary circumstances can occur in which a force will find itself 'Out of Supply.'

Units lacking General Supply (either through regular Supply means or failure to forage) are considered 'Out of Supply' and will suffer attrition hits and lose Cohesion. They also incur a moderate combat penalty. Units lacking

Ammunition are considered “Out of Ammunition” and will incur a severe combat penalty in addition to any penalty for being Out of Supply.

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

Supply Point Sources

You can check the total General Supply generated in a region via its tooltip. The basic amounts of General Supply and Ammunition generated *per level* of the Structure are as follows:

Structure	General Supply/Level	Ammunition/Level
Town or City	8	2
Depot, Harbor or Naval Base	4	1
Fort or Outposts	2	0
Coaling Station (Level 1 only)	4	0
Anchorage (Level 1 only)	2	

Supplies Production Capacity is further modified by:

- **LOYALTY:** Production is multiplied by [Loyalty + 50 %] (so the multiplier range is from 0.5 to a maximum of 1.5 if completely loyal).
- **NATIONAL MORALE (NM):** For every two NM above 100, the amount of Supplies produced by a Supply source is increased by 1%. For every two NM below 100, the amount of Supplies produced by a Supply source is reduced by 1%.
- **BESIEGED STRUCTURES:** Do not produce Supply Points. Supply Points previously accumulated are retained and consumed by the besieged friendly Forces.
- **BLOCKADE:** Ports blockaded by enemy naval vessels do not produce Supply Points. Supply Points previously accumulated are unaffected by naval blockades and may be distributed (by land) normally.

Distribution of Supplies

Each structure and Unit in the game will “pull” a certain amount of Supplies each month. This occurs over three supply push phases during the month-end Resolution Phase (see p. 50). Sources of Supplies will strive to distribute their surplus to the nearby structures and ultimately to Units in proportion to their need. Receiving structure need is adjusted for level, plus bonuses for Depots. This triggers a chain reaction, with Supplies 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. In practice, this means that low-level structures that turn into bottlenecks should be replaced with a Depot – think of a Depot as a pipeline, pump, and storage tank for Supplies. A depot is a more efficient supply conduit than even a mid-sized city.

Supplies can be forwarded out of their region by Depots, Level 3+ Cities, and unblockaded Level 3+ Harbors (or Naval Bases), and these also demand Supplies. Supplies can be forwarded to structures and Units that need them and are not besieged or blockaded. Supplies can’t be forwarded into or through a region where you have less than 25% friendly Military Control, and enemy troops can block supply routes through (but not into) a region. Thus military Units can only draw supplies from supply sources or stockpiles (including a Supply Wagon) in the same region or from supply sources in an adjoining region meeting these requirements. National troops receive supplies to fill their need first, then allies and countries with supply rights get their share.

The amount of Supplies that can be moved through a structure is roughly proportional to its Production Capacity (see above). The distance covered by the abstracted supply columns during each step can range from one to five regions, depending on several factors:

- Terrain
- Weather
- Enemy presence
- Rail Transport available
- River Transport available
- Sea Transport

You can directly check on the map how much and where General Supply/Ammunition is stockpiled by using the Supply Filter (hotkey 2).

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

Rail and River Distribution of Supplies

On each turn, the trains and riverine transport pool left unused during the movement phase (see p. 52) will be available for supply distribution. These will be used to transport Supplies over friendly rail lines and rivers. Enemy Fleets along a river line or Forts in a region block supply transport from advancing past that river or through that region (though it may reach friendly troops in the same region, or pass through by land to another region, if the minimum 25% Military Control is met).

Note: *Controlling rivers and (to a lesser extent) railroads are strategically important, as they allow you to transport great quantities of Supplies and men compared to overland paths using roads or tracks.*

Depots

Depots produce only a modest amount of Supplies compared with Cities and Harbors, but are a powerful pipeline for funneling Supplies down a supply line. If you have more than 50% Military Control, you can build a Depot in critical locations, such as supply bottlenecks or remote regions lacking other structures. These will then act as transit points to bridge gaps in the supply lines, extend the reach of the supply network, and greatly increase supply throughput. A Level 1 Depot will attract and forward more Supplies than Level 1-14 cities.

A Depot can be built by consuming 2 Supply Wagons or 2 Naval Transports that are in the region, but normal construction is more efficient if you have enough Military Control in the region. Enemy Units can employ the “Destroy Depot” order, and the current Depot owner can raze it with a non-support Unit if strategy demands it.

Note 1: *Rail and river transport is the best way to move large quantities of Supplies. Building a network of Depots every three to five regions is highly recommended if transport and Military Control are adequate in between.*

Note 2: *Unprotected Depots are tempting targets for enemy raiders and should be adequately protected. Depot automatic garrisons start relatively weak, but are multiplied by Depot Level (maximum level of 5).*

Supply Wagons

Supply Wagons are mobile stockpiles of Supplies. They are essential for advancing beyond friendly-controlled territory and are useful anywhere, but they are heavy (for naval, rail or riverine transport purposes) and slow down

the Force they are with. They are weight 16, defenseless (so can be captured and used by enemies), and hold 80 Supplies – of which they consume 8 per turn. They need to replenish from supply sources when they run out, and a good tactic is to rotate supply wagons between the army and its depot to keep a steady flow of supplies coming in.

Like transport ships, wagons can provide supplies to Units in the same region or adjoining adequately-controlled region – they supply the needs of your own troops first and then those of allies. They are commonly used in developing colonial regions where more troops are deployed than can forage locally but where military control (needed to draw Supplies into the region during the Supply Distribution process) is not accumulating because no state of war exists. Supply Wagon elements can also be consumed to build Level 1 Depots and Forts.

Wagons can also help by

- providing a 10% shooting bonus in battle if they have some Ammo,
- absorbing damage from bad weather (5 General Supply/hit), and
- cutting general attrition by 10% for the stack they are in.

You can't have too many wagons! But do protect them as you do Depots if there may be hostiles nearby. Small, fast, light raider Units can and do sneak past your armies and capture the wagons.

Transporting Supplies by Sea

Merchant ships in any Maritime Trade Box (MTB) can draw Supplies from any harbor close to your capital or in the Area where your capital is located as well as any harbors in Trade Areas served by the MTB. (Note that any conversion of Commodity Supplies to Field Supplies takes place in the capital Area, which is convenient for supply distribution through MTBs.) Merchant fleets can transport Supplies equal to 4x their capacity and also redistribute Supplies among the ports in their MTB's Trade Areas. This does not interfere with commerce. Transport ships in a MTB can fill this supply role if Merchant fleets are missing, but Transports may suffer normal attrition.

Troops in a coastal region without a port can still be supplied over-the-beach by Transports in an adjacent Sea Zone (not MTB) if the region has 25% or more friendly Military Control and the Transport has adequate remaining Supplies on board. However, troops taking more than one turn to march overland between coastal regions may suffer Out of Supply conditions during that time, though they replenish after reaching their destination – it is often best to move by sea rather than overland in harsh conditions.

Fleet Supply

Fleets at sea can replenish General Supply from adjacent land regions with a stockpile, or from Supplies carried by Transports or Merchant Ships in the same region or MTB (including those of allies). They can only replenish Ammunition while in port. Naval coal/oil resupply just requires stopping in port for the end of a turn; it is prudent to do so to reduce long-voyage attrition risks. The fuel cost is charged to the owner of the ships. Troops lose cohesion at sea and bad weather can be harsh – non-Merchant ships are best kept in port rather than at sea or in a MTB unless you are using them for a specific purpose. (Periodically check the List of Forces or use the “d” & “f” keys to cycle through your naval forces in order to see if any have been left at sea unnecessarily).

Colonial Structure General Supply

Your colonial structures will feed (i.e., provide free General Supply, but not Ammo) for your own (but not allied, friendly or other) troops in the region at the rate of 3 element's worth per structure. If you have more than 3 elements per structure in a region, each element has a percentage chance of receiving this Colonial Structure General Supply (CSGS) equal to three times the number of structures divided by the total elements present (so it is possible for some, all or none to end up supplied this way). Elements use available CSGS before using internal

supplies. Thus one structure can feed a Colonial Brigade or an Expeditionary Brigade with a Leader attached. Tribal troops automatically enjoy a level of free CSGS corresponding to their loyalty in the region.

TIP: Supplying Initial Colonial Efforts. Your first Force sent into a Colonial region might consist of an Expeditionary Brigade and one or two Supply Wagons. Land this Force in a tribal-controlled coastal region before Colonial Actions are placed in order to prevent Actions from being blocked by native Units (which often go undetected). The Supply Wagons should keep the Force supplied until an early structure (such as a Mission) is built, at which point the structure can provide CSGS for the Expeditionary Brigade. The Supply Wagons should then be promptly withdrawn and used elsewhere, as they each have 4 supply wagon elements and consume General Supply as well. Once Colonial Penetration reaches 5, an Anchorage or Coaling Station can be built to provide a port. The amount of General Supply they provide is tiny, and they don't pull or push Supplies – for that you need to upgrade to a Harbor.

Foraging and Supply

Out-of-Supply Units have a chance of foraging and finding enough subsistence in the region they are in 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 Force's chances. Each out-of-Supply element will take a test to see if it finds enough Supply for the month.

However, as soon as a single test is failed, the region is considered to have been looted, as indicated by the animated icon of a burning flame (pillage). The chance of pillage in friendly territory is low, but in enemy territory it is high. A pillaged region will not provide any more General Supply until it recovers, which has a chance of occurring each harvest season in its hemisphere.

General Supply Decay

It is possible for elements to lose some General Supply each turn if the total is above the Safe Supply Limit in their region. Decay is aimed at representing not only the usual wear and tear (spoilage) of General Supply but also loss due to the environment, such as a hostile climate. Decay occurs both to stockpiles and within each element's carried General Supply. Decay will make crossing some territory, such as large expanses of jungle, deadly for troops without some offsetting special abilities or attributes.

Decay also prevents the concentration of large bodies of troops in territories which are not properly developed. By itself, the rule doesn't damage troops, but as their General Supplies dissipate, they will begin to starve. The effect of starvation is magnified by a pillaged region (+20%), harsh weather (+25%), or very harsh weather (+50%).

Safe Supply Limit (SSL)

Each region has a Safe Supply Limit (SSL) calculated during hosting. Under this level of Supply, either no Decay or a minimum of Decay occurs. SSL takes into account:

- If the region is a land or water region.
- Level of the region's development.
- If a nation has a colonial status of Dominion or better in the region (note that Colony is a lower status), then the aggregate Colonial Penetration (CP) of non-enemy nations is measured. Any CP under 100 is a small penalty.

All structures (but not a City) raise the SSL by their Supply Want times a coefficient. All nations who are not an enemy of the city's owner get a SSL bonus in ratio to the total population of the region, in ratio to the development level. For example, if population is 50 in a 50% developed region, then the population gives +25 SSL.

- Harsh weather, very harsh weather, and pillaged conditions reduce SSL.

Note: *SSL is further modified by the National Modifiers of the nation.*

Example 1: *An almost terra incognita region that is, at most, 10 CP, has no development level and no structures, has only 5 points of population, and the weather is currently harsh (say a monsoon is underway):*

Base is 5

10 Colonial Penetration means a penalty of 90 to SSL

No development level, thus no bonus

5 SSL from the population

Harsh (weather) penalty: -40

We stay at the bare minimum (5).

Example 2: *Tripolitania in 1850: Total CP is 55, mostly from some Italian missions, as development level is 25, total population is 50, weather is currently normal (Steppe if fair weather), and no city, but there is a Level 1 Harbor.*

Base is 5

Development level gives +50

CP removes 55

Population adds up 13 (50 population in a 25 developed region gives +13 bonus)

Harbor gives 20 (Supply Want of 4x5 for the coefficient to this value, so 20)

Total 33

It is possible to maintain one European-sized Corps here with just a little Decay to Supply each turn.

Supply Decay Percentage

Once the SSL is known for a given nation (it can vary slightly on a national basis because of national modifiers), then we determine the potential percentage of Decay for **each supply point possessed** (not just above the limit*) in the region.

*: *Done to prevent exploits, but the starting Decay percentage is lower to compensate.*

- The base Decay chance is 25%
- The increment in Decay is 10%
- The Decay % is bounded between 0% and 90% in any case

Decay Test

Before Supplies are consumed, General Supply Decay is calculated separately for each element, as well as for those Supplies in structures (all of which is held by the Exclusive Structure Owner). A General Supply point will Decay if it fails the Decay Test (if percentage dice rolls equal or under the Decay percentage) and the various protection chances fail. Decay can be prevented if some leaders or elements have the necessary abilities to prevent it. If all the tests fail, the supply point Decays and is lost. The test is performed once for every Supply Point in the region.

Some elements are protected against this better than others. For instance, colonial troops (including Colonial Brigades and Expeditionary forces as well as native troops) are better protected than European-style troops, the Supplies they carry decaying at only 25% of the normal rate.

Climate

Weather and other environmental conditions play a critical role in the conduct of operations. Climate affects movement, Supply, and combat in many ways, as shown on the following chart.

Important: *Forces in a sufficiently controlled region with a Friendly-controlled Fort, City, Port, or Depot will ignore attrition due to bad weather. Please note that the Force does not need to be located within the structure to benefit from this protection: the structure provides shelter to all Friendly Forces in the region, both inside and outside the structure, to avoid needless micromanagement.*

Weather	Movement and Supply Transport	Combat	Attrition
Rain (Mud)	Moderate (desert or clear) to high (marsh, swamps, jungle) penalty. River crossing more difficult.	Slight penalty for the Attacker.	Mountain and all regions in Tropical, Monsoon, or Equatorial climates suffer higher Attrition.
Snow	Moderate penalty, except in Arctic areas or terrain (ice field, tundra).	Moderate penalty for the attacker. Battles start at close range.	All Forces suffer Attrition (unless sheltered).
Harsh Weather (Frozen, Deep Cold, Monsoon, Sand Storm)	Same as above. Bodies of water may freeze in winter.	Moderate penalty for the attacker.	All Forces suffer Attrition (unless sheltered), with slightly greater losses.
Very Harsh Weather (Blizzard, Storms)	Severe penalty. Bodies of water may freeze.	Severe penalty for the attacker. Battles start at close range.	All Forces suffer Attrition (unless sheltered), with even greater losses.

Attrition

Contrary to popular belief, most casualties during the wars of this period were caused not in combat but by **Attrition** (losses to disease, cold, desertion, etc.). The following activities will result in Units taking attrition hits:

- Movement: Hits are proportional to the Cohesion cost of the move (see p. 50).
- Lack of General Supply: Units will take Attrition hits, in addition to Cohesion losses and combat penalties (see p. 61).
- Epidemics: Large concentrations of troops are particularly vulnerable to disease.
- Hostile Climate: Colonial regions were often described by Europeans as having an unhealthy climate, referring to the inhospitability of a region, which combined factors including intemperate weather, difficult terrain, lack of development, local diseases, and other hazards. These are factored together with weather effects into a harshness level in determining attrition. It should not be surprising that turns spent in a desert region are likely to result in severe attrition for troops not acclimated and prepared for it. Similarly, training and other preparation for winter or tropical conditions enhance survivability. *Note: Colonial troops (including native troops, colonial brigades, and expeditionary forces) can take from 25%-75% less attrition in hostile climates than standard troops.*

High development levels reduce attrition by 10%, as does a Supply Wagon for its Force. Entrenchment provides a 20% reduction. Supply Wagons in a Force can additionally “shield” Units in its Force automatically by negating one Attrition hit per 5 Supply Points spent.

Military Control (MC)

Military Control is represented as a percentage of control and authority in each region. As such, a region’s control ranges from 50/50, representing a region that is equally contested by two sides, to 100/0, where one side has absolute control. Military Control represents an army’s establishment of administration, patrols, rear-area security, etc. MC is completely separate from Loyalty (discussed below), which measures the population’s feelings about a nation. During wartime, it is not uncommon for an invader to establish complete Military Control over regions that nevertheless maintain a strong Loyalty towards the original owner. The legitimate owner of a regions will receive back Military Control if its ally gains Military Control there (e.g., from rebels or an enemy).

You can only increase Military Control by military means if you’re hostile to the nation controlling the region. That means that you’re either in a formal war, or, for tribal nations only, that your relations are below 0. (Remember that the relationship scale runs from -100 to 100; wars with tribal nations end when relations rise to 0 or more.)

If two enemies both have troops within a region, neither may increase Military Control until one side assumes an Offensive Posture (see p. 57) in an attempt to increase their control. Defensive Posture maintains control—including a Force that is Defensive and undetected due to its stealth. A defeated Force will lose some Military Control and either retreat locally, remaining in the region, or to an adjacent region if soundly defeated. Forces in Passive Posture, or those composed exclusively of Support Units, will not contest control of a region, meaning that the enemy will increase its Military Control without having to fight. You can’t be pushed out of a region by incremental accumulation of enemy MC, but if your MC is only 5% or less, you are forced to revert to Offensive posture to attempt to obtain or maintain a foothold. However, Forces in Passive Posture or those composed entirely of cavalry, Irregulars, and Support Units may move through enemy territory without switching Posture.

If you manage to force the enemy from a region and you leave occupying troops, you will gain Military Control based on their cumulative patrol rating. A Corps on the march can convert a region in a few days!

Effects

Having Military Control of a region greatly increases both your chances of stopping an enemy Force trying to cross it (see p. 53), and the Cohesion cost incurred by enemy Units moving into/through the region. It also affects the chances of a Force successfully “Marching to the Sound of the Guns.” Enemy control has a chance of “burning down” regional decisions by the legitimate owner.

In addition, your Detection Level will increase if you have at least 51% Military Control of a region (see p. 59).

Finally, you cannot retreat from battle into completely hostile regions – that is, those where you have less than 5% Military Control. This makes it worthwhile to encircle the enemy to cut off their retreat (also to slow their retreat through partial Military Control). Conversely, engaging in a battle deep within enemy territory is a very risky proposition, as losing it will result in the complete destruction of your Forces that are thus encircled!

Note: When penetrating into enemy territory, a Force will have to face opposing Forces blocking the main avenues of advance unless they are fast/stealthy enough to attempt infiltrating even deeper. A Force can also attempt to retreat to its lines through enemy territory, trying to avoid contact.

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 Force is composed entirely of Irregulars).

Note: Other than marines, troops attempting an amphibious landing or river crossing have no choice but to fight the enemy defending the crossing or beach at a disadvantage. However, Forces crossing/landing into a region where a beachhead/bridgehead has previously been secured (you have 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 be the latest to have occupied it with a combat Unit.

Note: You don't necessarily have to leave a Unit garrisoning the structure, although it is usually wise to do so.

Indians and Partisans will only take control of a city if the population in the region is friendly to them (51% Loyalty or more). They cannot capture Depots, Outposts or Forts and will instead destroy them after defeating the garrisons (except if a Fort of Level 2 or more is present, since that level cannot be destroyed), as well as razing colonial structures.

Loyalty (Population Allegiance)

Loyalty (short for Population Allegiance) is a measure of the regional population's inclination for one side or the other, and is independent of Military Control. Loyalty often represents accommodation to the existing regime more than affection. You can quickly occupy an enemy region with your troops, but winning over its population to your side is a far slower process. High Loyalty within a region offers multiple benefits.

Effects of High Loyalty

- You don't need to garrison Objectives in order to earn Prestige Points.
- Locals will provide some intelligence as to the enemy's whereabouts (see p. 59).
- The region will produce more Supplies, Resources, industrial Products and funds.
- If the enemy occupies a region loyal to you without leaving a sufficiently strong garrison, its Military Control gradually shifts in your favor, and there is a chance that your Partisans will appear in the region (the occupying power will see revolt risk levels).
- If a region is very hostile to the occupant (10% or less Loyalty), non-garrisoned cities may openly revolt, in which case an enemy Unit will appear and take control of the city. Guard them or lose them! Special single-regiment garrison or police Units are available to help prevent such revolts.

Influencing Loyalty

Over time, Martial Law imposed by an occupier will slowly shift a region's Loyalty in their favor. This is particularly true if a leader with the "Suppress" Special Ability is present, but the process remains a slow one. You can also influence Loyalty through some Regional Decisions (see below) or Colonial Actions (see p. 135).

Managing Your Nation

Some key decisions are made at the regional level or the national level. Here is an overview of the different policies along with explanations for those that are not described in other chapters.

National Morale (NM)

When nations are involved in a conflict, the will to fight is tracked by their National Morale (NM). In a scenario, but not a Campaign, you instantly lose the scenario if it drops below a certain level. These thresholds will vary during the course of play, depending on the political situation. Current NM is tallied in the upper-left corner of the main screen, alongside the Prestige Points (PP) (see above). National Morale can never exceed 250. The victory and defeat thresholds of both sides are displayed on the Scores and Objectives screen (hotkey F10) of the Ledger, 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 for the nation will increase the capturing player's NM and lower the enemy's by the values indicated on the Objectives screen. Capturing an enemy capital has a particularly dramatic effect.
- Hits inflicted in battle incrementally change NM and Prestige.
- Your enemy's NM has exceeded a certain threshold (i.e., they have the upper hand in the war—see War Conduct below).
- Promoting junior officers over senior officers or dismissing leaders who turn out to have political connections will lower your NM.

Impact on War Conduct

- War weariness has an important effect on NM, gradually reducing it even if fighting has ceased and one side is entirely occupied, although in that case the “warscore” that supports demands in a peace treaty increases rapidly.
- Each country at war has a NM win level and a NM lose level (for example, 125 and 65). The win level affects the AI's decisions to sue for peace as a loser (if you are at or above win level, your enemy's NM will crumble more quickly) or to demand peace terms as a winner if it reaches the win level. If a nation's NM is at least 1.5x the lose level and the country still controls its capital, war resilience will help keep NM at that threshold despite war weariness – however, defeats in battle can push it below the resilience level, after which war weariness will operate to push it down toward the lose level. At or below the lose level, each national region of the country loses 1 point of Contentment per turn and unrest will eventually force it to make peace.

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 (lowered when NM is low, increased when it is high)
- Number of recruits

Building Units

Construction of military Units is done through the Military Mode's Construction sub-mode.

The Military Construction Mode (Overview)



This mode allows for the recruiting and training (building) of new military Units. Of course, there are some limitations, such as how many Units your nation can field (Force Pool concept), the various assets needed to pay for the construction (recruits, money, and other resources), and the location of the build, as it is not always possible to construct all Unit types everywhere.

- To enter the Construction sub-mode, you need to be in Military Mode. Click on the icon with the three soldiers on it, to the left of the helmet icon.
- Alternatively, you can also press ALT-F1 when in Military Mode to switch in and out of Military Construction Mode.

Construction Buttons

There are two types of buttons which are used to filter the various construction possibilities. One set allows you to filter by Unit types or sizes, while the other allows you to filter by sub-nationalities. In both cases, you may click on the ALL button(s) to return to the complete list (all Units, all nationalities).



Figure 10: Units you can build. You may use the different buttons on the left panel to filter by category and sub-type. You can also use the flags on top of the Unit Panel to filter by sub-nationality. In this example, you could show all British Empire Units to be built, only Indian Army Units, or only British Units.

Buildable Units

These are listed in the main interface. You can see all those Units that are still available for construction and how many more of each can be built in the white square on the upper-left corner of the Unit stamp. Below that is shown the combat power of the Unit. A tooltip for each Unit indicates how many there are on the map, their name, the costs (in money, men, and other resources), and the construction time (in days).

Where to Build

When you select a Unit for construction, the map color changes (green, orange, or red).

- Regions in green are those where that kind of Unit can be built right now.
- If the region is orange, you could theoretically build the Unit there, but you currently lack one or more of the assets needed to do so. (*Hint: Drop the Unit counter there and an error message will tell you the reason.*)
- Finally, construction is impossible in any regions in red region. Find out why by simply hovering the mouse cursor over the region.

Note: Each Unit has a certain construction weight, and a given region can only allow construction of a limited amount of Unit weight. This is to avoid all production occurring in the same location, and to reflect the reality of 'over-recruiting' from the population of one region. So choose and plan carefully. Construction weight for land and naval Units are calculated and used completely separately - a big city will allow for the parallel recruitment of several land-based Units, while a major Harbor will do the same for ships.

It is also possible to see the statistics of the element components of the Unit to be built by clicking on the NATO symbols on the elements panel in the bottom-right when a Unit is selected.

Possible Causes Preventing the Construction of Units

Again, if the region is in green, you can build the Unit there. If the region is in yellow/orange, you are missing some necessary inputs. If the region is in red, there is at least one regional constraint preventing you from building the Unit. Some possible causes are:



- No available Units in the Force Pool.
- The region's build capacity has been exceeded.
- Unit is naval and there is no Harbor or Naval Base.
- The region is not playable in the scenario.
- Insufficient Military Control over the region.
- Regional Loyalty is too low or the region is in riot.
- The Unit needs soldiers and the region lacks the required population points.
- A required structure is absent (e.g., a Steel Factory for armored trains).
- The Unit can only be built in some parts of the world (e.g., Gurkhas are recruited in Nepal, not Britain).
- The Unit can only be built in the capital.

There are also some rarer causes which might prevent the building of a Unit in a given region. In all cases, the region's tooltip will provide the reason.

Figure 11: In Military Construction Mode, a region's tooltip will indicate why the region is red for the selected Unit. In this example, the British player is precluded from building a Warship Squadron in the Midlands because it is an inland location.

Force Pools

Each nation can only field a limited number of each type of Unit at any time. This is what is called the **Force Pool (FP)**. Once the FP is fully used, more of that type can't be built unless some are eliminated or the FP is increased. A decrease in the FP does not affect existing Units – only new construction. For example, if you recruit one Reserve Infantry Corps, then the number available in the Force Pool is reduced by one, but in no way will it reduce the availability of Regular Infantry Corps, Infantry Divisions, Supply Wagons, etc.).



Men

To build troops or ships, you need men:

- **Conscripts (Recruits):** All Units need recruits, referred to as Conscripts although they may actually include volunteers, mercenaries, feudal contingents, or tribal levies. Conscripts are received each turn from your cities, but the number received is mainly influenced by whether your country is at war or at peace. Reforms alter this number. Finally, when at war, there are certain situations in which you can access military Decrees ordering mass mobilization. The number of conscripts is the rightmost number below the conscript icon.
- **Officers:** Officers are needed by almost all Units, with some low-quality Units requiring only a few, and others (e.g., Guard and technical arms) requiring a greater proportion. Officers are usually more than sufficient for recruitment of the most typical line Units. A Military Academy in your country will significantly increase the number of men who achieve an officer rank each year. The number of officers is the leftmost number below the conscript icon.

State Funds (Money)

The Money needed to produce Units is taken from State Funds, as Private Capital can't be used to purchase military Units. The bulk of your State Money income comes from various taxes, while some will come from exceptional measures that you can periodically take.

Side Note: Merchant Fleets and other civilian Units that may be used for military transport use private funds, as they were typically private builds requisitioned by the Navy.

Assets

Assets used for the construction of military Units come in three varieties. Industries will produce these three assets each turn in amounts depending on your economy. They may also be acquired through trade.

Coal, Steel, and Manufactured Goods

Coal: Only a few Units require Coal to build. It is used primarily along with Iron to make Steel, or to power factories and ships. Augment your Coal stockpile by importing coal or creating more Coal Mines.

Steel: Steel is used intensively by Units like artillery and ships and produced using Iron and Coal in Steel Mills or certain other factories.

Manufactured Goods: Manufactured (Mfg.) Goods are widely used for Unit construction, as well as many other consumer and industrial purposes. For Units they represent many things, from rifles to uniforms, so recruiting almost all Units requires some. Mfg. Goods are produced by several types of factories from different combinations of raw materials.

Commodity General Supply

Armies and Fleets need food, clothing, and other basic supplies to keep on moving and fighting. The first number is Commodity General Supply, which is held in stockpile from which it can be sold or converted into Field General Supply to supplement that which is produced on the map. Field General Supply is distributed to your Depots and troops between months. See “Supplies” above (see p. 60).

Commodity Ammunition

Finally, another commodity needed to keep your troops battle ready is Ammunition, which is tracked separately from General Supply but otherwise follows the same production and distribution mechanisms.

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 (i.e., with one Strength and one Cohesion point) and static because they are gathering men and training them, collecting supplies, etc.



- New Units cannot be moved and are basically defenseless.
- Their status is indicated by a red label. The label on the Unit will gradually change to a white color as the construction process advances.
- Their various components are shown in red (depleted) and will gradually fill up as time passes by.

After a while, Units under construction gradually lose this ‘special’ status and can be moved, but rushing those green Units into combat should be avoided.

Figure 12: In this example, the 1st British Cavalry Division has been ordered to be built in Sussex and is in play; however, it is static and very, very weak.

Note: Ideally, you should wait until Units have completed their training, when Health and Cohesion are at 100%, before issuing them combat orders. You can move them in Passive mode toward their destination, though, and they will continue to be completed (all soldiers and equipment are considered to be there, but the troop is still very green). Note that you will receive a message in the message panel when a Unit can be moved.

Build Duration

The build duration is indicated in the tooltip when you hover the cursor over the Unit under construction. This is the time in days needed for a Unit to reach its full Strength and Cohesion, which depends on Unit type as well as the National Morale level and some military reforms.

Within the Unit, the various elements will achieve 100% health at their own construction speed. In essence, the time indicated for the Unit is the time of the element that takes the longest to build/recruit.

Example: Militia are low-quality troops but have a fast build rate, while high-quality troops like cavalry take longer.

The War Ministry Screen (F3)

Hotkey F3 brings up the War Ministry, which includes a list of Units under production, details of any Unit selected from this list, and the Replacement Pool.



Figure 13: The hotkey F3 will display the War Ministry. Units ordered to be raised this turn are shown on the left. The Replacements Pool is shown in the lower right. Available military Decrees & Decisions are shown on the lower left.

Units Construction Overview

First, you get the list of Units being recruited or built along with the number of turns before they are operational. Pass the cursor over a Unit to receive additional details about it on the right of the screen. This view is ‘read only,’ as you do nothing but review your builds.

Military Options

On the bottom left are Decree icons representing your Military Decrees and Decisions.

Losses and Replacements

Every Unit consists of sub-unit elements which can be damaged by combat, by attrition from various sources, by re-equipment based on certain technological upgrades, or by failure to provide adequate maintenance or Supplies (lack of Mfg. Goods is harshest on artillery and ships). This damage takes the form of “hits,” represented in the element’s details panel by the icon of a man and in a battle report by a heart. When maximum hits are suffered, the element is destroyed along with any benefits of its past experience. When all its elements are destroyed, the Unit is destroyed.

Elements that are not totally destroyed and can rest (they don’t move and are supplied for the turn) can recover hits, along with cohesion, during the Resolution Phase, and can slowly replace lost elements if excess Supplies are

available. Replacements are used for these element repairs and replacements. Replacement of a lost element may occur once per Unit each turn and costs one replacement of the appropriate type.

Purchase replacements in the Replacement Pool table in the lower right portion of the War Ministry screen (hotkey F3) by left-clicking on each NATO symbol, above which is the total number of hits missing for the Units served by that type of replacement and below is the number of replacements already purchased on the left, with replacements you are ordering for purchase this turn on the right in parentheses. If you decide your order this turn is too large, right-click to reduce the number of planned builds.

This table allows you to switch between ethnic groups, allowing you to build Indian infantry replacements needed by your Indian troops instead of replacements for your British ones, for example. There may be understrength Units that start the game in need of replacements at the beginning of some scenarios. Note that horse artillery uses light artillery replacements, and both Merchant and Transport ships use Transport replacements, while Riverine Units use Light Coastal replacements.

The hit replacement rate as a percentage (non-cumulative) of a stationary element's full complement is:

- » Base land element recovery rate: 5%
- » Irregular element: 10%
- » Land element in Depot: 20%
- » Land element in City: 10%
- » Land element in Fort: 10%
- » Naval Unit: 5%/Port level of Harbor or Naval Base (not anchorage or coaling station)

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

When replacing hits in damaged elements there is a random chance of expending one replacement from your Replacement Pool each time a hit is repaired - one replacement will on average repair 10 hits, but it's wise to keep extras just in case. Elements repair slowly hit by hit, so a badly damaged element or replacement of multiple elements will take time. This means that several Units with light losses can fully recover more quickly than one heavily-damaged Unit with an equal total amount of damage. Rotate troops out of the fight before elements are destroyed so the cadre can recover strength and retain much of the benefits of their experience.

Naval replacements (other than Merchants in a Maritime Trade Box) require that the ships be in a Level 3+ Port of yours, and if whole elements (ships) need to be replaced they also must be in Passive posture. Merchant ships will only repair if you have transport-type replacements in your replacement pool, and must be in their Maritime Trade Box or a Level 3+ Port. Shipyards create about one free transport replacement per year (you will get a message); all other replacements for your forces are purchased using the Replacement Pool table. Note that replacements can have a substantial cost in Mfg.Goods and may cost Prestige as well as State Funds and personnel. Mousing over a Unit in construction or repair will indicate the estimated time to completion as well as the cohesion gain per day.

Special Structure Attributes for Shipbuilding

Harbors and Naval Bases (but not Anchorages or Coaling Stations) are capable of building and repairing ships, with Naval Bases building ships more quickly (proportional to the NavalBuild attribute).

Example: *Note that ships must be inside the structure and set to Passive posture to undergo repairs..*

Building Restrictions for Units

Some structures also have their own attributes, which are linked with the model database. When a particular element has a specific building attribute that is found only with certain structures, you can only build the Unit in a City that has that structure.

Example: A Warplane Factory can have a ***Warplane*** attribute that you can add to all warplane Units, so you will only be able to build these special Units in the regions where the structure with the attribute (the Warplane Factory) is present.

Combat in the Field

Battlefield engagements range from minor skirmishes, involving a few Units for a limited time, to full-scale battles lasting more than a day. Combat occurs when two opposing Forces meet in a region and at least one of them is in Offensive or Assault Posture and has detected the other. Preference goes to attacking a non-moving stack which is not already significantly threatened. If a Force in Defensive Posture is attacked, it activates all other Defensive Forces on its side and these join the battle.

Engaging in Combat

Combat is resolved in a series of one-hour rounds, up to six per day, between troops engaged at the element level. Not all of a Force will necessarily participate in the beginning, as different bodies of troops will join the fray at different times, especially in large battles. Each hour, a test is run 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).

Elements within a single Unit will arrive and be available for battle at the same time, although frontage (see below) may prevent all of them from being simultaneously engaged. Elements belonging to a single Unit always target elements of a single enemy Unit, but the odds favor choosing weightier targets. Artillery elements always target the eligible enemy elements on the field with the most hits remaining. Elements 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 its Unit even if the element itself is not engaged in a particular round of combat.

Marching to the Sound of the Guns

Depending on the situation, a Force engaged in combat may decide to call for reinforcements. If it does, other Forces located in adjacent regions and led by a 2** or 3*** leader may answer the call and join the fight for a round of combat if they pass a check. (Such Forces must include combat elements and not be in Passive posture, besieged, or under an Evade Combat order.) This check is taken each round and considers the normal travel distance between the regions, the level of Military Control in both regions, Posture of the reinforcing Force (Assault or Offensive), and the Strategic Rating of the reinforcing Force leader. This “Marching to the Sound of the Guns” allows well-led Forces in adjacent regions to support one another on operations, but the reinforcing Forces do not permanently move to the region of the battle (i.e., they remain in their original region when the fighting is over).

The following modifiers apply to the check:

1. -10% for each day of marching that the supporting Force would (theoretically) need in order to enter the region where the battle takes place. All factors affecting the Force's movement speed apply (e.g., cohesion, weather, rail movement, activation status of commander, crossing straits, etc.). For example, when the battle takes place in a mountainous region, reinforcement is unlikely. Stacks moving at cavalry-speed are more likely to enter the battle (except in bad weather).
2. +5% for each point of strategic rating of the Force commander who tries to march to the sound of the guns.
3. -10% if the Force that tries to march to the sound of the guns is in a "Defensive" posture.
4. -1% for every 5% of enemy control in the region where the battle takes place and the adjacent region from which troops would march to join the fight – enemy military control in both regions is added together and then divided by 5 to calculate this.

A Force may pass the check and join the fight in some rounds and fail in others. Theater CiCs have a greater chance to reinforce a battle and of getting reinforcements themselves, which means their best use may be a region behind the lines (if transit times are short) so they can reinforce and direct combat. This means you can plan to use the highest commander as a sort of reserve, to deliver additional punch if needed. Reinforcements will immediately return to their original region after the battle (so if they were besieging enemy, the siege is not disrupted), but they can only help one friendly stack per day. Orders to enter a structure do not affect the check. This makes it effective to divide large bodies of troops into several mutually supporting Armies or Corps that can make the best use of available leaders. Assigning rail movement capacity to your intended reserve army makes it likelier to join the fight (see modifier 1 above) and they are fresher when they get to the field.

Withdrawal

Withdrawal is an orderly procedure putting distance between opposing forces with minimal risk to the withdrawing force. Forces may (automatically) attempt to withdraw from battle if the fight is perceived to be unwinnable. A Rout, on the other hand, is an unordered disorganized flight for safety that occurs due to an overall collapse of morale, often with loss of men and equipment. Routers take 2.5x normal withdrawal losses in pursuit. When too many elements on a side have routed, the army as a whole must pass a test. If it fails, the entire side routs from the battle.

Except for amphibious assaults, which must always fight or die, retreat is checked for before each battle round, including the first one, which may lead to "retreat before battle" without losses. The choice to retreat is automatic if the Force exceeds a certain percentage of losses. In addition to these, the retreat check may lead to the commander deciding to withdraw based on relative strength, leader Offensive Rating, and the presence of Forts and entrenchments. A Force that decides to withdraw automatically changes to Passive posture for the rest of the turn.

Forces attempting to withdraw then check whether they successfully withdraw, the chance each round being affected by Force size, the "Evade Fight" Special Order, leader Strategic Rating, other friendly retreats, and the presence of cavalry on both sides. Successful ambushers, and Units commanded by leaders with the "Skirmisher" Special Ability, also have a much higher chance to successfully break contact. If the attempt fails, the Force fights another round with a slight penalty and tries again before the next round with a better chance. If the attempt succeeds, the Force withdraws.

It will withdraw into a non-besieged structure in the region if it has the "Enter Shelter" Special Order, otherwise into an adjacent region with more than 5% friendly Military Control if possible. Troops cannot withdraw onto naval transport, as embarkation of troops is too slow and complicated a process to attempt under combat conditions. Depending on the enemy's level of Military Control in the region chosen for withdrawal, the Force may have to fight another battle with pursuing Forces before it is placed in that region, or with Forces in that region on arrival, in which case it is possible for it to end up retreating again. A routed Force that cannot withdraw (either because

surrounded by 95% enemy-controlled regions or as the result of a failed amphibious invasion) will probably be destroyed or surrender.

Pursuit

Pursuit follows a retreat or rout and inflicts additional hits. Pursuit losses are 8% of the theoretical damage from Forces targeting the retreating stack, modified by factors based on terrain, last round range, speed, and the Disrupter attribute and then multiplied by 2.5 if a rout. Open terrain and cavalry superiority are excellent for pursuers and can devastate the pursued. Elements with *Screener* attribute in the retreating Force reduce damages from pursuit (this ability stacks and can reduce loss by a maximum of 50%).

Frontage

“Frontage” refers to the Unit’s ability to effectively deploy its elements in a given terrain. A smaller required frontage per element means that more elements of the Unit can effectively engage simultaneously. Elements unable to deploy will be held in reserve and will relieve weakened frontline troops during the battle.

Note: *Fighting in terrain with limited frontage is well suited to delaying tactics. A veteran defending Force in such terrain may even force the enemy to break and cancel their assault, despite their numerical advantage.*

The frontage space occupied by an element depends on its maneuverability on the terrain type.

Example: *Regular Units are quite slow in mountainous terrain and take up significant frontage space as a result. Light troops and Partisans, on the other hand, are much faster in mountains and take up less frontage space. This means that, in this particular case, you could engage the enemy with many more Partisans than regular Units. Cavalry have a big frontage advantage over infantry in good weather in clear terrain.*

Elements with higher health (hits remaining) are more likely to fight, and those engaged are more likely to be engaged again – while routers are less likely to be engaged again. These factors produce an ebb and flow of battle “under the hood” of the game’s combat engine. You can review the course of battle in the after-battle report you’re given after every engagement.

Combat Range

Range determines which elements can fire during a round of combat. The **initial range** of a battle depends on local weather and terrain, which can even the odds for a force facing an opponent with stronger long-range firepower. Troops relying on assault will want to open the battle as close as possible. Troops with superior artillery and long-range firearms will prefer clear terrain on a fair day.

After the first combat round of a battle is fought at the initial combat range, the range decreases (by one range band) each subsequent combat round until physical contact between the two opposing forces is made. Elements ‘in range’ fire, those that are out of range take losses without reply. Once opposing forces enter close combat (i.e., Zero range), they remain face to face until the end of the day. If a battle is renewed on a subsequent day, the initial combat range is recalculated and the closing procedure repeated.

Note: *Take on an artillery position with slow-moving infantry in open terrain at your own risk!*

Fire Combat

High Initiative provides significant combat benefits as it heavily affects who fires first each round. Initiative is affected by abilities, experience, and Command. Elements may fire once or more depending on their Rate of Fire (ROF), but the chance of firing more than once is reduced by the combat penalty percentage (see “Combat Penalties” below).

Successfully firing depends on a sub-unit’s Offensive Fire Value (if the Force is in Offensive Posture) or Defensive Fire Value (if the Force is in Defensive Posture), and is influenced by the following:

- Element’s Discipline Rating
- Element’s Experience Level
- Leader’s Offensive Fire/Defensive Fire Rating
- Cover of target element provided by terrain or fortifications
- Weather
- Leader Special Abilities
- Command Penalties
- Lack of Ammunition and/or General Supply
- Friendly Supply Wagon present (+10%)
- River crossing/Amphibious landing
- Forced March
- Failed withdrawal/Passive Posture
- Entrenchment Level (only artillery benefit additionally from Level 5 or higher)

Infantry and cavalry that fire successfully inflict one hit of loss. Artillery causes two hits, and “heavy” Units (siege artillery, ships, etc.) can even cause three losses, as indicated in the Element Details screen.

An element losing most of its health will usually rout and flee the battlefield before it is eliminated. Severe losses will also affect an element’s chance to break under fire (see below).

Combat Penalties

Command penalties of up to 35% in total can arise from a combination of various causes, including being commanded by an inactive leader or a Force lacking adequate Command Points. These causes are not cumulative – only the cause with the highest percentage applies (e.g., a Force with a 20% penalty from lack of CmdP and a 35% penalty due to an inactive leader will still take no more than a 35% penalty). In battle, the combat penalty percentage is the chance of losing 1 from the element’s rate of fire (down to a minimum rate of 1) and losing half of the element’s initiative (so it is likely to fire last). This effect is shown by a “performed poorly” icon in the after-battle report. Combat penalties do not affect “to hit” percentages.

Morale

Each element must check its discipline every hour unless it is intact (i.e., has not taken any losses so far during the battle). If the test fails, the Unit becomes shaken and has its ROF decreased for the current round.

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

- Militia fighting in their own State
- Entrenchment Level (capped at Level 4)
- Loss level of element
- Fighting over a Symbolic Objective (in one of the capitals, for example)

If it loses this check, it routs off the field and no longer participates in the battle. In addition, when the number of routed elements becomes too large, the whole Force is routed (see above). Prisoners can be taken. Sometimes the remnant of an enemy Unit (support elements such as artillery or supply wagons) is captured, in which case it can be used in your service.

Assault Combat

If the combat range reaches 0, assault combat ensues. Support sub-units, such as artillery, do not participate in assault. 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, and Discipline, Cohesion and superior quality each play a key role. Both sides deal damage simultaneously, and losses can be quite devastating. Special rules apply to cavalry charges, and forming square is a special defense against a mounted assault.

Damage Done to Elements

When an element hits another, it will generally do a number of damage points and Cohesion points equal to what is indicated in the element's Detail Window. In some special circumstances, these damages will vary according to two criteria:

- If the chance to hit the target was greater than 100%, as can happen in the late period with heavy artillery regiments bringing extreme firepower against unprotected targets, then the damage is augmented in relation to the chance to hit (e.g., if the chance to hit was 150%, then damage is 1.5 times more than normal).
- In Naval combat there is a random factor determining the effectiveness of the hit.

Battle Aftermath

A battle can end in a draw if neither side withdraws. The winner is the non-retreating force, which pursues. The results of a battle will influence Prestige Points (see p. 16), NM (see p. 70), and Leader Seniority (see p. 48) as follows:

- The winner gains PP and NM in proportion to losses inflicted on the enemy greater than he receives. The loser loses an equal amount. Where the victor suffers greater losses than he inflicts, both sides have 0 change. In a Draw, the side inflicting more damage is rewarded.
- Leaders with a good casualty ratio, being those who inflicted more casualties than they received (even if they lost and retreated), gain Seniority while their opponent loses some. Troops also gain Experience by participating in battles, even if they lose. Leaders are treated differently: they must make a check based on their Rank and length of the battle to see if they were wounded or killed in action. A one-star leader is the most vulnerable, while three-star leaders are immune.

In addition, winning leaders gain Experience, progressively increasing their attributes, and sometimes even gain new Special Abilities. Leaders on the losing side may suffer from a slight reduction in attributes.

Siege Combat

Sieges can occur when a Force defends a Fort, City, Depot, Outpost, or Native Village. Siege combat is divided into storming the defenses (siege assaults) and normal siege resolution.

The conditions for storming defenses are:

1. There are at least two opposing stacks in a region. One of the stacks is positioned in the “structure” sub-region. The other (opposing) stack(s) are positioned in the “region” sub-region.
2. “Assault” command posture has been assigned to at least one of the stacks in the “region”.

In *Pride of Nations*, it is highly prudent (but not strictly required) to breach enemy fortifications before attempting a siege assault. Including artillery in the besieging Force will give the best chance of success, and some leader abilities add to this chance as well. Fortifications are completely breached when the number of breaches equals or exceeds the fort level (extra breaches beyond that only make it correspondingly more difficult to repair the defenses); the breach status of the target will be visible as an icon on its map location. Outposts, Depots, Villages, and unfortified Cities lack a fort level but are treated as Level 1 for purposes of basic siege resolution.

The conditions for basic siege resolution include (1) above and

2. “Offensive” or “Defensive” command posture has been assigned to at least one of the stacks in the “region”. Offensive Posture is required to initiate a siege, but not to continue it.

In siege resolution, each side generates a random value and adds various bonuses to determine the effect of the Siege that turn.

Besieging side:

- Artillery combat factors
- Leader or Unit with a Special Ability aiding a besieger
- Breach achieved (see below)
- Defender lacks General Supply

Besieged side:

- Artillery combat factors
- Leader or Unit with a Special Ability aiding the besieged
- Fort Level: These differ based on the level of the Fort, from pre-Industrial (obsolete) Level 1 forts to massive Industrial Age fortification systems.

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

- $SRV >$ Defending Units' average Discipline:
Defender surrenders and all Units are eliminated *unless* the defending Force includes a Supply Wagon that is at least half full of supply, in which case the result is ignored. This is why static fortress garrisons normally include a Supply Wagon.
- $SRV \geq 3$: A breach is made. The siege icon will change to indicate that a breach is in progress or achieved. Cities and pre-war Forts are breached after a single breach result, while more permanent fortifications require one breach per Fort level to be fully breached.
- $SRV > 0$: Five 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. 84) if they are in a non-blockaded Port (see p. 85).

Storming a Structure

A Force 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 benefits from a combat bonus. Constructed and improved Forts provide a great bonus, older pre-industrial Forts less so, and cities even less. Frontage is quite limited in such combat, especially in Forts. Defenders in an Outpost, Depot, or Native village don't receive any defensive benefit except limited frontage. A siege assault typically involves heavy loss to the attackers if the defenders have artillery they can bring to bear unless the attacker's artillery is crushing. Depending on your settings (Options/Game/Delayed Commitment), it might take some days until a battle is commenced.

Hint: *It is usually advised to defend outside in the surrounding terrain rather than in a Depot. The same is true to some extent for cities. Decently-led troops of reasonable quality supported by artillery in a fort can inflict hideous losses on an attacker unless enough artillery and time are used to breach the walls (breaches are reported in the log). Breaches can also be made during an assault. Even then, without the protection of the fort, dug-in troops in good condition can inflict heavy losses on an attacker.*

Naval Combat

Battles between Fleets are handled similarly to land battles, but with a few minor twists (no frontage, etc.). Withdrawing Fleets will move to an adjacent sea zone/river section.

Remember to return damaged ships to a Port for repairs, as they cannot recover while in a sea zone or on a river (there is a limited exception for Merchants). Combat in a Maritime Trade Box is not treated as Naval Combat – MTB combat is abstracted using a special convoy and commerce raiding algorithm under which all ships present perform according to the function of their type (fast raiding and escort ships are particularly useful).

When ships are hit, there is always a check to see the nature of the hit – whether the shell or torpedo was a critical hit, or if the ship's crew got lucky (e.g., the shell didn't explode, only hit a light structure, etc.).

- There is a 10% chance that a hit is considered a "Light Hit," doing half damage. If the roll is made, another test is run, with a 10% chance of occurring. If the test is passed (there were two rolls in a row with a 10% chance to happen, for a 1% chance final), then there is a "Dumb Hit."
- If there is no "Light Hit" or "Dumb Hit," then the same procedure applies for a "Critical Hit" (one roll passed) or a 'Devastating Hit' (two rolls passed, with a 10% chance each).
- If none of these rolls occur, then it is a Normal Hit.

Effects of Hits on Ships:

The Normal Hit effects are fairly standard: 100% of expected damage and Cohesion loss.

If a Critical Hit is received, the additional effects are:

- Light Hit: 50% of expected damage and Cohesion loss
- Dumb Hit: 1 damage and a loss of 1 Cohesion point
- Critical Hit: 200% of expected damage and Cohesion loss
- Devastating Hit: 400% of expected damage and Cohesion loss

These special hits can be shown in battle as Battle Events (see Battle Events during combat).

Blockades

A Port is blockaded by blockading the sea zones into which it has an exit – the exit regions and the number of ships required (often 8) are specified in the tooltips. Having fewer ships than required does not have any blockade effect. Port's status will either be fully blockaded or unblockaded. Blockades prevent the port from creating supplies or engaging in trade or supply distribution to or through the Port, and intensify the consequences if the port is also besieged (e.g., no replacement of hits if cut off by both land and sea). For purposes of determining a blockade, supply may be traced across a non-navigable lake such as Lake Ladoga, adjoining St. Petersburg.

Managing the Population

Managing the population that your nation controls is a fundamental task. Failing to take into account the aspirations of your people or not using your human resources wisely will, without fail, lead you to disaster.

Population is represented by population points in each region. Each population point usually represents around 1,000 people; however, in some relatively deserted regions, the single population point present might represent only a few hundred people. Population points should be considered the "population actively participating in the life of the nation." One cannot calculate the real population of a nation by simply adding up the population points of its regions.

Regional Parameters Representing the Population

The population of a region is represented by a numerical value, often between 10 (for a lightly populated region) and up to 5,000 or more (for the region containing the capital of a major country or other very heavily populated metropolitan area, such as London or Beijing).

The population is also represented by several other values, each one relating to a game concept:

- Social Class
- Contentment
- Militancy
- Education

- Nationality
- Ethnicity
- Religion

Social Classes

The most important concept is probably the division by Social Class. There are six Social Classes in the game: Serviles, Peasants, Workers, Middle Class, Upper Class, and Aristocracy.

Social Classes play a role across several parts of the game's engine, such as the productivity of structures, Contentment and Militancy of your population, prosperity of the internal market, and so on.

Contentment

The Contentment Index is also an important parameter that must be carefully managed. It varies between 0 and 100, with the possibility of armed revolts against the government at 0, while 100 signifies a nearly universal satisfaction and patriotic pride in your government.

With all government types in the game, the normal base trend of Contentment is a slow decline. This can be countered by other factors, but for some social classes the form of government makes a substantial difference. While a servile class is kept down under a Ruthless dictatorship, the presence of Constitutional Autocracy or Liberal government naturally leads them to increased discontent. Aristocrats, on the other hand, tend merely to maintain their Contentment in a Liberal state but increase it under governments affording them greater privileges. The largely commercial and educated Upper Class is happiest in a Liberal country and tends to discontent under regimes that don't respect the rule of law.

In practice, Contentment lower than 50 can have some of the following effects, with a greater or lesser probability:

- Demonstrations (limited decrease in productivity)
- Strikes (moderate to severe decrease in productivity)
- Riots (moderate to severe decrease in productivity and possible destruction of certain stockpiles)
- Revolts (armed uprising of civilians against the oppression of the state, severe loss of productivity and stockpiles, or even loss of control of a region and its structures)

On the other hand, an elevated Contentment index can lead to a small increase in productivity as well as the more rapid completion of structures and Units under construction or training in the region. Population Contentment can increase as a result of an abundant and diverse offering of products to your internal market. It falls due to a steady natural declining trend, taxation, and Militancy. Removing Militancy may require enacting reforms, or martial law in the case of autocracies. And there is one important point about Contentment that you must always remember:

The Contentment Index only applies to the population of the national territory. Controlled regions, even those you claim, do not use this concept.

Example: *Thus, for the United Kingdom, you do not manage the Contentment index for the population of Canada, as even if it becomes a Dominion it will not be linked by land to Britain.*

Internal Market

Sales on the internal market are the means by which you deliver your stocks of various merchandise to your national population. Providing these from your stockpile to the national population fulfills two objectives:

- First of all, these sales satisfy your population's needs and their Contentment index will rise, more or less in proportion to the quantity and quality of the products that you release for sale. An abundant and diverse offering of goods will allow for a significant rise in the Contentment index, while a limited or monotonous diet may fail to stem the general declining trend of Contentment (e.g., a handful of product types, even with low-range taxes, is unlikely to suffice). Quantities and types of products demanded by the population vary and depend on the mix of social classes.
- The second reason the internal market is important is because the proceeds from sales go partly to replenish and increase Private Capital and partly in taxes to State Funds. There is no need to explain the attractiveness of having a wealthy nation!

Militancy

Militancy is an equally important factor in the management of your national population; however, it has no effect on other populations in colonies or controlled regions. Militancy represents the social claims your society puts forward, or in other words, how likely they are to be restive and susceptible to incitement to actions including rebellion. You would like to keep this level as low as possible, but this is a difficult task.

Militancy by itself does not have a direct effect on your population, but the higher it is, the faster discontent spreads amongst the people and Contentment declines, to the extent that the population will revolt against the government in fairly short order if adequate measures are not taken to prevent it.

It is possible to limit the negative effects of a high Militancy by providing your population with a large amount of diverse products in the domestic market so they become more Content. Nonetheless, this merely treats the obvious effect of high Militancy – declining Contentment – without resolving the root of the problem.

There are two principal ways to actually reduce Militancy:

- Accede to the social demands of your population by enacting progressive laws and decrees.
- Call on the police and the army to control the population. This will create strong discontent but diminish the Militancy.

In many areas of gameplay, totalitarian regimes are less efficient than liberal governments, but that isn't the case when it comes to handling Militancy: their Militancy rises very slowly over time, and it is possible to suppress all public dissent by force at a very low cost compared to a liberal regime.

While liberal governments are more efficient than totalitarian systems in many sectors, this advantage is balanced by a constant and significant increase in population Militancy, which must be combated by regularly proposing social legislation. This represents the period's rising levels of social awareness and the public expectation, in developed nations at least, that society could and should be improved. Using force to suppress Militancy will mean the beginning of the end for a liberal regime, because the population will usually have a reflexive response in the form of a very strong decrease in the popularity of the regime.

Once again, it is important to remember that Contentment and Militancy only apply to populations in the national territory. Other populations can cause trouble and revolt, but they do so because of differences in nationality, religion, or ethnicity, and not because of their lack of Contentment with the national government.

Education

Education is a percentage varying between 0% and 100%. It represents the literacy rate as well as the proportion of the populace studying at various academic levels. It has an effect on population growth and, in most cases, on the propensity to change social class. In some cases, education can improve or diminish the chances that one can qualify for a new social class. Thus, a weak regional education percentage would diminish the chances that a worker could enter the Middle Class; on the other hand, Education level would have little impact on the chance for an aristocrat to become a businessman. The Education level is linked to the structures in the region as well as the National Attributes.

Nationality (Loyalty), Religion, and Ethnicity

Finally, there are three more parameters to consider for the population as a whole:

The Nationality rating of a region's population represents the percentage of the region's total population that is made up of your own principal national group, varying between 0% and 100%. Colonial immigration can affect population percentages, but otherwise this is nearly impossible for the player to influence, as it varies only over a long period of time through a slow process of assimilation of a minority into your principal nationality.

Responding to the degree of xenophobia or the propensity of your nation to assimilate others, having control of a region where the majority population is different from your principal nationality (i.e., the majority in your capital region) can cause severe problems. If the percentage of the population in any region of the world is at least 25% of your ethnicity (i.e. the majority ethnicity of your capital region) or 25% loyalty to you, the region is immediately declared "claimed" by your State, no matter how far from your national territory it might be. You automatically get casus belli against someone who holds a region you claim, but only if it is not one of their national regions. (Unlike a casus belli you forge, this CB does not give them a reciprocal CB against you.)

When your ethnicity or loyalty reaches 50% in the population of a region, and if that region shares a land border with a region already part of your national territory, it becomes part of your national territory and you obtain a claim and CB. The differences between a national region and regions that have not attained such status have already been discussed (that is, Contentment matters only for regions of your national territory).

The Religion of a region is equally important to consider, because if different from that of the majority population of your country, trouble can result, depending on your Religion National Attribute.

States with the national religious attributes of Intolerant or Theocratic will see the distribution of the different religions in the regions they control change slowly over time towards the State religion, as there is an assumed presence of missionaries. In all other cases, the distribution of Religions and Ethnicities in regions will not vary except by historical events.

Note: *If you have a State religion, it is the majority religion of your capital region.*

Regional Demography

Population changes via demographic rules can be summarized in the following sections:

Population Growth

Population varies naturally every 6 months, before January and July of each year. There will normally be an increase, but in time of war it is possible for some regions to lose population, particularly those where fighting occurred. In addition, recruiting Units in a region can lead to a loss of population, as there is a 5% chance per point of conscripts called up from the region that it will lose a point of population.

The base rate of growth is 1% every six months. This percentage may be modified by the following factors:

- Up to -0.3% if the regional Nationality is different from that of your nation.
- Up to +1% extra if the level of Education is low (None = full +1%).
- Up to -0.3% if the Contentment of the population is low.
- Up to -0.5% if the development level of the region is low.
- -5% if the region has been pillaged

The resulting percentage change is then modified by certain technologies (notably medical) and national attributes.

Creation and Growth of Cities

Another aspect of demography is the foundation of towns in regions that have been recently inhabited, or the variation in the size of cities. The urbanization level of a region is defined on a scale of 1-20. To have a town at Level 20 is generally beneficial because these large cities have many advantages, such as military Supplies and supplemental revenue. The urbanization level does not directly equate to the size of the urban population but instead indicates the presence of a wide range of urban services and infrastructure.

The management of these items is based on the number of the region's population points that are engaged in urban activities. Thus, a region with a large population who are primarily farmers will have a small city. Conversely, establishing factories in a region will, over time, attract workers, who will principally be city dwellers and thus tend to increase the city level of the region.

Each region will have an expected level of urbanization. This is the level which ought to exist (the theoretical level) for the urban population of the region in question. This is then compared to the existing urbanization level of the region. If there is a difference, then a town could appear (if one does not exist already), increase (up to 20), or be reduced (though a town can never disappear entirely).

Towns can also appear due to events. The urbanization level can never change more than one point every 6 months, with tests being performed before January and July.

Expected Level	Urban Population Required
1	50
2	100
3	150
4	250
5	350
6	500
7	700
8	900
9	1,150
10	1,500
11	1,850
12	2,250
13	2,650
14	3,100
15	3,550
16	4,000
17	4,500
18	5,000
19	5,500
20	6,000

The urban population of a region used for this calculation is initially based on the raw number of population points working in urban occupations. However, there is a bonus to the raw figure if there is a Port in the region (+3% per level of the Port). A penalty is assessed if the development level (the general level of infrastructure in the region) is less than 100%: multiply the raw urban population figure by the development percentage.

Example: A region with 2,000 points of urban population, a Level 10 Port, and a 50% development level has an expected level of urbanization of 9. This is derived from the following formula: 2,000 base + 600 points for a Level 10 Port, divided by two because of the low overall level of development, gives 1,300, which equals Level 9 as it is between 1,150 and 1,499 population.

If there is a difference, then there is a chance that the level of urbanization will decrease (30% chance per level that urbanization exceeds the expected level) or increase (20% chance per level that the actual urbanization is less than the expected level).

Social Class and Social Mobility

During this period of massive industrialization, societies experienced not only rapid population growth but also a profound change in the quality of people's lives, at least for the major powers of the world. A new social class came into being: the worker. With them came the middle classes, bourgeois, and the capitalist leaders at an unprecedented level.

The game categorizes social classes as follows, for a total of six:

- Serviles (slaves or serfs, like the Russian peasant)
- Farmers/Peasants (rural workers, usually agricultural)
- Workers (working in factories and mines)

- Salaried Workers and the Middle Class (foremen, small businesspeople)
- Upper Class (affluent bourgeois, industrialists, capitalists, heads of large businesses)
- Aristocracy (nobles or similarly privileged classes, or the wealthy)

Social Class plays a role that cuts across several areas of the game, like the productivity of structures, the Contentment and Militancy of your population, income from your nation's internal market, and many other important factors. A region's population will typically include multiple social classes.

Again, monitoring the population of your national territory (using one of the filters on the bottom-left of the screen) is particularly important. This population has several peculiar characteristics when compared to the population of non-national territories that you control. You must carefully watch the attitude and Contentment level of your national population, because ignoring them will lead to declining productivity, then riots, strikes, and even revolts.

In addition, the population of the national territory is the only one that is taken into account for your internal market. This market is essential because it allows you to realize substantial profits by product sales, and a liberal and varied supply will ensure the Contentment of your population.

Each region of the national territory has an indicator titled "Population Contentment," which varies between 0 (catastrophic; the people hate you) to 100 (excellent; they are happy and love you).

This value can vary for many reasons, but the two principal ones are:

- Not providing for the needs of your people (not enough merchandise available on the domestic market)
- Not satisfying social demands (for reforms)

Population Contentment

Keeping your population content is the best way to get the maximum return from them. Here are the basics:

Possible Effects

Regions belonging to your national territory have a value called Population Contentment. Twice a year, depending on the value of this indicator, an event can take place in the region. The 10 possibilities are:

- Enthusiastic: The people acclaim their leaders and congratulate themselves for having such a wise and efficient government. Morale is very high, which translates into increased productivity for your factories and extraction of natural resources (+50% productivity of structures, and military Units are recruited 50% quicker).
- Content: The people are satisfied with their lives and with the government in general. Increase in productivity of your factories and structures of 25%. Military Unit recruitment accelerated by 25%.
- Normal: The people are calm and go about their affairs without making trouble or experiencing any particular effects.
- Demonstrations: A certain dissatisfaction among the people results in demonstrations and discontent in the streets. Productivity of factories and resource exploitation is reduced by 10%, but no other effect is visible. Demonstrations and Strikes are triggered when Contentment is below 50%.

- **Strikes:** Serious problems have not been resolved and the workforce goes on strike in significant numbers, causing a decrease in productivity for factories and resource gathering as people take to the streets. Productivity is only 50% of normal.
- **Severe Strike:** The entire region is paralyzed by massive strikes affecting all population centers. No production takes place in the factories, nor are there any efforts to extract resources. The structures are deactivated and you pay no maintenance costs until you reactivate them manually, even if the popular unrest ceases in the meantime.
- **Riots:** In addition to Strikes, rioters are present and the streets are controlled only with great difficulty by local police. Pillaging and the destruction of stores and production facilities are common. No production takes place (as with Severe Strike) and a portion of the nation's merchandise stock is destroyed in that region: 10% divided by the number of national regions (if you have 10 regions, the riots in one region cost you 1% of your stockpile).
- **Severe Riots:** Chaos reigns in the region and the police have been overrun. The effects are the same as for Riots and Severe Strikes, but the percentage of stockpile destroyed is doubled.
- **Uprisings:** Part of the population has risen up against the authorities, barricades have been built in the streets (or Maquis and Partisans are forming in the countryside, if the region is not yet urbanized), and the people arm themselves with whatever they can find. Looting and destruction reduce the nation's merchandise stock by 3.5 times the amount that would be lost to normal riots in the region, and a certain number of Rebel Units appear in the region. These will have to be defeated by your military in order for you to maintain or regain control – garrisons both reduce the chance of an uprising and if strong enough may contain it.
- **Severe Uprisings:** The vast majority of the population in the region has risen up, and a part of the police force has joined with the insurgents. The effects are the same as for Uprisings, but the lost stockpile is 5 times the riot percentage and a larger number of rebel Units form.

Population Behavior Table

Population behavior is summarized in the following chart.

Contentment%	Enth.	Cont.	Norm.	Demonst.	Strike	Severe Strike	Riots	Sev. Riots	Upris.	Severe Upris.
0-4	0	0	10	4	2	4	10	30	20	20
5-9	0	0	20	6	4	8	12	25	15	10
10-14	0	0	30	8	6	12	15	18	6	5
15-19	0	0	40	10	6	16	10	12	6	0
20-24	0	0	50	10	6	16	8	10	0	0
25-29	0	0	60	10	6	12	8	4	0	0
30	0	0	65	10	8	10	5	2	0	0
35	0	0	75	10	8	5	2	0	0	0
40	0	0	80	12	6	2	0	0	0	0
45	0	0	85	10	4	1	0	0	0	0
50	0	5	90	5	0	0	0	0	0	0
55	1	9	90	0	0	0	0	0	0	0
60	2	10	88	0	0	0	0	0	0	0
65	2	12	86	0	0	0	0	0	0	0
70	3	13	84	0	0	0	0	0	0	0
75	3	18	79	0	0	0	0	0	0	0
80	4	20	76	0	0	0	0	0	0	0
85	4	23	73	0	0	0	0	0	0	0
90	5	25	70	0	0	0	0	0	0	0
95	10	20	70	0	0	0	0	0	0	0
100	15	15	70	0	0	0	0	0	0	0

(Percentage chance of demonstrating the given behavior)

Management of Popular Resistance

The Population Contentment score is the most important parameter governing your national population. To keep it as high as possible, you must keep the Militancy of your population low (with social reforms, or by decreeing martial law if you are an autocratic regime). Ensuring your internal market is well stocked with food and common goods, as well as available luxuries, will also aid in keeping the population satisfied with their government.

When Contentment is low, you can send armed forces to especially agitated regions as a precaution; this will help reduce the probability of having a bad outcome on the above table. You are not obliged to declare martial law for the military to have an effect on population behavior, but, if you do so, their effect will be greater and will further reduce militancy (although a national decree, it will not adversely affect regions not needing it); however, this will in turn provoke discontentment among populations of liberal regimes, and can end up in a vicious cycle of repression.

Martial law will automatically be declared in a region with troops and too much militancy. The threshold is 1 point of militancy for a Ruthless country, 10 points for a Full Autocracy and 30 points for others. Martial law reduces Contentment (primarily in Liberal Democratic countries) as well as Militancy.

As leader of a liberal regime, try to be content with helping out the police by sending troops, but without declaring martial law. For this purpose, there is a filter for martial law that will indicate regions that are experiencing martial law and those where there are enough military Units to reduce the chance of trouble.

In the case of open rebellion, there is no longer room for negotiation and you must rout the insurgents by armed force. The outbreak of a revolt reduces the region's Militancy (they “blow off steam”), but the underlying causes of Militancy will nonetheless still be present.

Revolts

There are four types of revolts that can be handled by the game system, namely:

- Tribal Revolts: A revolt will be qualified as a Tribal Revolt if it occurs in a colonial territory.
- Irredentist/Nationalist Revolts: An Irredentist/Nationalist Revolt will occur in non-colonial territories and is strongly tied to the Loyalty (a.k.a. Nationality) present in the region (from the rebel's point of view).
- Partisan Revolt: A Partisan Revolt is much the same as the Nationalist Revolt, but will not cease even if the capital is liberated.
- Social Uprising: A special revolt where the population revolts against their own State, so the owner of the region is the same nationality as those in rebellion. This revolt is localized (see below).

Strength and Behavior

There can be three types of revolts in regards to strength and behavior: Primary, Secondary, and Tertiary.

- A Primary Revolt occurs when there is no ongoing revolt within the nation, and the revolt risk test determines that a revolt should happen. This is the strongest revolt, and it usually takes place in several regions at once.
- A Secondary Revolt occurs when there is already a revolt underway, and the revolt risk check indicates there is a new revolt. Here, a new, weaker revolt appears. This revolt also takes place in several regions at once.
- A Tertiary Revolt is a special case, and is only used in the event of a Social Uprising. This revolt only takes place in one region (hence “localized” and not an “active mode” revolt), so if a full-scale revolt triggers later, then it will be a Primary one, not a Secondary. This revolt only occurs because of low Contentment in national territory and if the region is still owned by the nation. (Contentment, as you know, is a variable only present in national regions.)

Important Note: *All Social Uprisings happening on the map will produce Units that will be given to the Rebel (REB) faction. Social Uprisings use a special Force Pool of Rebel Units (either Urban or Peasants).*

Any active revolt other than a Social Uprising may spawn reinforcements. Revolt reinforcement has a 10% chance per turn to occur, tapping into a pool of soldiers that will eventually deplete. This pool is replenished when a new

full-scale revolt is triggered, because of the risk of Secondary Revolts. Theoretically, a revolt can grow bigger and bigger until it depletes its Force Pool.

If the nation supported by the rebelling Units is not at war with the nation that owns the region, the Units are given to the REB faction, which is treated as a nation at war with everyone all the time.

To summarize:

- Tribal, Nationalist, and Partisan Revolts can be either Primary or Secondary Revolts.
- Social Uprisings are Tertiary Revolts.

Revolt Force Pool

The second concept is the Revolt Force Pool.

The Force Pool is used in a 'standard' way for Primary and Secondary Revolts, meaning that once depleted no more forces can be raised. For a Tertiary Revolt, there is no Force Pool limitation: the REB faction will receive these Units, not the nation owning the region! It is also possible, in some cases, to have other revolt types give Units to the REBs.

Region List and Base Revolt Chance

A Primary or Secondary Revolt will occur at several places at once, according to a region list. There will be a revolt center, which is the region that has failed (or succeeded, depending on which side of the equation you're on) the revolt risk dice roll.

- From this spot, all regions at a distance of six regions (on average, as there is an approximation calculation) that have at least 1% nationality (a.k.a. Loyalty) in favor of the rebels can be a part of the revolt.
- If the revolt is a Social Uprising, then only the region where the dice failed will be the region in revolt (so it is also discreet in the sense that it involves only one region).

In both cases, the percentage of Loyalty (nationality) in favor of the rebels will be an important variable to determine the revolt risk and, when a revolt occurs, where the Units are placed.

Also, note that once a revolt is triggered, the quantity of Units raised is not tied to the Loyalty percentage and number of regions included in the list of revolting regions.

For the sake of simplification, only one nation per region can revolt, and this nation will be the one with the highest base percentage chance.

Final Revolt Risk

Once the base revolt chance is determined for each region on the map, again with at most one nation able to rebel in the region, the values are refined with the local conditions.

If the revolt is a Social Uprising but categorized as a 'light uprising,' then the chance is divided by two, as a Social Uprising is a result of population behavior. In advanced social mode, each population of each national region operates under one of 10 behaviors, ranging from Enthusiastic to Severe Uprisings.

Lastly, after base revolt chance is determined as described above, many buildings and decisions or Colonial Actions can affect the risk of revolt in colonial regions and elsewhere (Outpost, Forts, etc.). This is usually expressed as a reduction of a certain number of percentage points in base revolt chance, which is applied in stages over time. This percentage reduction is used to determine the coefficient (a percentage of 100% or less) that is multiplied by the base revolt chance to determine the final revolt risk shown on the map when the Revolt Risk filter is applied (hotkey CTRL-7). Multiple modifiers can apply at the same time. However, many of these methods of reducing revolt risk are subject to minimum levels below which they can't reduce the coefficient, so the player should be careful to select the appropriate measures for the level of reduction required. Among simultaneous actions, reductions from those with the highest minimum are applied first.

Winning & Losing Revolts

A revolt will have won when it holds its capital region (so you need to define a capital region for the nation) and possesses a certain minimum percentage of regions within the list of regions around the capital, at an approximate distance of six regions.

Revolts will never “cease,” but remember that a revolt can only really occur in regions not controlled by the rebels (except in the case of a Social Uprising), so in the end, there is no unwanted side effect.

The rebels count the capital and other regions as owned if a friendly nation also controls them. In the case of a capital being owned by a friendly nation following a victory, all control and structures in the region are automatically transferred to the rebels.

A revolt is lost when the rebels control less than a certain percentage of regions in the region list; in this case, all remaining Units are removed and the revolt is considered stopped. A stopped rebellion can restart, of course, and an ongoing revolt increases the chance of Secondary Revolts.

Miscellaneous

A Social Uprising will reduce the region's militancy by 1% where the revolt appears. The number of hits that such a revolt receives increases for each 1,000 population points above 1,000. In some cases, the revolt risk is reduced to zero if:

- In case of a tribal nation, the relationship with the owner is positive.
- In case of a non-tribal nation, there is no state of war between the owner and the would-be rebels.

It's possible to remove all possibilities of a revolt if the Loyalty (nationality) of the rebels is not at least a certain value.

Once rebel Units appear for any reason, there is a small chance that they will eventually give the region to a nearby friendly nation. Once a region is rebel-controlled, it gains 1% Contentment with the rebel's nationality each turn, up to 50. At 50, there is a 5% chance per turn that they will join their nationality's home nation, if adjacent. Otherwise, they remain Rebels.

Resources and Product Types

Overview

The nations of the world create many different kinds of products, including both resources and industrial goods. Some are crucial for a country to function, while others play a lesser role – as the economy develops, they may be in critical shortage at one time, and in surplus at another.

The first resource type is Food. This category includes basic cereals, fruits, vegetables, and meat, but also exotic imports (e.g., tropical fruits) and food products such as wine. These are natural products and require farms for production. Different regions will be capable of producing different food types. You will never produce fish in landlocked provinces, for example, nor will you produce sugar cane in Sweden.

The second resource type is Minerals, among them Iron, Coal, Gold, and Gems. These natural resources are found only in certain parts of the world. Sometimes mineral sources will become known only after prospectors discover them, as happened with the gold rushes in California at the start of the game and in South Africa in the 1880s. Prospector Units are the primary way of discovering new resources in the game. In all cases, these resources are only produced in regions where the minerals are both present and known.

Industrial Goods are the products of transformation of one or more resources, or the further conversion of other Industrial Goods. For example, Steel production requires Iron and Coal while automobiles require Steel and Manufactured Goods. As you can imagine, the appropriate factory and technology types are necessary for Industrial Goods production. For an overview of your structures, resources, utilization and profitability, use the hotkey F11 to view the Economic Structures Information screen.

Using Products

Resources and Industrial Goods have many uses, all of which are fundamental for a strong nation. Here are just a few of their uses:

- To satisfy your national population's needs.
- To profit from trade.
- To compete with other countries, such as dumping one's surplus into their markets.
- To buy merchant fleets or combat Units.
- To pay and maintain armed forces and industries. For example, coal is necessary to keep factories functioning.
- Commodity General Supply and Ammunition can be converted into Field Supplies for military operations.

There is strategic value in controlling the resources you need and having enough production capacity and raw materials to meet your needs for industrial goods. Strategic purchases and sales can help keep key items such as Mechanical Parts or Mfg. Goods from the hands of competing powers, or promote dependencies on you for supply. Mfg. Goods are a key bottleneck for development of countries without any produced domestically – exporting them heavily provides a good boost for the world economy.

While the resource and industrial sites depicted on the map and their production, which you will manage, represent the bulk of the economy and the portion involved in inter-regional and international trade, there is also an underlying layer of local trade and craft production – you will notice a small amount of production of this kind for various products appears on line 3 of the Industry and Commerce Ledger.

Money: National and Private Capital

It's important to understand that, as the player, you manage two pools of money: State-controlled funds and capital held in the hands of private citizens. You will find that some actions use State Funds, some use Private Capital, and some require both. This distinction is fundamental to gameplay and allows for a more realistic portrayal of 19th- and early 20th-century capitalism. After all, governments did not build armies with the profits of private businesses. On the other hand, great commercial fleets and powerful factories were not funded by governments but by wealthy industrial corporations.

As the player, you control both state and private funds, and can use taxes to drain Private Capital into State Funds, but they remain distinct at all times and have different uses. We believe that you will find this approach realistic, interesting, and enjoyable.

Production and Trade Cycle & Private Capital Shortage

You need to understand that the economic system in the game represents several key roles of money. First, and most obvious, is the Private Capital committed to major long-term investments such as farms, mines, factories, railroads, and merchant fleets, and the State Funds used to build military Units and structures. Second, Private Capital is the medium of exchange that lubricates the trading of goods and services in the overall national economy and international trade. Third, Private Capital provides the short-term working capital of businesses to finance cycles of production and trade.

The cycles of production and trade during the Resolution Phase are important: if you don't want your industries to shut down, they need to have their raw material inputs available and waiting in your stockpile where they can be purchased for production, and your businesses need access to the Private Capital needed to buy those inputs. So leave enough Private Capital and raw materials stockpiled at the end of your turn to meet these needs – these needs are shown as “structures costs” in the tooltips on line 2 of the Ministry of Industry and Commerce ledger (hotkey F4). (What you leave available is shown for key items in the display at the top of your screen and in the Ledger stockpile for others.)

You also don't want the State to run short of funds to maintain the military and government, which are listed in the Industry and Commerce Ledger tooltips as Structures Expenses on line 2 of State Funds and as Various Expenses on line 4.

On line 2 (Production Sites Balance) you can see how much Private Capital is expected to be used up during the Resolution Phase for production (represented as a negative number). The amount on line 3 (Commerce and Transactions) is your estimated balance of trade and can be positive or negative, but the estimate is accurate only if you buy and sell exactly as you plan. Your end-turn Private Capital needs to fund production first and then your international trade. Buying and selling (and the resulting outflow and inflow of Private Capital payments) occurs in the somewhat randomized order listed in the Message Log, so a shortage of Private Capital means that some intended purchases may not occur since there won't be enough funds available at that moment – even if Private Capital is received later from sales.

Finally, line 4 (Constructions and Various) normally shows a large influx of Private Capital from sales to your internal and colonial markets, but this comes in only after the production and international trade cycles.

Inadequate Maintenance

What happens if you don't make provisions for industry? If a factory or resource site can't obtain a needed input resource or Industrial Good, it deactivates and produces nothing until you reactivate it. (You can reactivate a structure in its region on the map, with the Structures Ledger Page (hotkey F11), or through the Industry and Commerce Ledger (hotkey F4) using the line 2 tooltip for the product it provides.) If you don't have enough State Funds for military and colonial maintenance, technology development, and other programs, they are not funded: you don't get their benefits, your structures shut down and troops lose cohesion or even hits.

Inflation

If there is a shortage of Private Capital (rather than of input materials), your economy uses Inflation as a way to avoid deactivation – the missing Private Capital is raised (in increments of up to £100 each) by the creation of credit or issuance of currency through the financial system. This inflates the effective money supply and results in adding *1% of price Inflation for each increment of Private Capital raised* and used in this way. This happens abstractly behind the scenes – what you will see is a message informing you of the Private Capital shortage and an increase in Inflation. This means the prices in State Funds and Private Capital that you pay for structures, Units, and replacements are now increased by the total Inflation percentage – if you somehow manage to get Inflation to 100%, you will pay twice the normal price! A little inflation might be useful for a minor power with almost no Private Capital or one in a crisis that requires an immediate overspending of Private Capital, but generally it is a bad thing for an economy of significant size – unless you wish to handicap yourself with higher prices.

Note that the creation of State Funds by conversion of gold and gems (see “Autoconversion” below) in sufficient amounts will also raise Inflation.

How to reduce Inflation? Occasional “economic sunrise” events occur and reduce Inflation if National Morale is high. If you have the technology, you can reduce Inflation through choosing (and paying for) the subsidy options for imported Manufactured Goods, Steel or Coal that become available to you over time on the Industry and Commerce Ledger.

Autoconversion of Merchandise into Other Assets

There are several automatic conversions of merchandise into other assets which occur at the end of the Resolution Phase unless you toggle one or more of them off with the buttons on the upper-right of the F4 Industry and Commerce Ledger. When you press and hear a click it means it is being turned off; if you hear environmental sound effects (mooring, hammering etc.) then you have just turned conversion for that item on.

The Conversion options are these:

- Conversion of part of food stockpile to Preserved Food (which can be consumed by your population or used in a cannery to produce Manufactured Goods)
- Conversion of Gold and Gems to State Funds. This is one way to convert Private Capital directly to State Funds. The extent of this determines the chance of increasing the Inflation percentage.
- Conversion of Commodity Supplies to Field Supplies at their fixed ratio. This allows for greater player involvement in the production of critical war materials, without relying solely on the intrinsic production of Ports, Depots and Cities. Conversion can't occur if the capital is besieged.

In conversion of a stockpile of eligible merchandise, the engine takes into account:

- Current stock of the merchandise (must be more than 1 Unit)
- Price of the merchandise

- Conversion percentage of the stockpiled amount

The conversion of Gold and Gems into State Funds and of Food into Preserved Foods is based on the current prices (i.e., before price fluctuations during the Resolution Phase) on the basis that the total value of the converted stock before and after conversion will be the same. The percentage of Food stocks converted into Preserved Foods is the same for each type of Food. For the stockpiled commodities General Supply and Ammo, the conversion is not based on their monetary value but is done by breaking them into the actual Units of General Supply and Ammo they represent and distributing them as Field Supplies through the capital region (if not besieged) in the monthly supply distribution phase. This directly boosts Supplies available in the homeland and through Maritime Trade Boxes.

Loans

The ability of the player to enter into loans between countries is not currently implemented in the game, but may be added in a patch. The decision to issue state bonds is a form of internal loan.

National Stocks

Location of Resources

Although factories, farms, mines, and other production sites are located in particular regions, for simplicity's sake their output goes to a single national stockpile of each product type. The exception is Field Supplies of General Supply and Ammunition, which are located in particular regions and must be distributed to military Units in order to be effective. This makes military logistics more realistic and requires attention to Supply lines and provisioning of Units in the field.

National Territory

Your national territory is the core of your nation and the most important territory that you control. These are your “home provinces,” the regions where your most loyal population reside, where your government is based, and where the riches of your trade and production are concentrated. While it may vary slightly during a long campaign (think of France and Germany wrestling over Alsace-Lorraine), for the most part your national territory does not grow or shrink. You can identify the regions belonging to your national territory with the National Ownership filter.

Your national territory has several unique properties:

- It contains the population who must be provided with various foods and other products. The player does not need to manage the Contentment and well-being of populations beyond the country's national territory.
- Your national stockpiles of resources and Industrial Goods are assumed to be located throughout your national territory and not just in your capital province. Note that Ammunition and Military Supplies are the exception, as these are tracked region by region.

Note that a distant region's production (for example, Egyptian cotton from fields owned by Great Britain, whether as a foreign investment or as colonial owner of Egypt) will only be available to the nation (that is, will enter the national stockpile) if a connection can be drawn from the foreign region to a Port or city in the national territory (check the Trade Status Map filter to see, hotkey CTRL-2). If no land route or maritime connection exists, such production cannot reach the stockpile and is lost unless sold locally. To a nation with far-flung possessions, the maintenance and security of access to ports, good railways and commercial fleets will be as important as the maintenance of a powerful army and navy.

Assets Balance Window

Your nation's most important assets are listed along the top bar of the interface. There, you will find your seven most-used assets – those that are routinely consumed, such as in the production of new military Units. However, a more detailed Assets Balance window is available via its hotkey, **B**.

This window lists all of your nation's stockpiled products and projected changes, as well as other useful information.

- (1) (Top row, left window) National Contentment: Shows the overall Contentment of the population in your national territories. A pop-up tooltip provides information on the expected shift for the next turn.
- (2) (Top row, middle window) Inflation: Shows the amount and tendency of inflation in your economy.
- (3) (Top row, right window) Total Value: Total Value: Shows the total value of your stockpiled products and the tooltip provides information about excess stockpiles (see "Shrinkage" below), per-turn expected shortages in particular commodities, and construction suggestions from your businessmen to respond to economic conditions.
- (4) Product Icons: The remainder of the window shows all of your stockpiled products by type and amount. The number is the amount currently stockpiled, while the graph indicates whether those stocks are generally rising (green line) or falling (red). A pop-up tooltip for each product provides additional information about **last turn's** offers to sell and requests to buy that product in each Trade Area in which it is traded. The current turn's results may differ.



Important Note: By left or right clicking on the icon you can increase or reduce the amount you are buying without going to the seller's home Trade Area on the map (though here you can't control which Trade Areas will be selected for these changes). Choosing your seller can be important for strategic goals such as supporting or boycotting a country with your purchases, or picking a source likely to provide a steady supply (some countries are steady exporters, others fluctuate turn to turn, and commercial agreements and technology affect the ability to enter into trade transactions).

In many cases, you can determine your settings in the Industry and Commerce Ledger and leave them alone for a while as the economy ticks on, or just check economic reports in the Message Log with special attention to deactivation of your facilities. If you are running short of something, there are many steps that you can take: stop

conversion, reduce exports, increase imports, reduce the percentage going to domestic national market sales, decree subsidies, or increase domestic production by adding structures or boosting productivity (with a railroad, for example).

Shrinkage

An excessive stockpile of any product, organic or inorganic, automatically loses few percent of its total amount each turn from shrinkage (meaning reduction from all causes other than foreign or domestic sales, such as lack of storage capacity, spoilage, decay, theft, waste, obsolescence, fraud or errors) turn – the Assets Balance Window will warn you. The safe stockpile level is based on industrial size of the nation multiplied by the time factor and the stockpile percentage applicable for the product type. It is generally wise to save input costs by shutting down any structures that are just contributing to excess stockpiles.

Economic Structures

Overview

Economic structures are the buildings that produce and process products within each region; they are the machinery that makes your economy go. Economic structures are divided into three categories: Agricultural, Mining, and Industrial. The first two are combined into the Countryside, which can be imagined as a subset of an individual region. Structures of the third type (Industrial) are located in the region's Cityscape. The Cityscape is also the location of the region's major city and other buildings of importance, such as Ports, Banks, Fortresses, and various non-economic structures, including Military Academies, Colonial Missions, etc.

Each of these two sites (Countryside and Cityscape) can contain up to 10 economic structures. There is usually no other limit on the number, type, or even the nationality of the structures allowed in a Countryside or Cityscape. For example, the Countryside of a single well-developed colonial region might contain five British Iron Mines, one British Cotton Field, one French Cotton Field, and three Dutch Gold Mines, for a total of 10 structures. This would be an exceptional location, however; in practice, most regions will have fewer structures, and all of the same nationality. Structures in more difficult terrain incur an additional cost to build. In addition, economic structures after the fifth of the same type cost 20% more Private Capital to build. This represents the likelihood of the best sites and opportunities already having been taken and the greater difficulty in obtaining funding for entering an established market. The number of each type of structure each nation may own is limited by a global cap in order to promote a more realistic national and global economic balance. Major powers have traits based on historical development that over time further increase their limit for two (or for Great Britain three) specific structure types. Therefore choose locations wisely (though you can later shift production by removing a structure in your territory to build another of the same type elsewhere). Structures in a region where control is lost no longer count against your total. More structures and upgrades that provide an increase in production are available later in the game.

The region's owner is the country that controls its city; if there is no city, it is the nation with the highest Military Control.

Foreign Investments

A nation can invest in and own economic structures in other countries, and indeed foreign investment was a major force in the development of the United States, Canada, South American countries, and colonial regions. Investors did not always profit, and sometimes lost money or their entire investment, but the potential rewards were

considered worth the risks of natural disasters, riots, banditry, rebels, corruption, extortion by warlords, confiscatory taxation, legal maneuvers by competing interests, foreign invasion and occupation, or seizure by the local government for war production in the event of a military conflict. Protection of investments led to military intervention a number of times in history.

In the game, the mechanism is simpler. Unless the country is a tribal nation, you require a Commercial Agreement to be in place with the region owner while constructing a foreign investment structure. The chance of loss of the investment to the locals corresponds to the extent to which your relations fall below 0. Construction may also be blocked by the presence of troops of any nation with which you have hostile relations (-25 or lower) even if you have a treaty with the owner. You can also lose the investment if a Unit at war with you moves into the region and captures the structure (if retaken, it reverts to the owner of the region – not the foreign investor). You can also lose the investment as one result of a Crisis, which can occur with non-Friendly countries (those with relations of 24 or less). Loss does not itself affect relations or *casus belli*, but may change your personal attitudes to the country.

Foreign investment structures cost more than those built domestically. Unlike domestic structures they can't be upgraded, but can be removed if you are at peace with the region owner. They count against your cap for the number of that type of structure as long as you control that structure. The benefit is that you get the production of the structure and can either sell it in the foreign market or just let it be shipped home to your stockpile (if it has a Collection Point in the Trade Area and a sea connection to your homeland). This makes foreign investment attractive as a source of valuable or strategic items, or to help boost the local economy if that is your strategic goal.

Using the Interface

The Economic Mode of the main map view, which enables you to view and construct your economic structures, can be accessed three ways:

- A left- or right-click on the rightmost Mode Change button, located at the top-right of the screen. Continue to click until the factory symbol is visible.
- Hotkey Alt-F2 (“2” because the Economic Mode is the second mode available).
- Clicking on any nation's economic structures on the map.
- Pressing the space bar if the Message Log is visible will cycle through the Modes.

Once this is done, you are in the Economic Mode. This mode is composed of two sub-modes, one for examining and manipulating existing structures and one for the construction of new structures. You can switch in or out of a sub-mode by either pressing ALT-F2 or by clicking on the leftmost button of the Mode Change buttons.

It is easy to see which sub-mode you are in as the first sub-mode (for examining existing structures) adds an animation of hard-working factories to the left side of the bottom interface bar, and the map keeps its normal color scheme. The construction sub-mode replaces the animated factories with animated gears, and the map is overlaid with green or red (showing where construction of the selected structure is possible or impossible).

Here is the first Economic sub-mode, Examining. Note the animated factories:

- The city of Toulouse (size 3) has one factory and belongs to France.
- The region's Countryside contains two agricultural structures.



- Selecting either the Cityscape or the Countryside reveals all of the area's structures: the city, factory, and two agricultural structures. They all belong to France.
- The region possesses eight resources which could be exploited: one coal, five wine, and two tobacco.

We will see later how to use the Construction sub-mode.

Cost of Operation and Deactivation

Most productive structures (factories, farms, and mines) have an operating cost. If this is not paid by the country, the structure will deactivate itself during the turn resolution, as indicated by the lightning symbol on the structure turning red. You can also switch between active and inactive states by right-clicking on the structure in the lower panel after selecting a structure on the map. This could be useful if you are somewhat short of some product and have to give priority to certain factories, if your supplies are such that you don't need to stock any more of a product that the structure produces (you should be aware that large stockpiles suffer shrinkage – see “Shrinkage”), or if it is more economical to import something rather than make it domestically.

It should also be noted that in case of a Strike (see the chapter above on “Managing the Population”), structures will be deactivated during the turn resolution; you do not have to do this yourself.

A deactivated structure must be reactivated manually. It is not possible for the program to know if you have a reason for the structure remaining inactive.

Collection Point (CPT)

Even if you have sufficient stockpiles of raw materials, it is possible that a given structure will not be able to produce because it does not have access to that stock. Your stock is assumed to be distributed throughout your national territory. To check availability, each structure will verify if it is in or adjacent to a region that has a Collection Point; note that adjacent regions must be in the same Trade Area as the region of the structure for their resources to be accessible. A region is a collection point if it has a structure which is:

- A national capital
- A City of Level 3 or greater
- A Port of Level 2 or greater
- A specially built "Collection Point" structure

The structure that is a Collection Point must also not be besieged or under blockade (in the case of a Port). If the Collection Point does not belong to you, you must have a Commercial Agreement with the country that possesses it – so the capture, blockade or siege of a Collection Point can disrupt collection for all countries using it. It is possible to verify the status of each region and its collection point. To check, click on the Collection Points map filter (hotkey CTRL-I).

- A green color signifies that the region is itself a Collection Point.
- An ochre color indicates a region is adjacent to a Collection Point and that the two regions are in the same Trade Area (see below).
- A region in red does not have an available Collection Point.

In the latter case, the structure cannot produce, and will deactivate itself. In the other cases, it can be operational but only if it is possible to get its production to the home country.

Example: *Even if Great Britain has cotton fields in Egypt, and those fields are near a large Egyptian city that can serve as a Collection Point (and if Egypt and Great Britain have a Commercial Agreement), this would not be sufficient to ensure that the cotton produced reaches Britain's stock. The cotton must be brought back to Britain, which requires that there be a Friendly-controlled Port in the Trade Area which is next to a Collection Point (which does not need to be the one serving the cotton field).*

Trade Areas

The idea of Trade Areas is described in greater detail in the chapter on Commerce, but it is important to understand the concept's broad outlines in order to manage your industrial and agricultural production.

The world is subdivided into Trade Areas. Each permits you to trade merchandise with other countries, but they also determine whether your production can reach your national territory. There are thus several possible statuses for these Trade Areas:

- Part of the national territory. In this case, production at your site is deposited directly into your national stockpile. It is sufficient for one region in a Trade Area to be part of the national territory for all regions in that Trade Area to be considered directly linked to the national territory.
- Trade Area adjacent to the national territory with a land connection. Similarly, in this case, production is considered to move without problem by river, road, or rail to your national stockpiles.
- Trade Area isolated from your home country but which has a Port on a sea zone with commercial fleet of yours. In this case, shipment is possible by sea.

Note: If a region you control can collect products and has access to the sea, it is assumed for the sake of simplicity that every structure that you possess in that entire Trade Area that is served by a collection point can also export by sea (i.e., even if it can't trace its own route to sea transport, overland transport is assumed to move the products to the access port).

The fourth case is that of a Trade Area isolated from the home country because it is without access to a Port on a sea zone with a friendly commercial fleet. In this case, if you have collection points, the structures will not be automatically deactivated since you could always sell your production either to nations that have access to that zone or to neutral countries that have commercial fleets in Maritime Trade Boxes serving that Trade Area. Unless you sell them, they are lost – and there is no guarantee that the products will sell!

You have the choice to deactivate the structures manually, but the game will not do so for you. It is only in the case where there is no collection point that the turn-end procedure will automatically turn the structures off. The status of each Trade Area can be verified by using the “Trade Area Status” filter; click on the shortcut.

These two ideas—collection points and Trade Areas—are complex when first encountered, but allow for a precise simulation of the production of structures. In addition, remember that for a particular Collection Point to permit an adjacent region to export, both regions must be part of the same Trade Area.

If you do not wish to play with these options, it is possible to turn them off in the Options screen by checking the following boxes:

- Ignore the absence of a Collection Point.
- Consider all Trade Areas connected to the home country.

Nonetheless, the majority of scenarios will put you in a situation where factories, mines, and farms are connected and well serviced, and thus will not require constant adjusting for zones. Only a war or revolution can really bring down this system...but these happen fairly often and disrupting the enemy economy is a significant strategy!

Productivity of Structures

The productivity of individual structures depends on a number of variables. A lack of qualified personnel (make sure there is enough free labor when you build), a bad transportation network, or poorly mastered technology can reduce structure profitability—or even eliminate it entirely!

The actual productivity of a structure is a percentage of the maximum possible. For example, a Steel Mill demands several raw materials (Money, Coal, and Iron) to produce Steel. The quantity of Steel produced can vary widely due to factors such as:

- Quality of available labor
- Contentment or discontent among the population
- National Attributes
- Technologies allowing larger and more productive factories
- Level of transportation infrastructure
- Additional resource availability



Quality of Labor

Each structure requires a certain number of population points of the right types to function efficiently. If the region does not have a sufficiently high population, the effectiveness of the workers and employees will be less than 100%. By consulting the table on the lower-right of the screen when the structure has been selected, you can see, in detail, the number of population points of each Social Class that are necessary for a structure to function properly. It is possible to use a less qualified worker in place of the more qualified one that would be typically required; the game will automatically do this for you. For example, if a factory normally demands urban workers but you don't have enough, and there are many unemployed peasants in the region, a portion of them will begin work in the factory.

The Social Class makeup of the region's population will vary over time as a function of the structures' labor demands. In the example above, it is quite likely that the peasants will become urban workers over time. It is also possible that a region will be drained of its unemployed population by an adjacent region which requires more people (the program will check this every turn). However, emigration over longer distances is handled by historical events.

Contentment or Discontentment of the Population

For national regions, productivity will also be higher or lower depending on your population's level of Contentment (e.g., enthusiastic populations will produce at 125% of normal while a region undergoing strikes will only produce at 50%). More details on the attitudes of the populace can be found in the chapter "Managing the Population."

If the region is not national, the productivity of structures is reduced if there is a risk of revolt (-5% per 1% of revolt risk).

National Attributes and Technologies

Each structure can potentially be affected by productivity modifiers due to the national attributes of the country that controls it and the technologies possessed by that country. Thus, there is generally a small productivity bonus given to liberal countries when compared to autocratic regimes (see “National Attributes” above).

Similarly, technologies have a great effect on productivity of resource sites as well as increasing industrial demand for resources and output productivity. Installing refrigeration plants allows cattle ranches to be much more productive (note that there is some simplification as the whole chain of production for meat is represented by a single agricultural structure).

Level of Transportation Infrastructure

The final possible modifier is the combined level of transportation efficiency of the infrastructure in the region that is producing and in the region of the Collection Point (if the same, the number is doubled). Transportation efficiency affects both inputs and outputs. This is how the system reflects losses and degradation of products and the loss of time and added costs due to poor-quality transportation.

The game recognizes several levels of transportation infrastructure:

- No Road (Efficiency 0% – lacks connection to any Collection Point)
- Tracks (Efficiency 15%)
- Roads (Efficiency 30%)
- Railroads (built with Level 1 Railroad technology)(Efficiency 50%)
- Double Railroads (built with Level 4 Railroad technology) (Efficiency 60%)

There are 6 levels of Railroad technology. Level 1 allows you to build Railroads, Levels 2 and 3 each add 5% to efficiency in a region with Railroads, meaning Railroads with these added technologies can reach a maximum of 60% efficiency. Level 4 allows construction of Double Railroads, and also triggers an immediate 5% boost, and Levels 5 and 6 each add 5% to efficiency in a region with Double Railroads, meaning Double Railroads can reach a maximum of 75% efficiency (for a 150% modifier if the region and its Collection Point both have such Double Railroads).

Thus, if there are only Tracks in both regions, the Efficiency of the transport infrastructure is 30% (which is shown on the tooltip for a production structure in the region). If, on the other hand, you have roads in the first region and railroads in the other, the modifier is 80%. If you have Double Railroads and have mastered the highest level railroad technologies, the transportation efficiency modifier is 150%.

Understanding the Resource Flow

This section will aid in the understanding of the various windows involved in tracking your production, sales, income and expenses.

Example: United Kingdom, 1850

In 1850, there are a total of 10 coal sites in the United Kingdom (UK). To spot them, you can switch to the Industrial Mode by clicking on one of the pit heads (the circle containing the mines is the Countryside). This will replace the big military counters with something less obtrusive. (The white rectangles are only for emphasis and are not in the actual game.)



This section will aid in the understanding of the various windows involved in tracking your production, sales, income and expenses.

But this is not your only source of Coal. You can also receive income from other sources, such as:

- Innate National Production. Many countries have small production facilities for various resources that are added to their stock each turn. This is to represent the various small production structures (or craftsmen, etc.) not shown in-game that provide the “bit of grease in the cogs” that makes economies run much more fluidly.

- Commerce Transactions: Buying and selling products from or to foreign countries. This will often be an important source of some strategic or rare materials.

In general, your expenses will be these:



- Many production structures need raw materials to operate. For example, a Steel Mill will need Coal & Iron to produce Steel.

- Your national and colonial markets also need merchandise. The good thing is that you sell it to them and collect some money in return. You set the amounts available to your markets on the F4 Ministry of Industry and Commerce Screen.

Ministry of Industry and Commerce (F4)

This is a huge, almost daunting screen, but quick to use once you know your way around it. First, make sure that you see your Coal by clicking on the correct resource type.



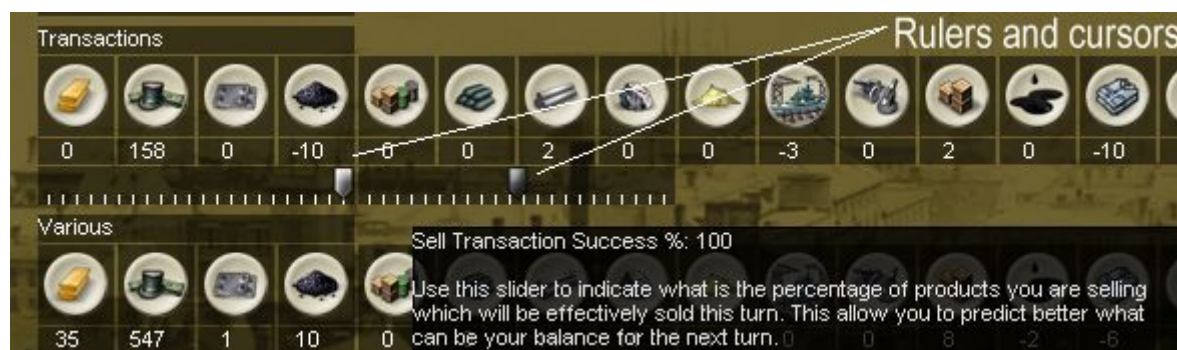
Hover the mouse cursor over the various Coal icons.

The first row is our stockpile at the start of the turn. We have a current stock of 50 Coal.

It is important to realize that your current orders will change this, and it is that reduced stock of products and funds which is used for production costs and military and colonial maintenance. This period lacked the information and transportation technology to rely on “just in time” supply methods – inventories were stockpiled in advance so they would be on hand when needed. Accordingly, remember that consumption in row 2 is deducted before production is added, and exports and imports take place in the order shown in the Message Log, so this can create a shortage if the stockpile left when you hit *End Turn* is too low. Troops may suffer and structures will deactivate if this is not enough.

These costs are shown in the second row, which centers on structures, consumption and production. Here, the tooltips indicate that we produce 80 Coal and use 9 for a net result of +71. The 9 Coal are being used by Steel Mills and other various factories.

The third row displays ongoing transactions. Great Britain has an initial transaction setup for Coal, which is to sell 10 Coal per turn. But transactions are never a sure thing, so it would not be wise to expect everything to sell; similarly, if you are in the market to buy something, don’t assume that you’ll successfully buy everything you wish. The game offers you a little, imperfect tool to project the future by giving you two sliders to adjust. These sliders are there to tell the game that you expect to sell the indicated percentage of what you offer to other countries.



There are two sliders below the transaction line to help you more accurately project what will happen during the transaction (commerce) portion of the Resolution Phase. By default, both sliders are at 50%, meaning we estimate that 50% of our efforts to sell and 50% of our efforts to buy will succeed. In the end, our 10 Coal are shown as a loss of 5 Coal to our stock, which is accurate if we sell 50% of it.

If you are only checking for merchandise and know precisely what you'll sell (say, everything), then nothing will prevent you from moving the rulers to 100% and getting the precise projection you seek.

The fourth row covers the various expenses. It features the rest of the budget items, which are potentially numerous!

Here, we find our Innate National Production entry, as well as what the markets will use up.

The internal market projections are very accurate. The market likes to buy a bit of everything, but merchandise is sorted into the three broad categories of Food, Common Goods, and Luxury Goods. The bottom line is that, the more diverse and stocked you are with merchandise, the more satisfied the people are. Also, the size of your market and the nature of the Social Classes are huge factors in deciding what is bought. Luxury Goods, for example, are

used mostly by the Upper Class.

So here we have:

+14 Coal, coming from our Innate National Production

and

-4 Coal, used up by the market

And then, the fifth and final row focuses on the projected balance.

The game displays all of the key assets at the top of the screen at all times, but not the stocks of the 40+ merchandise items together, except on the Asset Balance window, described below, which complements the full Industry and Commerce screen and use of the Trade Area windows.

Assets Balance Window

This is the Assets Balance window.

You can bring it up at any time by pressing the B key.

The Assets Balance window is less detailed than the one for the Ministry of Industry and Commerce.

The actual current amount of each product is displayed here, and all production and usage is aggregated into one value, as are all expenses. For example, Coal has a production of 94, which is 80 from our mines plus 14 from Innate Production. And expenses are at 18, which are 5 from selling half of 10 Coal, 9 being used by industries, and 4 being used by the National Market.

A note of interest is that the updates are done dynamically between the Assets Balance window, the Commerce Ministry window, and the Transaction window, and all three can be open at the same time. This means that, for example, if you set up a new transaction, you'll see in real time the change in money and stock in the other windows.

NOTE: the tooltip on the Assets Balance top right window provides economic suggestions you may want to consider to dispose of surpluses suffering from shrinkage, cure deficits, and develop your economy.



Collecting and Sending Resources

The collection and shipment of resources is a core of commerce and vital to a strong nation. Additional concepts to keep in mind include how production sites produce or fail to produce resources or Industrial Goods due to not being properly “attached” to their mother nation.

Collection Points

A production site will only produce if it is in a region or adjacent to a region which has a Collection Point (CPT), which are level 3+ cities and level 2+ Harbors. For those wanting to create iron mines in a desolate part of Siberia, a nearby Exploitation and Collection Center structure can be built and used instead, though they are costly and limited in number.

As an example, let's take a tour of the USA.

- Select the USA
- Click on the Adrian helmet to go to Industrial mode (or press ALT-F2)
- Activate the color overlay for collection points with CTRL-1

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Here is what you should see:

San Francisco has a Harbor large enough to act as a Collection Point, so the region is displayed in green.

The adjacent regions are shown in yellow.

Further, there is a region in red because it is too far from any Collection Point.

(In case you are wondering: yes, there should be a city in the region.)

So, if we had production sites in the green or yellow regions, they could produce. But would they? It depends on whether they can send their resources to your national stock. Except in special cases, a production site that can't send its resources to the national stock will be automatically disabled (to cut down on micromanagement). This way, you won't pay its upkeep cost for nothing, as the products are wasted unless you either ship them home or sell them locally where they are produced.

Trade Status

The second concept is Trade Areas. The commerce system thinks (and so should players) in terms of Trade Areas. This is simpler and reduces much of the computing that is required during Resolution.

This means that we don't check whether each producing region can make a path towards the national capital. Instead, the rule is that you can send production to your country if you are in a Trade Area which is part of your national soil or adjacent to it (see above for more details). In the end, you have only one thing to remember: everything which is IN or NEAR your homeland won't have problems sending resources.

It is presumed that if there is no local interference (i.e., you are not missing a CPt, are not besieged by hostiles, etc.) the merchandise finds its way to your stocks by road, river, or rail.

National Soil and Trade

In this example, not all of the regions in blue are owned by the USA, as some are contested by Indians. In any event (and here comes one abstraction), it doesn't prevent the passage of merchandise to the national stockpile. Again, as long as the local conditions are fine and that you are close to or on your national soil, everything is good. You don't need a route directly to Washington because:

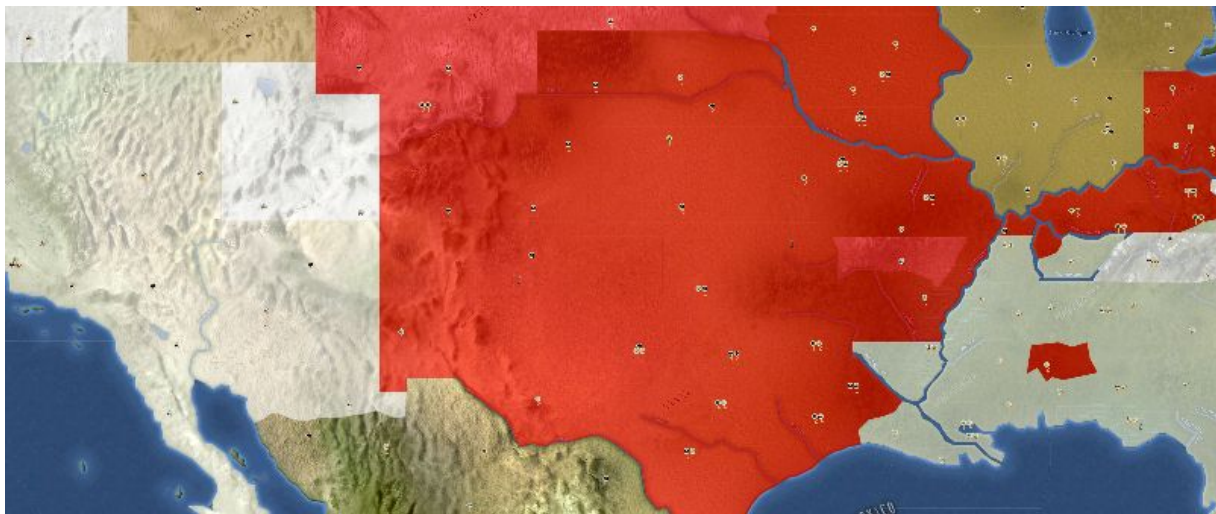
- The national stock is in the whole nation, not just Washington (this also prevents some exploits, like encircling the capital without capturing it)
- We are simplifying things. Local conditions are good? Close to national soil? Then it is okay



But what about overseas possessions? Here come the Merchant Fleets. With fleets, you can bring back or buy merchandise from distant countries, and also earn transport fees for carrying products sold through each Maritime Trade Box (MTB) based on your share of the total Commerce Value present.

Status of Trade Areas

First, have a look at the color overlay displaying the status of the Trade Areas:
Press CTRL-2 to bring up the Trade Areas Status overlay.



(Note that the in-game Trade Area situation for the USA is unlikely to be as dire as this hypothetical example. It is included here to easily illustrate the different possible trade statuses.)

Near the Pacific Coast and around Alabama and Florida, you can see regions in white. This means that everything is okay (national regions, nearby CPTs).

You have a great expanse of red in the center. These regions are part of the national soil but there are no CPts, so even if there are production sites, they will be disabled.

You will also note some tan land near the top-left of the screen (the Rocky Mountains) and the top-right (Lake Michigan). Light brown/tan here means that it is working as are the white regions below, since everything is okay, but there are no maritime facilities. It functions in the same way, but the color overlay indicates that you can't sell merchandise to distant countries, as there is no sea commerce.

The USA is one of the two “monster” nations that spread over a whole continent. But for smaller countries, like France or Great Britain, the national soil is only a small part of their empire.

Example

Example: *Let's have a look at India from the perspective of Great Britain. Here, Great Britain's Merchant Fleets have been moved away to the MTB to the right, so that the east side of India is cut off from the rest of the world's maritime trade.*



Here are two new colors indicating Trade Areas Status:

- Blue: The Trade Area is linked to national soil, but only by a maritime link. Western India is indeed linked to a Maritime Trade Box near Madagascar, which has friendly merchantmen.
- Dark Orange: There are production sites and CPTs, but you can't reach national soil by land, and there are no merchantmen in the Maritime Trade Box on which the Trade Areas depend.

This makes a total of six possible statuses:

- White: In or near national soil, linked by land and sea.
- Tan: In or near national soil, linked by land.
- Red: No Collection Point in the region, but there are production sites.
- Blue: Linked by sea to the national soil (overseas production).
- Dark Orange: Requires a sea link, but there is none.
- No Color: You have nothing here.

Dark orange is a special case named 'Isolated.' Your production sites here are not automatically shut down by the system, unlike sites in red regions, because it is theoretically possible for another country to buy your production if you choose to sell it. Red can't be helped because of the lack of a CPT – the sites are shut down automatically to save operating costs since nothing can be done with production.

To summarize: Production sites will only produce if in or nearby a region with a Collection Point (yours or one belonging to a friend). If local conditions are sound, they will be able to send their production to your national stock, if linked to your national soil. The national stock is everywhere on your national soil, not just the capital.

It is important to think by Trade Area Status. Understanding national regions is also important, because you need Merchant Fleets for structures distant from them.

The Domestic Market

Goals

All countries that are not tribal have to manage their populations – their national population in particular. As indicated in the discussion of Contentment, the populace can become unhappy if your government does not provide for their needs.

- As a consequence, the first goal and aim of the domestic market is to please your population by selling part of your stock to it.
- The second goal, which is also quite important, is to sell your stock in order to receive the income that is necessary to fund the other operations in the game.

The domestic market takes care of the sale of products to your population (national and non-colonial).

For example, the region of Anglia (where the city of London is located) is a national region of Great Britain. On the other hand, the region of Ulster on the island of Ireland is not considered a national region, but it is not a colonial region, either, so it is almost included in the domestic market.

The domestic market positively affects the Contentment level of national regions only, depending on the quantity and variety of products you are offering for sale. On the other hand, regions that are non-national and non-colonial (Ulster in the example above) will buy products from the market but do not have a Contentment level of the sort you must manage for your national regions.

This does not mean that you're spared trouble; on the contrary, revolts that will occur are not linked to the Contentment mechanism that the domestic market affects. The revolt risk is calculated differently here but, as they also buy your products, you should not completely neglect non-national populations either.

How Does it Work?

At the end of every turn, a calculation is made to check the effects of the domestic market on your population -- and your finances! In the meantime, you must set the type and quantity of products you want to sell on the domestic market screen.

The calculation takes two steps:

- **Step One:** Determine which population is concerned.
- **Step Two:** Determine what said population(s) can buy, and the maximum amount as a percentage of your stockpile. This domestic sales percentage is set on the F4 screen for each resource or industrial product that the domestic market can buy, and may be set between 5% and 80%. Fractions are rounded, so a low percentage may mean none of a product with a small stockpile is available domestically.

What the population can buy is split into three purchase groups (categories): Food, Common Goods, and Luxury Goods. This is determined by their consumption demand, reflected in their consumption base. Technology and events can increase their consumption base so they are able to buy more- if you don't have products ready to fill that increased need, the gap can depress overall Contentment.

Example: *The French national population should, in theory, be able to buy 70 Common Goods. But the breakdown does not need to be more precise than that; that is, said population does not specifically demand 23 Textiles, 6 Tobacco, and 3 Electrical Parts, as that would be awfully complex to manage. Instead, they buy what they wish from what you make available within the category of Common Goods.*

NOTE: *There are some hidden safeguard mechanisms in place to avoid exploits, such as providing your population with only Tea and Coffee, to better create a balanced offering. Too much of something and part will go unsold.*

NOTE: *In a prosperous economy the sliders are often set at 80% for most goods, but it can be strategically desirable to cut back domestic consumption of particular items, such as manufactured goods, for strategic reasons.*

The Products

The chart below lists the various products desired by your population grouped by category and the order listed in the Ministry of Industry and Commerce Ledger.

Product Name	Group and Type
Wheat	Food Group – Organic
Rice	Food Group – Organic
Fish	Food Group – Organic
Tropical Fruits	Food Group – Organic
Cattle (or other meats)	Food Group – Organic
Fruits	Food Group – Organic
Sugar	Food Group – Organic
Preserved Food	Food Group – Organic
Cotton/Wool	Common Goods – Organic
Tea	Common Goods – Organic

Coffee	Common Goods – Organic
Wood	Common Goods – Organic
Dyes	Common Goods – Organic
Tobacco	Common Goods – Organic
Rum	Common Goods – Organic
Wines	Common Goods – Organic
Coal	Common Goods – Inorganic
Petroleum	Common Goods – Inorganic
Chemicals	Common Goods – Inorganic
Manufactured Goods (various sources)	Common Goods – Inorganic
Textiles	Common Goods – Inorganic
Mechanical Parts	Common Goods – Inorganic
Electrical Parts	Common Goods – Inorganic
Silk	Luxury Goods - Organic
Opium	Luxury Goods - Organic
Luxury Goods	Luxury Goods – Inorganic
Gold	Luxury Goods – Inorganic
Gems	Luxury Goods – Inorganic
Automobile	Luxury Goods – Inorganic
Aviation	Luxury Goods – Inorganic

Taxes and Revenues



Taxes

State Funds come from a variety of taxes, including duties and tariffs, that are levied on your population and economic activity. These are set inside the Ministry of Industry and Commerce window (F4). Here is a list of what is available and their basis and/or effects. One key concept to remember is that generally State Funds are generated at the expense of Private Capital, but both can increase in a growing economy. The other key concept is that taxpayer unhappiness is greater the more they are aware that they are bearing a tax burden, so some “hidden” taxes create less discontent. A tax in the lower third of the rate range will have less impact on your people than one in the middle third, while a rate in the highest third provokes the most taxpayer response. The range of settings available for each tax depends on the nation's technology level as well as National Attributes. Research can greatly increase maximum rates over the course of the game.

Taxes Percentages		
Census Tax	<input type="text"/>	3 %
Corporate Tax	<input type="text"/>	5 %
Excise Tax	<input type="text"/>	28 %
Tariff Tax	<input type="text"/>	15 %
Income Tax	<input type="text"/>	0 %
Maritime Tax	<input type="text"/>	5 %

This example from the Industry and Commerce screen shows Tax settings for France in January 1850. The ranges mentioned below are also for France in January 1850.

Census Tax

This is a quarterly tax of from 0-10% on the wealth of the population, including a tax per capita and a property tax, and upsets all classes.

Corporate Tax

This is a 0-18% tax levied on sales made (i.e. actually executed) in the domestic market (this taxes what is sold, not what is produced). This may upset the population.

Excise Tax

This tax works the same as the Corporate Tax, but is levied mostly on luxury goods sold on the market. The rate can range from 0-85%. This may upset classes that buy luxury goods.

Tariffs

Tariffs are levied at a rate of 0-45% on the same basis as corporate tax, but as it is paid at the time of importation it is a “hidden” tax and thus does not upset your population. Tariffs make the population pay a higher price for both imported and domestic products. This represents the higher price paid to import products not available locally, as well as the fact that local producers charge more due to lack of foreign price competition because of the Tariffs. Tariffs reduce foreign penetration of your market, but will make your position in the foreign markets (i.e., export sales) less secure, as other nations will tend to retaliate with higher tariffs and relations will suffer in proportion to the level of your Tariffs (whether or not you trade with the country).

Income Tax

Based on the population values and Social Classes, this tax is rather exceptional, and was rarely raised except during wars (e.g., during the US Civil War) and generally not before the later stages of the era, so may not be available for some time.

Note: *Most nations only implemented it during or immediately after WWI.*

Maritime Tax

This 0-15% tax is set by the government based on the trade done in MTBs where you have merchant fleets. A positive aspect of the tax is that it directly affects competition among commercial fleets for International Trade (see next section): the lower the tax, the more your trade efficiency and therefore ability to win trade transactions. Note that importing and re-exporting the same products generates maritime tax revenue as well as transport fees for the merchant ships.

International Trade

General

International trade is very important. What may not be obvious at first is that as a Great Power your levels and choices of exports, imports, and foreign investments make an enormous difference in shaping and developing the world economy and the fortunes of countries you favor with special support (since you can fine-tune where you buy). Even just buying and reselling products as a middleman stimulates the world economy while providing a profit on transport for your businessmen and maritime taxes for you.

At first a mercantilist approach of trying to export as much as possible and restrict imports may seem to make sense to boost Private Capital, but this misses the larger picture. You can satisfy your population's demand for merchandise by reselling imports to them. The internal market demands of other countries could be satisfied by buying your exports, but those countries often lack the private capital to buy from you unless someone buys what they produce – that turns their idle stockpiles into purchasing power. Since they often lack trade access beyond their own local trading area, their products may be unable to reach interested customers unless a great trading power with global trading reach makes the market by acting as a middleman (and you are the obvious candidate). By establishing a network of commercial agreements and both buying and selling a broad range of products both domestically and globally, you maximize your domestic contentment, ability to profit from sales opportunities, and ability to affect the balance of power through economic means.

Transactions between nations are represented in two ways:

1. Buying/selling via the commercial transaction windows for each Trade Area (also known as Land Trade Boxes).
2. Penetration of the internal market by another country. The effect of penetration by other countries is to directly reduce the size of your internal market. The degree of the effect is determined by the relative commercial technologies of the countries involved and is lessened as you raise tariffs. Transactions in goods representing this penetration are not currently modeled explicitly in the game

This chapter only discusses the first case: international trade managed through the Land Trade Boxes.

We have already seen that the productive structures of your country, its colonies, and foreign investments that you possess in foreign countries must meet certain conditions in order for production to be effective. You must have a Collection Point (CPT) close to the structures, and in the case of a seaborne export, you will need a coastline with a merchant fleet. It is therefore important to clearly understand what the Collection Point is (see Economic Structures). We will return to the ideas of national territory and Trade Areas, also explained in the chapter Economic Structures, because these are pivotal concepts that directly relate to commerce and the movement of merchandise.

Take note that if you find these ideas too complex (for a first game, for example), it is possible to play without these constraints by unchecking two boxes in the Options menu (on the first menu, under “Game”). One option allows you to consider your productive structures as being always close to a CPt, and the second permits you to treat all structures as being able to send their production to your national territory.

National Territory

The regions of your national territory, as already discussed, have a particular importance because your production is stockpiled there from turn to turn. On the other hand, productive structures in foreign countries or in colonies must be able to establish a transportation connection with the national territory in order to ship their production into the stockpile.

If this is not possible, the merchandise is lost unless it can be sold locally instead (the structure can also be automatically deactivated if there are no potential local buyers – see Isolated Trade Area, as described below).

The national territory represents a generally cohesive entity (you will not find the regions of your national territory dispersed over the entire planet!). The regions thus described can cover many Trade Areas, and this is generally the case for any of the Great Powers, such as Great Britain, the United States, or France.

Trade Areas

The planet is subdivided into Trade Areas, which you can see with a filter using hotkey CTRL-3. Each zone has a status relative to your nation that is updated each turn. The possibilities are as follows:

1 – It is part of or is adjacent to your national territory. The filter will mark these zones in white. This is the ideal case for you because your structures, if they have a Collection Point nearby, will place their production directly into your stockpile.

2 – Only linked to your national territory by sea. The filter is blue in this case. Typically, French Algeria is in this status for France so long as a French Merchant Fleet is present in the Mediterranean. This status also presumes that at least one Port on this zone is under your control or that of an ally or country with which you have a trade agreement. If this is not the case, even with Merchant Fleets, the zone moves into category 3.

3 – Not linked to your national territory by sea, nor adjacent to your territory, but has some productive structures that have access to CPts. In this case, we speak of an Isolated Trade Area (i.e. isolated from the home nation); the zone is brown in the filter. This case is special because your structures will produce (and use raw materials) since the products could potentially be sold to a foreign country which has national territory adjacent or which has a Merchant Fleet that can pick up the products, but anything not actually sold will be lost! You should inspect such zones carefully and manually turn off any structures that you find there that you don’t want to operate.

4 – Does not have a CPt and is not adjacent to the national territory, but has productive structures that belong to you. Here, your structures will be automatically turned off because they cannot produce anything. These regions will be marked in red.

5 – The remaining zones (where you have no possessions) will not be marked with any color.



Therefore, you must ensure that all the Trade Areas where you have structures are in an adequate commercial status; for an overseas Trade Area, it is important to maintain at least one Merchant Fleet in a Maritime Trade Box serving the Trade Area. In addition to buying and selling through your own fleets, you can buy from the Trade Area in which the capital of a major nation is located if that nation has Merchant Fleets both serving that Trade Area and serving your capital.

Assorted Notes:

It is only necessary for one region of a Trade Area to belong to your national territory for the zone to be considered as being in the national territory. This is a simplification to enable the player to think only in terms of Trade Areas. A Trade Area is an entity with one single status, not one with as many different statuses as it has regions.

Whenever a part of the Trade Area is adjacent to one region of the national territory, the whole Trade Area is considered 'adjacent to the national territory.' Collection Points are still required, however.

The national territory is generally composed of multiple Trade Areas. Russia's national territory extends from Poland to the Pacific and thus has many Trade Areas in its national territory – it benefits from the fact that products arriving in any part of that vast territory are credited to the national stockpile.

Maritime Trade Boxes (MTBs)

The map includes 22 sea zones with the special status of Maritime Trade Boxes. MTBs have certain properties in addition to those of normal sea zones, but it is important to realize that they are otherwise normal; that is, you place and move fleets as in any other region.

MTBs have two notable properties:

1 – Each is linked to at least one land Trade Area (or many, as is more common).

2 – Sea combat in these boxes/regions is not managed as in normal sea regions but instead by an abstract system of convoy attacks. Command Posture and the arrangement of naval Units into Forces are irrelevant in MTB warfare calculations. Escort and commerce raiding by Warships is factored in based on their type.



It is in MTBs that you place at least one Merchant Fleet to trade. Once this has been done, any land Trade Area linked to that box benefits from the status of overseas exporter (the second Trade Area status, above), which will permit the shipping of products from that zone to the national stockpile. You may also buy products from other nations in that Trade Area.

These zones have an icon of a chadburn (the device used to command the speed of ships during the era) at their base, which permits the player to have more information on what is there in the way of Merchant Fleets and their respective commerce values (though no information on their business with particular Trade Areas).



Owners of fleets are represented by an icon whose size is proportional to that of their commercial capacity in that zone. A larger commercial capacity gives a country a better chance to win competition between two countries that both wish to purchase the same merchandise, but it is important to understand that this capacity does not limit your transportation capacity or ability to buy.

As a matter of simplicity, once you have a commercial fleet in the adjoining Maritime Trade Box, it is theoretically possible for you to purchase and return to your home country all the products served through the MTB. Therefore, a second Merchant Fleet only needs to be sent to a MTB to replace an existing fleet that needs to leave for extensive repairs or replacement of ships – common during a naval war.

Careful: This box is informative but does not permit management of commerce. Commerce is only controlled in the Land Trade Boxes, whether the products are exported by ship or carried by land routes to your national territory. Reading the information in this window will allow for a rapid analysis of the needs, especially for Merchant Fleets.

Moving your Merchant Fleets into the Maritime Trade Boxes is done like all normal naval movement. Unlike other ships, merchant fleets in MTBs don't suffer attrition but can take damage from pirates and enemy ships – pirates will be attracted towards the MTBs if unopposed (Great Britain often shoulders much of the early anti-piracy burden, so you don't have to). Merchant ships in the Maritime Trade Boxes will use transport replacements to repair damage to ships, but replacement of lost ship elements will require the Merchant Fleet Unit to return to a suitable port.

Using The Transaction Window

Each land Trade Area has a transaction box where you decide what is sent to the national stockpile and what is offered on the market in that Trade Area to other countries.



You can open this window in any Mode by placing the cursor on a region of the zone that you wish to inspect and double-click on a resource (or just press hotkey T).

The Trade window is divided into several parts:

- Name of the Trade Area at the top.
- From 0 to 3 Trade links. When a land zone Trade Area links to a Maritime Trade Box, a ship icon is displayed with the MTB name. A click on the ship will center the map on the MTB. If the link is by land, a cart or a locomotive is displayed (clicking on these images does nothing).
- Status of the Trade Area – i.e., whether linked by land and/or sea to national soil, an isolated area, or no production area.
- The flags in the box indicate the nation(s) that can trade, either because they border it (have land access) or because they have at least one Merchant Fleet in one of the Maritime Trade Boxes serving the zone. The list is limited to 10 flags, but by passing the cursor over any one of the flags, you may see a list of all countries trading there.
- Principal zone, divided into 12 boxes.

The screen will display the merchandise that you own in that Trade Area, and those on sale by foreign countries. Thus, the products can have many different origins.

- 1) The products belong to you, and the Trade Area is not part of your national territory. All production underway in the zone is displayed, and you must decide how much will go to the national stockpile (the left-hand total) and how much will be offered on the international market (the right).
- 2) The products belong to you, and the Trade Area is part of your national territory. You are shown all production underway in the zone as well as your national stockpile's total of each product. Thus, it is possible to purchase products stocked by other countries.
- 3) The products do not belong to you. Only those items placed on the market by the selling countries are displayed, with the proposals having been made the preceding turn. They are visible for this turn only.

Note: *The game is simultaneous by turn, so if you place merchandise on the market, countries controlled by the AI or other human players cannot see your proposal until the following turn. Remember: there is always a **one-turn delay** between placing a product on the market and what is seen as offered.*

Product Boxes and Purchases

Each product box manages the transactions of a single product for a given country; if two countries are selling the same product, there will be two boxes. The figure to the left is the number of product Units proposed for sale, if they do not belong to you. If the box refers to your stock, the left-hand number represents those Units that you wish to send home and add to your national stockpile. Thus, by default, all your production is set to be sent back to the national stockpile, and you must designate those that you wish to eventually sell. (Note that some scenarios start with some transactions already ordered.)

The indicated price is the world price of that product. For the sake of simplicity, the price of a product is the same around the world, but these prices do fluctuate in response to supply and demand. It is possible to bid to buy a product at a 25% premium above its world price by clicking on its icon in the box. The icon becomes red as an indication that you are offering a higher price, giving you double the chance of obtaining the product in case there is competition with other countries.

The ability to choose the countries from which you buy products enables you to support their economies with steady sales income while avoiding giving your business to your adversaries (note that being at war does not prevent international trade through the trade boxes). When instead you clicking to increase or reduce purchases through the Assets Balance Window you have no direct control over which sellers benefit or suffer from your change.

An important list at the upper-right of each product box represents the duration of the transaction. By default, transactions are permanent until they are deleted. If you wish to buy or sell for just one turn, click on the clock icon. Having a commercial agreement provides a relations bonus, and a bonus in achieving your desired transactions. Placing a larger buy order helps you get the deal. The AI does not care who supplies them or whether you provide a steady supply or demand, but what you do does affect the economic decisions of other countries.

If you don't touch anything in this window, all of your unsold and unused production will go into your national stockpile each turn, if the Trade Area is not isolated.

Sales

Sales must be accomplished through the Transaction Window for your capital, the one for another Trade Area where you have products available for sale, or the Assets Balance Window. Products can be bought by any country that has a Merchant Fleet in one of the Maritime Trade Boxes serving the Trade Area where they are found. You

can't directly control who may buy your products, but you can sometimes make purchasing more difficult for disfavored buyers. In addition, countries that have a national region which is part of or adjacent to the trade area can also purchase the products. For example, Prussia can use land routes to buy products from the Low Countries but to buy directly from Spain (using the Spanish Transaction Window) it would need a Merchant Fleet in one of the Maritime Trade Boxes serving a national province of Spain.

To sell a product, click on the (+) button to the right of each product box (Shift-click = +10, CTRL-click = +100). Note that this is a proposal to sell, and that there is no guarantee that any country will buy your products; this is decided in the turn resolution. In the same way that many buyers can be in competition for the same sale, many vendors can be in competition to sell the same type of product.

If there is no competition and if the selling country doesn't change its transaction (this could be involuntary, due to a structure being destroyed during a revolt or war), then the purchase is made and the stocks are adjusted.

If there is competition, several factors affect the chance of becoming the accepted buyer or seller in any transaction:

- 1 Commercial Exchange technologies, which give a bonus or penalty both to buyers and sellers. These bonuses are on the order of +5 to +15 points per technology.
- 2 A better or worse relationship with the trade partner. Each two points above or below zero relations gives +/- 1 point; thus, the total modifier ranges between +50 and -50. Note that relationships never prevent an exchange, even if two countries are at war (Merchant Fleets are controlled by private businessmen who are passionate about profits!)
- 3 Offering a higher price (up to +100 points).
- 4 Having Merchant Fleets in the Maritime Trade Boxes serving the Trade Area, even if your part of the transaction takes place over land routes. The Commerce Value shown is the total points of commercial transport present. For the additional points, add the square root of the Commerce Value times two. Thus, if you have 400 points, this will give you 40 bonus points.

Each parameter is added to give a "purchase strength" for each nation involved in the transaction.

Once all of the "purchase strengths" are calculated, the program will randomly determine which potential trade partners will participate in the transaction. This does not mean that losing parties cannot receive products from the vendor. After all, they may be selling more than the first buyer desires. Subsequent buyers must be content with the leftovers.

Economic Crisis

Background

For most of human history agricultural cycles affected by variations in climate and weather created good times and hard times. The industrial revolution provided new forms of investment and production along with banking systems able to leverage the money supply through credit to finance these new activities. In a stable economy a product rising in price signals the market to make and supply more of it because the change is driven by increased demand relative to supply. In a monetary inflation there is a general increase in prices that are false signals to producers who

plan, borrow and invest on ill-founded expectations – the venture may fail and the investment prove a waste of capital. Easy credit and its accompanying lower interest rates can fuel an inflation and encourage unwise borrowing to make ill-judged investments or more dubious speculations.

The economic boom provides a feeling of contentment for a while but establishes the conditions underlying the economic crisis to follow, a downturn (called a “Panic” during the 19th century) which often captured the public attention with a conspicuous trigger event—often, as still today, involving problems at one or more overextended major banks or national treasuries and a crash of overinflated stock markets. The effects of an economic crisis propagate through the channels of international trade and finance to affect other countries, particularly if they were also overextended and vulnerable through participating in the boom. Eventually, bad investments are liquidated and eventually confidence and business recover.

Panic and Crisis

If Private Capital averages at least £2000 across the major organized countries, and there has been no economic crisis anywhere in the world for 3 years, a sudden crash called a Panic can trigger an economic crisis in a major power that has some Inflation. The chance of a Panic is based on there being on average more than £2000 in Private Capital in the major powers and the degree of current Inflation of the country being tested for Panic. If a Panic occurs, the country suffers from economic crisis and endures several adverse and debilitating effects. It loses Prestige, loses at least £1000 of Private Capital, gains a lot of Inflation, and its population gains militancy and loses a lot of Contentment.

Crisis Spread and Effects

One turn after the crisis starts, its ripple effects start to spread to other countries around the world – each country tests to see if it suffers from the crisis (the effects are less severe than those suffered by the country where the Panic was initiated). This risk is higher with Inflation and/or a lot of Private Capital. Putting a high tariff rate in place reduces this risk (protectionist countries get an advantage here, as they can push their tariff to quite a high level). Closed economies are immune to the spread (e.g., early Japan, or China some of the time). Once a country starts to suffer from the crisis, it checks each turn for the effects on its economy. These effects include having the population become more militant, loss of some Private Capital, and reductions in Inflation (this last one is a positive effect).

Recovering from Crisis

In each country in crisis, the crisis must last for a minimum of at least 6 months before there is a possibility that it will end. The crisis ends first where it began – in the country that triggered the Panic. If it recovers from the crisis, other countries can then also test each turn to recover. The chance per turn when a country tests is 1% for each turn the crisis has lasted in that country, plus a bonus based on high tariffs. When the crisis ends, the country recovers a bit of Private Capital and Contentment.

Research: Technologies and Inventions

Overview

The Victorian Era was marked by the constant pursuit of new ideas and the development of new technologies. The shape of the world would be changed by all of the new discoveries that were made during those years. Automobiles,

telephones, and airplanes are just a few of the new inventions that changed the lives of so many people in the years that would follow.

But not all of the discoveries provided positive social advances; mustard gas is just one example of what a major nation could develop and utilize in order to win a war during the period. Bigger and better weapons were brought to the battlefield to mercilessly crush the enemy as never before.

The world as everyone knew it would be dramatically changed by the era's discoveries. Some of this innovation was advanced by the needs of governments, particularly in the military area, but for the most part it was driven by industrial or other private interests in particular countries, and the governments and peoples of the world were secondary beneficiaries of these efforts. A player can have a successful game without ever consulting the Academy of Sciences (hotkey F7), but there are things a player can do to modestly affect the general direction of invention and to accelerate the development of specific technologies. (For example, funding of universities or direct spending.)

Dual System: Inventions and Technologies

The research system is divided into two different categories: Inventions and Technologies. Each category has its own special characteristics, and the differences between the two are as follows:

- An Invention is a spontaneous advancement made by your nation's scientists. You can't force an Invention to come about, only provide the right conditions for a discovery to occur. Once it is known, it appears on your list of Inventions and may be applied to develop Technology.
- A Technology is the application of an Invention to a practical purpose. You have successfully mastered the theory behind the idea, you know the idea, and now you will implement the idea to change your nation.
- While you cannot force an Invention, you can invest in speeding up any specific Technology currently being developed. Units may give you some research bonus for related technologies.
- The more an Invention spreads around the world, the higher the chance that every nation will discover it.
- You can hold a monopoly over an Invention to make it more difficult to spread to your enemies. On the other hand, your allies and Friendly countries will benefit from their relationship with you by having a higher chance of receiving the Invention.
- When you meet the requirements for a certain Technology, it will appear as "known" and at 0% progress. You will still have to "master" its development, as progress reaches 100%. The Technology will appear as "mastered" when progress reaches 100%.
- In general, the base rate of advance is 1% per turn, or 24% per year, but this is modified by National Attributes and other factors. Spending State Funds will accelerate this by 1% for each turn that State Funds are spent on the project. Doubling the base rate in this way is an important strategic decision, and the only way to directly influence specific Technology development. The price for this per Technology is initially £50/turn, but this increases to £100 and then £200 for later technologies.

- A particular Technology, such as a new Battleship type or Hull technique, may require expertise in a certain field of knowledge in order to be mastered. More experience in those fields allows you to research those Technologies faster.

Research Item Categories

Both research items, Technologies and Inventions, are divided into five different fields of knowledge:

- Land/Army: All items related to the army school, such as defense systems, balloons, muskets, machineguns, signals, departments, etc.
- Commercial and Business: All items related to commercial theories, such as banks, currencies, stock markets, mass markets, taxation, etc.
- Social and Cultural: All items related to the era's socio-cultural theories, such as anarchism, female suffrage, universal suffrage, genetics, workers insurance, etc.
- Industrial and Production: All items focused on industrial production, such as the Industrial Revolution, steam-powered machines, vulcanization, mining, etc.
- Naval: All items related to the naval school, such as steel ships, flag signaling, steam ships, ironclads, torpedoes, submarines, aircraft carriers, etc.

This categorization doesn't mean that each category is independent of the others. For example, a certain Commercial technology's implementation may be dependent on an Industrial technology.

Research Interface

By pressing F7, you will access the Academy of Sciences. Here, you will be able to see all Inventions that have been discovered and all Technologies that have been mastered or are under development.



The buttons on the left allow you to interact with the interface in the following way:

- The first two light-green buttons will allow you to display Technologies, Inventions, or both.
- The five light-blue buttons are the category filters. You have five categories to choose from:
 - Land/Army
 - Commercial and Business
 - Social and Cultural
 - Industrial and Production
 - Naval
- The last three dark-green buttons allow you to sort the list in three different ways:
 - By descending date (latest found first)
 - By categories
 - By progress

The dual system will allow you to speed up a Technology's research progress by using the button to the left of the research item's name to provide State Funding, as shown:



Finally, the details of the selected research item, whether it's a Technology or Invention, are described in the right panel, and by clicking on the Technology progress bar a pop-up will allow you to navigate the related technology tree:



The currently selected Invention is in the center of the Navigation display. Its pre-requisites are shown in the left column – all these must be mastered before you can learn the invention. When the left column is without icons, it means the selected invention has no prerequisites. The right column shows the inventions that can follow once the current invention is mastered (the “outputs” to the invention). When the right column is without icons, it means this is a dead end (for example, for a very late game tech... or the very first ones). Icons mastered by your nation appear in a copper tone. Those in steel grey are those not mastered (and may be known or unknown).

In the center is a general description of the Invention and the Technology it provides that supplements the descriptive text on the main Academy of Sciences screen.

Mastering a Research Item

You can't directly cause the discovery of an Invention, but you can improve the chance of it occurring by having the right prerequisites. If you cannot meet the requirements of an Invention, whether it is another Invention, a Technology, or a certain other condition, it will be difficult for you to access it.

However, all Inventions have a “safeguard check.” After a certain date, Inventions will be considered “old” and will start to appear around the globe. The problem is that it could already be too late for your country when this happens, as the other nations may already be too advanced.

When a new tech is mastered, it will be listed in your Academy of Science with “100% progress.”

On the other hand, Technologies will appear first as “known” with “0% progress” and research may be accelerated as described above. Spending too much or too narrowly on research can undermine State finances and prompt uneven development. Inventions and Technologies can give you different benefits:

- Paving the way for new Technologies and Inventions
- Increasing the efficiency of your production structures (coal mines, iron mines, farms, etc.)
- Increasing your troops' Cohesion value
- Increasing the damage inflicted by your troops
- Increasing the available Force Pool of certain Units
- Upgrading old Units to new ones
- Discovering new Units to train and build
- Discovering new structures to build
- Increasing your population's permitted max Education value
- Increasing the tax base
- Increasing production efficiency
- Increasing transportation efficiency
- And many, many more...

Colonial Affairs

Overview

One of the key characteristics of the 19th century, and from 1870 onwards in particular, is the colonial race that took place around the globe. Early on in the development of the game, we felt that it should offer a specific environment and detailed mechanics for such a crucial and dramatic aspect of the era.

Colonization takes a lot of time, money, and resources and may be contested both by the local inhabitants and other powers, but it offers economic rewards in terms of resources and markets and great prestige. The game focuses on two key concepts regarding colonization: Colonial Penetration (CP) and Spheres of Influence (SOI). The colonizable part of the world map is divided into Areas that are called, for the sake of simplification, “colonies” (distinguished from a formal declared “Colony”—see below). These Areas are present almost everywhere in the world, save for lands where civilized, stable nations are present (national regions). Mouseovers on colonial regions in Military Control view (hotkey 1) will show “highest colonial status” information, something national regions won’t have. Peacetime entry to national regions or civilized colonial territories requires the owner’s consent – consent is not needed for other colonial territory.

All organized major nations and some other nations with significant colonial activity have their own SOI value for each colonial region, as well as a CP rating. Colonizing in your SOI earns Prestige Points. In each colonial region, your actual success in colonization is measured with CP.

Colonial affairs can be accessed directly from the map, and some info is displayed in the Ministry of Colonial Affairs window (hotkey F8). This map summarizes most of the actions conducted in the world in Colonial Mode, such as regions open for colonial action or where critical action is pending. Colonial Areas are those regions which are not under the rule of a modern State (i.e., owned by a tribal nation, unorganized nation, or simply empty) at the beginning of the game.

***A Note on Simulating Colonization:** The cultural, ethnic, and racial differences between the Western colonial powers in the 19th century and the subjects of imperialism (i.e., “uncivilized” lands) led to bloody and devastating wars, massacres, and other atrocities during the game era. Many Westerners living in the period saw this colonialism as their duty, as noted in Rudyard Kipling’s famous poem “The White Man’s Burden” as well as in the writings of philosophers, politicians, and other leaders.*

The creators of Pride of Nations do not in any way attempt to justify the 19th century’s often racist and horrific attitudes and abuses towards other peoples, cultures and countries.

Spheres of Influence (SOI)

Colonies are rated for SOI by a numerical value that can be positive or negative. This is the base amount of Prestige that the nation will gain (or lose) each turn while holding control of the colony, for each region of said colony. In game terms, this will lead to a global scramble for the best colonies. Of course, the various colonies’ SOI are not equivalent between nations; for instance, Britain will have a high SOI in Canada while most other nations will have negative ones. In Africa, the Congo will probably end up with high-level SOI for most nations. This represents the various nations’ historical interest in a given region. SOI values may also be adjusted dynamically via game events and actions. Nations that did not go after colonies will have negative SOI almost everywhere; thus, they can partake in the colonial game if they wish, but this would just end up costing them Prestige and their efforts would most likely best be directed elsewhere. However, it’s still possible to gain colonies if you want one. For people who

would prefer a more open game, there is always the possibility to check the 'No SOI penalty' option. This is our way of pleasing both types of players.

Actual PP change is calculated as follows. The SOI value sets your maximum base Prestige gain per turn from the entire colonial Area if it is a Protectorate or better and you have 100% CP in all regions (otherwise, Prestige is proportional to your average CP for the regions in the Area, and is also halved if not at least a Protectorate). Base prestige is then divided by 33 to calculate the PP you actually receive per turn.

The nice thing about SOI is that it can be traded, reduced, or modified by events and diplomacy (normal diplomacy or as part of a Crisis resolution), so it's never set in stone, as it takes into account the game's dynamics. For instance, strong economic activity in a given Colonial Area may well lead to a change in your colonies' SOI values there.

Colonial Penetration (CP)

The second concept is Colonial Penetration (CP), measured by a rating between 0 and 100. This is the basic measure by which your colonial situation or status is judged in a given colonial region and that determines which Colonial Actions are available to you in that region. Colonial Actions almost always increase your CP. A Mission, School, Dispensary (from a Vaccination Campaign) or Military Outpost reduces the CP of other colonial powers present. This does not come free: you'll need to pay for it in money and assets—and sometimes even in Prestige or blood!

Only the USA and Great Britain can reach 101% CP and make certain colonies the same as 'national territory' (States for the USA and Dominions for Great Britain). Other powers will gain the benefits of colonies (new markets, imports, etc.) but will not be able to convert them to national soil.

Colonial Scapes

Like 'normal' regions, colonial regions will have Cityscapes, Harbors/Anchorage, and Countryscapes. These sites will be used as follows:

- Countryside: Works similar to those in civilized regions, for farms, mines, etc.
- Harbors: Used to build Anchorages, Coaling Stations, and Harbors (including Naval Bases).
- Cityscapes: The front part (city) will be used to display the population, as in civilized regions. The back part will hold most colonial buildings (*and very rarely, industries, as they are only allowed in certain colonies, such as Dominions*).

The colonial game is played by using Colonial Actions, which the player drags and drops onto a specific map region in Colonial Mode. The selected actions are then checked during the following Resolution Phase and their results implemented. They usually have several prerequisites, primarily a range of CP which the region must remain within while the action is being taken. Examples of other prerequisites are the presence of certain Units, Military Control, Loyalty, or development level. The Colonial Action cards indicate their effects, but many of these are subject to caps or other conditions. For example, you normally will be unable to achieve any MC in a region unless you are at war with the current controlling nation.

Definitions: Colonial Actions

They are generally issued directly from the main interface via Colonial Mode by the usual drag-and-drop method (or in some cases, ordered from the Colonial Office interface for "Colonial Actions and Options" in the lower left of the screen (hotkey F8)). These actions include, roughly in order of increasing CP prerequisites (which is generally the order you may expect to use them, although every region can differ):

- » Sending Exploration Party (of four different kinds) or Prospectors
- » Authorizing Religious Missionaries
- » Conducting colonial trade with natives: Merchants and Trade Posts
- » Negotiations with local chiefs (of three different kinds)
- » Naval Demonstration or Gunboat Diplomacy
- » Military Expeditions in an occupied region (of three different ‘strengths’)
- » Establishing a Military Outpost, Port or Depot (requires sufficient Military Control)
- » Anchorage or Coaling Station requires some CP but no MC, upgrading beyond that requires 50 CP. Harbor requires 25 MC.
- » Building a Road Network or Telegraph Network
- » Sending immigrants from your homeland
- » Building a colonial school
- » Declaring a Stake in a disputed area, with a 50% chance of triggering a Crisis
- » Declaring a Protectorate
- » Formally declaring a Colony

You may also

- » Seize Customs or Railroad Concessions in Unorganized countries

Most Colonial Actions succeed automatically at the end of their duration if all prerequisites are met, although some of the described results succeed only to a random degree. A few other actions, particularly the Exploration types, have a success probability of 50% or less.

Each Colonial Action has a cost, which may include items such as State Funds, Private Capital, Diplomats, Manufactured Goods, Steel, or Coal. Some require specific types of Units be stationed in the region or nearby for their duration. Note that you cannot place buildings (such as Missionaries, Trading Posts, or Outposts, but also other structures) in regions that contain non-“friendly” military Units (often undetected natives hidden by the Fog of War) unless you have stationed troops there to guard construction as well as meeting MC, CP and other conditions. Natives tend to be shrewd about moving around troops to disrupt your colonial building program. Buildings once completed are safe, unless a native revolt occurs or the natives are raiders (such as the American Indian tribes).

Thus it is prudent to move in some troops to maintain security when trying to establish a building or take other actions that are indicated as including a chance of revolt. Colonial security is best assured by outposts, forts, and troops, and a port, a depot, and one or two supply wagons to support field operations (and in the last resort small forces may be fed by Colonial structures). Raising native and colonial troops is an important part of colonial affairs but is done through the Military Mode Construction Sub-mode rather than in Colonial Mode.

At the beginning of the game, only Great Britain, France, the USA and Russia enjoy the full range of Colonial Actions available. Prussia and Sardinia-Piedmont have only a limited basic set until they unify Germany and Italy respectively, at which time the full range opens. Japan starts with almost no options but receives the full range after the Meiji restoration. Austria historically had its hands full in Europe and remains with limited choices. Belgium, on the other hand, has a range that begins limited but later expands to allow them to pursue an empire as they did historically.

Types of Actions

Following is a list of Colonial Actions in the order presented in Colonial Action Mode, highlighting information of interest. Note that this information is subject to change in patches – always check the in-game tooltip.

Conditions: Where a range is indicated, the region must remain within that range during all turns of the action.

Costs: £ = Money (State Funds), **Cap** = Private Capital. **Mfg** = Mfg. Goods. **PP** = Prestige Points.

T = turns until it is complete and takes effect. **TA** = turns active, with the effect occurring every turn.

Effects: **CP** = Colonial Penetration. **MC** = Military Control. **Dev** = Development Level.
%Rev = Percentage chance of provoking revolt. **RR** = Revolt Value change %and max/min range.
Decay = Chance per turn of decaying and disappearing. RR base changes remain.
Discovery = May explore an undiscovered region.

<u>Type</u>	<u>Summarized Explanation</u>
Exploration Type	
Exploration Party	Discovery. Basic exploration. 0-75CP: 50 Cap, 3 Mfg, 6T. Needs adjacent Exploration Party Unit. 33% chance of success, split if used in multiple regions. 5%Rev +3CP(25max). Discovery. 10% chance of discovering hidden resource.
Natural Society Expedition	Expensive, prestigious follow-up expedition. 5-25CP: 150 Cap, 10 Mfg, 12T. 2%Rev, +1CP(max20) 75PP
Geographic Society Expedition	Discovery. Highly prestigious. Needs adjacent military Unit. Low Max CP constraint and cap 0-25CP: 125 Cap, 10 Mfg, 12T. +1CP(20max) 100 PP.
Anthropological Expedition	Expensive Prestige expedition, liable to anger natives. 5-25CP: 200 Cap, 10 Mfg, 12T. 10%Rev, +1CP(max20) 50PP.
Prospecting Expedition	Basic resource discovery. 50 Cap, 3 Mfg, 8T. 2%Rev. Needs adjacent Prospector Unit. 50% chance of discovering a hidden resource. Only playable in a region with a hidden resource. Can play in an organized nation's non-colonial region only if Friendly, otherwise can prospect freely. Note that a region owner has some chance of resources being discovered by the locals even without prospectors, and that prospectors have a small chance of discovering resources even when sitting idle (in this case, each 5 experience adds 1% to the chance) .
Military Type (need troops)	
Military Expedition: Prosecute	Uses force to pressure the natives and reduce your presence, but can be used in regions where you are not the owner. Requires non-support troop element in the region for the duration. £25, 1 officer, 10 conscripts, 5 Mfg, 12T. 10%Rev, +15MC -3CP, -25%Revolt Value(Min50),
Military Expedition: Pacify	Best military option for constructively building a presence. Requires 2 non-support military elements in the region for the duration. £25, 2 conscripts, 5 Mfg, 12T. 3%Rev +10MC +2CP(Max50) -35%Revolt Value(Min 10) 5PP.
Military Expedition: Retaliate	Severe measures in a revolting region. Requires 3 non-support military elements in the region for the duration. 10-100CP: £25, 2 officers, 25 conscripts, 5 Mfg, 5 PP, 12T. 5%Rev +25MC -5CP(Max100) -50%Revolt Value(Min10) -10 Population Points. Also reduces loyalty through the Colonial Area by 10% on average.
Build Military Outpost	Need Units and 25% MC, reduces RR over time and slightly raises development but can backfire. 10-100CP, 25-100MC: £35, 5 Mfg. 6T. You or ally must own region. 5%Rev +15MC +5CP(Max75) +1Dev. Builds Outpost. Also lowers CP of each other nation by 5.
Diplomatic Type	
Gunboat Diplomacy	Cheap way to reduce high revolt values and gain CP. 10-45CP: £10, 3 Coal, 1 Mfg, 1T. Need 1 armed ship adjacent (may be played inland). May play on foreign protectorate. 1%Rev +5CP(Max30) -10%Revolt Value(Min50)
Naval Demonstration	Similar to Gunboat but safer and builds prestige. 15-50CP: £20, 5 Coal, 2 Mfg, 1T. Need 4 armed ship elements. +7CP(Max25) -20%Revolt Value(Min40) 20PP.
Local Chief - Bribing	5-35CP: £25 6T. 5%Rev +2CP(Max30) +5Loy -10Revolt Value(Min30)
Local Chief - Treaty	10-35CP: £25 1 Diplomat 6T. 5%Rev +5(Max35) +5Loy -10Revolt Value(Min30). Opposing Treaty Actions cancel.
Local Chief - Cede Territory	15-35CP: £50 6T. 10%Rev +7CP(Max35) 25PP -10Revolt Value(Min60)

Development Type

Send Missionary	Requires no prior CP, a cheap early way of providing Colonial Structure General Supply while it lasts. Slight risk of triggering revolt, otherwise reduces RR but may decay and disappear. Long cooldown. Does not actually change local religious attitudes. £10 10Cap 6T. Aborted by non-Friendly military. 3%Rev -1Revolt Value(Min50). 10% Decay. Creates Mission Building and also lowers CP of each other nation by 5.
Colonial Merchants	0-75CP: £25 2 Mfg 24TA. 1%Rev +1CP/turn(Max35) +1Dev(Max 15) 5 Capital 5% Decay, and generates £5 per turn. May place if not owned by Organized Country (Protectorate OK). Allows Trading Post to be placed the next turn.
Colonial Trading Post	Must have Merchants present and 5-100CP: 35 Cap 4 Mfg 6T. 2%Rev +2Dev The Trading Post building auto-exploits a known, available resource (the one with highest price at the time the Colonial Action starts) that is delivered to the homeland, with no Collection Point required.
Improve Road Network	Cheaply improves transport, development, Loyalty and CP (wasted if there is already a Railroad). 25-100CP, 10-100Dev; no Road or Track: £25, 25 Cap, 5 Mfg, 12T. 1%Rev +3CP(Max95) +5Dev(max40) +2Loy -10Revolt Value(Min50) & Raises Transport Level by 1 (e.g., No Road to Track, Track to Road)
Improve Telegraph Network	35-100CP, 25-100Dev, Track or better Transport Level: £45, 8Mfg. 12T. +4CP(Max100) +10Dev(Max60) +3Loy -10Revolt Value(Min50). May play multiple times.
Colonial School	May build only one school per Region. 45-100CP: £35, 2 Mfg. 1%Rev +5CP(Max60) +5 Dev +2Loy -20Revolt Value(Min40). Also lowers CP of each other nation by 5.
Vaccination Campaign	Build a Dispensary, not in a foreign Colony. 10-100CP. £65, 3 Mfg. 12T. +5CP(Max75) +1 Dev +3 Loy 1%Rev -10Revolt Value(Min35). Also lowers CP of each other nation by 5.
Sanitation Campaign	30-100CP in owned city. £90, 5 Mfg. 16T. +5CP(Max100) +1 Dev +4 Loy -10Revolt Value(Min35)
Immigrants to Colony	Raises your ethnic percentage in the region, good for making it claimable. Or just raising Loyalty when other options are unavailable. 20-100CP, 15-100Loy, must own region: £10, 5 Cap, 12T. 2%Rev -5MC +4CP(Max100) +2Dev +5Loy -1 Pop Point +5 Pop your ethnicity.
Create Colonial Society	Build Colonial Society in owned Colonial Capital. 50-100CP. £100, 250 Cap, 15 Mfg 24T. +1CP(Max100) +3 Loy -10Revolt Value(Min50) 50 PP.
Status Type	
Declare Protectorate	Does not require MC but must play in Area capital and be colonial owner. If conditions met: switches status, creates Consulate, allows other colonizers to place a Stake during countdown; if another nation has a significant presence (15 average CP or more) it automatically triggers a Crisis. Min. 10 Dev for Consulate building, 25-100CP, 25+ Average Area CP: £150, 1 Diplomat, 8T. 10%Rev +10MC through Area +5CP(Max60) +3Dev +10Loy through Area -50Revolt Value(Min50). Best to keep troops present. Declare Formal Colony If conditions met: switches status, adds building, allows others to place a Stake during countdown.
Declare Vassal	Variant of Protectorate that is available to certain countries, such as China, Japan or the Ottoman Empire and requires 50 CP in the capital, 35 average in the Area.

Declare Formal Colony	Must not be foreign Protectorate. If conditions met: switches status to Colony, raises negative relations with the tribal to 0, and builds a Governor's Residence. Requires 20 Dev, 50-100CP, 40+Average Area CP: £250, 1 Diplomat 8T. 5%Rev +10CP(Max100) +5Dev +15MC Average in Area +15 Loy Average in Area . -65Revolt Value(Min20)
Declare Stake	Can be used on a region if another is changing status to Protectorate or Colony (both of which "Allow Stake" and provide a message in the Message Log) and you have enough CP to contest it. May provoke a Crisis. 15-100 CP: £50, 1 Diplomat, 2TA. 50% chance to trigger crisis against region owner or power present with bad relations if you are the owner.
Investment in Disorganized Minor Type	
Take Over Customs	In unorganized capital, must not have the same as any other nation, gives money and prestige each turn over time. Decay risk 1%.
Rail Concessions	In unorganized capital, must not have the same as any other nation, gives money and prestige each turn over time. Decay risk 1%.

Design Note: *Some Colonial Actions and troop movements may cause the natives to revolt, while other actions may reduce an opponent's CP in the same colony. In addition, Colonial Actions will often be restricted in the range of Colonial Penetration, development, loyalty or Military Control that is required to use them effectively, and there are other restrictions and trade-offs that must be considered in arriving at a plan of action – which will vary for different colonial areas and regions.*

The goal is to stay ahead of the competition in your colonies of interest, and reach critical levels before other countries. Reaching a CP of 50 and being able to declare a Protectorate is a colonial milestone as that begins to exclude competitors and assert real control.

Definitions: Colonies, Influence Status, and Benefits

Apart from the national Areas of the Great Powers and other civilized nations, the world's regions are grouped into Areas that we call colonies. Such Areas may be comprised of a single region, or many. Usually the most important region in a colony is the capital. Gaining the advantage in the colonial race for a particular colony requires that its capital be under your control (see below).

A colony is similar to an Area in that it is a group of individual regions, usually adjacent, that form a more or less homogeneous territory. This territory largely corresponds to those historical colonies of the 19th century. The local states in colonial Areas may be unorganized states or tribal.

Example: Consider the 'colony' (colonial territory) we shall call Senegambia. Senegambia is made of the following regions: Senegal (the capital), Dakar, Podor, Kaolack, Kayes, Casamance

In every colony, the various colonial nations may have a level of status ranging from Influenced, to Protectorate, to Formal Colony, to Dominion.

Don't confuse the idea of a "Colonial Area," which is the set of regions, with the status of "Formal Colony." A Colonial Area is a pre-defined set of regions for which the Great Powers will be competing (e.g., Senegambia in the example above). "Formal Colony" is a status that can be achieved by a particular Colonial Area in relation to only one of the Great Powers (which successfully claims the Area as a Colony).

Each level of status for a region provides a certain degree of freedom action and benefits, as follows:

Influenced

In Influenced colonies, you can place almost any colonial building or conduct any Colonial Action if you meet the prerequisites, and the same is true for the other nations in the game. In other words, it's a free-for-all.

Please note that only ONE nation may have a Consulate Building in the colony's capital. If two are placed simultaneously, it will trigger a Crisis – see Diplomacy.

In particular, you can see regions with the Military Outposts or Trade Posts of other nations (no more than one trade post can exist in a region).

Note that having a CP of 50% or higher in a colony does not mean it automatically becomes a Protectorate. This will only happen if the relevant action is taken.

Protectorate

In a colonial Protectorate, the nation holding the Consulate Building (usually because it has declared the colonial Area as a Protectorate) in the colony capital is the sole nation allowed to have or place new Military Outposts in the colony. Those of all other nations are removed (Decaying over time) once the status has been achieved.

Nations can still place other buildings, but their effect on CP will be capped, as no other nation than the one holding Protectorate status can have more than half the CP of the protecting nation; the Decay in CP will be progressive, allowing you to still take action. A country's control of a tribal capital will improve relations with them to friendly if it also holds Protectorate or better status there – if not, relations will become hostile. Tribals will also surrender any city they own in a region with Protectorate or higher status.

The destruction of a Consulate Building does not affect Protectorate status – one will be automatically rebuilt (at the owner's expense) in the capital region.

Formal Colonies

In Formal Colonies, the nation holding the Governor's Residence (a structure produced by the “Declare Formal Colony” action) is the sole nation allowed to have or place new colonial buildings in the colony. Those of all other nations are removed and can no longer be placed. All other nations' CP will be reduced over time to less than a quarter of what the colony's owner has in CP, in each region. In addition, the controlling nation has access to the territory colonial market (see Economy). If for any reason the Governor's Residence building is destroyed, the Colonial Status will still remain a Formal Colony, and one will be automatically rebuilt (at a cost) in the capital region.

Dominions

With Dominion status in the British Empire (see “Colony Population Growth,” below), the overseas territory will start to gain rights on its own. So don't be surprised by spontaneous initiatives, generally positive, triggered in Dominions, like the drafting of some forces by the local Governor or the creation of a new economic structure.

CP Increase Duration, Caps, and Other Effects

Most of the above Colonial Actions will increase CP in the region they are placed. Some take place every turn while active, some at the end of their term. However, some of these actions also have a CP cap; that is, CP ceases to accumulate from them once a certain level is reached. Also, some may provoke native revolts.

CP Requirements for Status Changes

To achieve a certain colonial status, a minimum level of CP must be achieved in the colony. This level is required both at a certain value in the colony's capital and as an arithmetic average in the regions of the colonial area as a whole.

Status Sought	CP in capital	Average CP in Colony (all regions)
Protectorate	30	25
Colony	50	40
Dominion	95	75
Stake	15	- (used to contest another's status change– see below)

Hint: *You may even play tricks on rivals, such as sending brutal military expeditions to colonies where your opponents have a high CP in the hope that they will cause local revolts that destroy colonial structures, hopefully crippling your enemies more than yourself.*

Gaining Control of Colonies from Competitors

A crucial task will be to keep track of your competitors' actions in critical territories, especially those with high SOI values (or growing potential, such as future British Dominions).

Once a nation attempts to change the status of an Influenced colony into a Protectorate or a full-fledged Formal Colony, Dominion, or State (you will receive a message), you can play a Stake if you have at least 25 CP in the colony's capital region. A Stake is a Colonial Action that allows you to contest a status change, if successful. The trouble (or bonus feature) is that playing a Stake may create a Crisis (see Diplomacy).

Note: *This is a game that all nations can play, and it is what Rudyard Kipling called 'The Great Game,' as with the jockeying of power between Russia and Britain in Central Asia.*

Higher Colonial Status

Higher Colonial Status is quite valuable. For example, Protectorate status grants you a good level of control over a colony and prevents others from investing beyond limited levels, along with new specific buildings and actions.

Protectorate Benefits

A Protectorate allows you to reach a higher level of control later on. However, its main purpose is to prevent other nations from acting decisively in the colony, as most key military actions are now prohibited for them. Other actions (exploration, development) are still possible, but your Protectorate neutralizes changes in their status.

At Protectorate level, a few economic structures (mostly Level 1 mining and agricultural) are possible and can be built in the various regions of the Area, provided they have the required resources and are developed enough to sustain economic structures. (You can't build in wild, savage regions).

Hint: *Opponents may still want to maintain a high CP in case you lose Protectorate status via a Crisis or another, unexpected reason (such as a native revolt or event).*

Colony Benefits

At the higher levels (Formal Colony, Dominion, Statehood), you gain even more benefits. Now, ALL Colonial Actions by others are prohibited and their current actions in the colony suffer Decay and will ultimately disappear. You can now get control of the land from the natives and obtain economic exclusivity, especially on the local resources and markets—others will be prevented from building there, and their structures will disappear or transfer to you. This allows you to start building even more advanced economic structures in the colony in order to more fully exploit resources and produce Industrial Goods.

Colonies and Diplomacy

We have seen above that a Stake may generate a diplomatic Crisis.

But depending on the colony's SOI value for the other nations that are present (in particular, if theirs is higher), a Casus Belli may be generated without a Stake, or possibly an unexpected colonial Crisis which may lead to war if the quarrel degenerates. Also, Colonial Status of an area of Protectorate or higher status can be negotiated as part of peace terms, so nothing can be considered as permanent since Protectorate status can be removed and Colonies traded or freed.

Colony Population Growth

If the colonial action “Immigrants to Colony” is combined with sufficient growth of your ethnic population in the colony, then your nation may achieve a more advanced level of Colonial Status: Statehood (US-specific) or Dominion (Great Britain-specific). Once this happens, a colony may become almost like national territory. This makes an interesting colonial game in the US ‘Far West’ or Russian Siberia, and enables a change in the status of Britain's overseas possessions to ultimately create the key Dominions of the Commonwealth.

Other countries cannot create a State or Dominion, but the presence of a sufficient percentage of their ethnicity or nationality does create a permanent claim on the colony that supports a Casus Belli (see Managing Your Population—Nationality (Loyalty), Religion, and Ethnicity).

The Cost of the Colonial Empire

Each colonial building has a maintenance cost, which is calculated and paid automatically from State Funds. The more an empire grows, the costlier it becomes to maintain. Hopefully, your commercial investments in the colonies, and the resources and Industrial Goods that you can produce in or trade to its market, make up for its expense (though benefits accrue primarily to the private sector).

Design Note: *Historically, most colonial empires cost significant sums to the home country, at least in regards to the national treasury. But there is no doubt that colonial exploitation brought great wealth to a good number of private firms and individuals. The benefit to the colonizing power's government is measured more in prestige and strategic advantage than in wealth.*

Colonial Strategies

Have Global Plans and Regional Plans: The most important thing is to have a strategy and set priorities globally. Look at SOIs for different parts of the world, both for yourself and other colonial powers. Identify areas of conflict vs. those where you can take your time without much chance of effective opposition. Pick locations for key military and naval bases that will support your colonial armed forces. In the early game, moving ahead at full speed with

multiple colonization efforts will negatively affect your domestic economy. Put a primary focus on one colonial area at a time, starting with the capital if possible. Use extra resources conservatively to get footholds in the next most urgent colonial target areas (e.g., those with colonial competitors). Define a tentative plan for each Colonial Area and the regions involved. This may sometimes be dictated by the starting presence of the powers in the Area, but often you have substantial flexibility.

You can take a primarily peaceful course, a heavily military approach, or something in between. That different areas favor different strategies is part of the fun. In general outline, the process begins with establishing some initial Colonial Penetration (CP) that allows you to play a wider variety of Colonial Actions that can increase CP, Development, Loyalty and Military Control. Colonial buildings help feed colonial troops that protect construction and preserve your structures and can later be used to assert Military Control. Peaceful accumulation of Colonial Penetration up to 35% is common (often relying heavily on Colonial Actions directed at local chiefs), and if the whole Area is sufficiently penetrated with your presence and the capital is moderately developed you can proclaim a Protectorate and run up the flag – having troops present in the Area’s regions for this, as for many other Colonial Actions, is a precaution against interference by natives or others. Some players seek to achieve as much CP as possible without war, while others feel a need to resort quickly to the sword (a forceful, fast but often more expensive approach).

Troops have an important role. The harder you push colonization, the more likely the natives will suddenly revolt and seek to burn down every unguarded structure, destroying years of work. A military presence helps prevent this, and instead lets you take advantage of the unrest by taking Colonial Actions using troops to build Military Control. The Military Outpost is a key structure as it includes a small automatic garrison that both helps protect and extend your colonial presence with Military Control (but you first need some MC present from troops on the ground to build it). Establishing a Fort and its larger garrison is a major bulwark against both unhappy natives and rival colonial powers. Notice, however, that troops sheltering inside structures in the cityscape can only watch as natives burn those in the Countryside. The relative effectiveness of the military forces of the colonial powers against natives increases over time due to technological, organizational, tactical and medical advances – in the 1850s or even 1860s it is easy to be defeated by the natives on their own ground. This makes a peaceful approach more attractive in the early decades of the game.

Security is a first priority, and then economic development and continued penetration until you are ready to declare a Protectorate as the next step to creating a full Colony. Properly building out military infrastructure in a new Protectorate (Ports, Forts, Depots, transportation) costs substantial resources, so be ready before you act. Declaration of a Protectorate or Colony takes 4 months, and during that time it can be contested and cause a Crisis with another nation with sufficient penetration or playing a Stake. This leaves the fate of the colonial area as one of the things in the balance.

At some point, if the natives have not already initiated hostilities, it is likely you will go to war to secure Military Control over the territory in order to consolidate the freedom of action to build military and transportation infrastructure structures and establish a firm grip on the area. In some Areas, however, you can get MC without declaring war on anyone – Gabon, for example.

Colonial Penetration and Military Control are not the only important measures of colonization. Development is also important, but lack of it is rarely a problem if colonization follows a normal course. One thing that is easily left until too late is building local Loyalty to your nation. Many Loyalty-building actions (such as treating with local chiefs) can only be used at a relatively early stage of Colonial Penetration, so rushing ahead focused on CP without considering how you will gain Loyalty can prove awkward later. See the United States Strategy section below (p.167) for some detailed advice on colonizing the Wild West that is also relevant elsewhere in the world.

Exploration: Exploration Parties allow exploration missions (33% chance) in adjacent regions and are an important first step towards colonization. Further expeditions provide their own benefits, including Prestige Points. Consider,

however, that the rest of the world will also learn of your discovery and this may facilitate their interest and intrusion in these new regions. Expeditionary troops can help protect the exploration Units, but they are rarely molested and if they perish it is usually not due to the native but lack of supply from being away from civilization for too many turns.

Colonial Campaigns Need Customized Strategies and Suitable Troops: Although your troops can freely enter the “uncivilized” colonial Areas of the world, they should have a clear reason for going there. The usual purpose is protection of settlement or seeking to gain Military Control. Gaining MC requires Offensive Posture and being either at war with the country that currently has MC or negative relations with tribals.

Note: Remember that there can easily be natives present whom you just don’t detect – this is a leading reason for the mysterious failure of Colonial Actions that seek to place structures.

Your colonial military forces should consist of Colonial Brigades and Expeditionary Brigades (and native troops, if you can get them) because these enjoy significant protection against attrition and Supply decay in hostile colonial climates where larger Units would fall apart. Identify any troop elements you have with high Detection Values, as these are invaluable for uncovering hidden troops in their own region and adjoining regions.

Beware the Heart of Darkness. You will notice that the number of days it can take to move by land from region to region in some areas is very high. Your troops will sometimes deplete their supplies and cohesion and suffer mounting attrition before they arrive at their seemingly nearby destination – at which point they are vulnerable to defeat by even a small force of hostile but well-fed and rested enemies.

The best way to get in and out of unsettled colonial regions is almost always by ship (including transports or use of riverine transport points), whether on the coast or up a river. Don’t overreach yourself in interior regions before your technology and adjoining colonial development are ready – some areas are so inhospitable that they will be effectively impenetrable for decades (and often not much more accessible a century later). Don’t let the effrontery of the natives in resisting your empire provoke you into a costly misadventure – all will be resolved in due time, and easier targets are available.

Dealing with Your Neighbors: Diplomacy

Overview

The Victorian Era was the golden age of Great Power diplomacy. Nations were judged less on their raw military and economic power than their ability to create influence and lasting relationships with one another. For some nations, this meant building coalitions and alliances to resist their adversaries and survive in an era of huge armies and navies.

For others, such as the United States and Great Britain, it was about maintaining a balanced neutrality to enable commerce and colonization without the disruption caused by major conflicts. While a colonization- and warfare-focused game at its heart, *Pride of Nations* provides the tools for a Great Power to use diplomacy instead of aggressive war to achieve its goals. To conduct Diplomacy, access the Foreign Ministry with F9 or on the map by clicking next to any capital on the gold symbol icon. Countries receive diplomats twice per year, with the number varying by country. No minimum number of diplomats is needed to staff the Foreign Ministry, but since most actions expend one or more Diplomats it is prudent to always keep some diplomats in reserve.

Relationship Rating

Each nation has a Relationship Rating towards all other countries, ranging from -100 (hate) to +100 (very friendly), with a small inherent drift of negative values towards 0. +25 or better is “friendly” while -25 or worse is “hostile.” This value 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. A power will not rise to the top by putting others’ interests ahead of its own, or even by always playing fair—you can’t make an omelette without breaking a few eggs! Becoming a diplomatic paragon of virtue, on the other hand, 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 Victorian Era, and so it is very difficult to achieve in the game.

The Relationship Rating plays a major role in determining whether another GP will agree to your proposed treaties and ultimately whether a GP will go to war with your nation, ally with (or against) you, or not. Relationships can be viewed with either the Relationship Rating Map filter (Hot Key: ALT-4) or by browsing the top-center list of countries when checking the Diplomacy window.

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 Great Power, then they will automatically respond in kind.

Some countries start with or acquire biases for or against other countries, which are usually mutual (e.g., Russia vs. Ottoman Empire or France vs. Germany). The Grand Campaign begins with an uneasy Holy Alliance among Austria, Prussia and Russia, but this tends to break up in a few years over tensions with the Ottoman Empire.

Diplomatic actions such as State Visits do much to improve your diplomatic ties; more threatening actions will be remembered not only by the object of your aggression but by the other Great Powers for a very long time. High tariffs (roughly, over 20%) are bad for relations with trading nations and therefore make achieving diplomatic agreements more difficult.

Issuing Diplomatic Requests

As a Great Power, 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 the spread of the telegraph, diplomats and sensitive diplomatic materials traveled no faster than available transportation, taking days or weeks to arrive and be presented at their destination. What’s more, governments seldom gave “same day” replies to even the most urgent communications.

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 you are the recipient of another nation's request (e.g. 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" on the F9 Diplomacy window. Here you can accept, decline, or even not bother to reply.

Being rude is part of diplomacy!

Treaties

Viewing, signing, or breaking treaties is also all done through the Diplomacy window (hotkey **F9**). 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 European Great Powers 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 "Holy Alliance" among Austria, Prussia and Russia, or a variety of supply agreements with friendly nations.

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 and relationships are in effect between other countries of the world (e.g., Japan and China, even though you are playing as Great Britain).

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

Declaring War: Country Types and the Casus Belli

Note on Country Types: In an attempt to maintain historical accuracy and the period-specific military, economic, and diplomatic actions that defined the Age of Imperialism, we have divided the world into four distinct categories for ease of play and understanding: Organized Major Countries (also called Great Powers), Organized Minor Countries, Unorganized Countries, and Tribal Countries. These reflect the categories by which the Great Powers of the period understood and engaged with the other nations of the world.

Nation Types

The 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 Western concepts of a nation-state is how the game differentiates one country from another.

A very large and very old country such as China is considered either an Organized Minor Country or an Unorganized Country at different times of the era, and can work at becoming an Organized Major Country.

Organized Major Country

Commonly called “Great Powers,” these are the major nations of the 19th century. They possess strong diplomatic, economic, military, and cultural strengths and are able (and willing!) to act beyond their current borders to accomplish their strategic goals. The Great Powers include the British Empire, France, Prussia (and later Germany), Austria, Russia, the United States, the Empire of Japan, and the Ottoman Empire. It was possible to lose Great Power status (Ottoman Empire, Spain), and for Organized Minor Countries (Japan) to ascend to Great Power status. Players can only pick one of the Organized Major Countries in the initial release version of the game.

Organized Minor Country

These are nation-states, in the Western sense of the word, capable of conducting diplomatic and other relations with Great Powers but lacking the industrial, commercial, and military strength to compete with them. Historical examples include many of the nations of South America, Portugal, Spain, those formed in the Balkans during the era, and to a lesser extent China. Note that it is possible to develop from an Organized Minor Country to Organized Major Country (and vice-versa); however, these countries are not open for play.

Unorganized Country

The nation is recognized as a ‘country’ by the Great Powers, but is at a lower developmental level than an Organized Minor Country. For the imperialists of the day, these territories were often considered ripe for conquest or exploitation. Historical examples include Dai Nam (French Indochina) and the scattered principalities and fiefdoms of the Indian subcontinent absorbed into British India.

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. Historical examples include the Plains Indians (Lakota Sioux, Comanche, etc.) of the American West or the scattered tribal communities of sub-Saharan Africa.

Great Powers and Other Nation-States

Declaring war is a serious affair when you are a Great Power 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 Tribal Countries.

Example: Both France and Germany can claim Alsace and Lorraine, and both the United States and Mexico can claim parts of Texas. This has historically led to conflicts (the 1870 Franco-Prussian War and the 1846 US-Mexican War) and will do so in the game as well. Expect endless tension and conflict between nations when both sides proclaim ownership over a disputed region as their legal right.

Casus Belli (CB)

You must have a CB to declare war on any non-tribal country. A CB can be obtained against another country either by having your diplomats create one ("forging" a CB), 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 (and, unlike a casus belli you forge with your diplomats, this does not give them a reciprocal casus belli against you). You have several filters around the Mini-Map to view the regions that you may legitimately claim. There are several reasons for claiming a region, from a dominant culture to a greater colonial influence than others. Be aware, however, that more than one country can legitimately claim a region.

Tribal Countries and CB

For conflict against Tribal countries (i.e., unorganized tribal areas, or large tribal confederations that did not meet the Western 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. If you don't declare war, your troops won't attack the natives – though it is possible that certain Colonial Actions, or just moving your troops into their territory when relations are negative, could provoke them to attack you and initiate combat. It may be that neither side declares war, leaving you in active fighting and control of their territory but not in a formal state of war needed to offer peace.

Example: Historical examples of this include the British Empire's forces in the 1879 Zulu War, the French occupation of Indochina, and the "Indian Wars" of the United States.

By Right and by Rule: Region Types

There are several types of regions in the game: National Regions, Claimed Regions, Colonial Regions, and other cases of lesser importance. Each type of region allows for only certain diplomatic and economic actions. A key part of successfully playing as a Great Power is wrestling control of strategically important regions from potential adversaries, and creating and maintaining legal claims over areas that you determine should be yours.

Notes on Regions and Gameplay

Only some options will be available when dealing with regions. These are based on the region type. This will be evident in the diplomatic pull-down boxes – among others – on the game screen. For example, in a peace treaty you can only ask for regions on which you have a claim and that are not colonized by another country. You can always ask for a claimed colonial region in a peace treaty; otherwise for colonial territory you may only ask for an entire colonial area that is of protectorate or formal colony status.

Some buildings can only be built in Colonial Regions, like a Trading Post or Military Outpost, whereas others can only be built in non-Colonial Regions, such as a Military Academy or Steel Mill.

National Regions

The regions that make up the core of your nation are called National Regions, such as New York for the United States, Paris for France, and St. Petersburg for Russia. These National Regions define what your nation is geographically, socially, politically, and economically. National Regions are defined thus:

- Areas made up of your power's people, i.e., the inhabitants recognize themselves as French, British, American, etc. These are the traditional core territory of the historical powers of the era. They are where the population as well as the economic, political, and military power of your nation rests. In game terms, this is reflected by the national makeup of the region, which can be seen when you hover the mouse cursor over a region. In addition, pressing hotkey 4 shows nationalities.
- Nations will fight to the end to possess these regions. In other words, do not expect to annex traditional French territories as Germany without a never-ending conflict with France, and potentially other Great Powers. Holding an enemy's National Region during a war is expected; trying to annex it to your empire, however, would have been seen in the era as an extremely destabilizing act that threatened the legitimacy of all Great Powers.

Key Factors of National Regions

- An enemy's possession of one of your National Regions will give you permanent *Casus Belli* for as long as they hold it.
- National Regions under your control have a population that you must satisfy via the National Market. In other words, you have to provide the basic needs of the populace in the National Region from your own resources. If the population is unhappy, then they will protest or rebel against your rule.
- The National Market is where the population buys what it needs. Consequently, it is a source of funds for your nation, as the population pays tax on the products they buy.
- National Regions also serve as stockpiles for the production of your nation, from raw materials to finished Industrial Goods. Although not accounted for individually by location, these stockpiles are considered to be distributed throughout your nation and not just in the national capital. Note that rioters or rebels may seize portions of the stockpile corresponding to the number of rebellious regions.
- National regions with a development level of 10% or less gain 1% development every 3 months.

New National Regions

Gaining new National Regions is not impossible and was in fact a key aspect of expansionism in the era. A region can become national if:

- The ethnic group of the main population is the same as your other core regions; and
- The region is linked to your capital by a land chain of other National Regions (including straits that may be marched across). This allows for the incremental expansion of countries in physically adjoining regions, such as Russia, the United States, or Canada, but does not allow for the expansion of overseas regions. The result is that overseas regions will mostly be ‘colonial’ to the Great Power — a historically accurate reflection of the era. In other words, don’t expect Burma to become British in the same way that London is considered British or that Colorado may become American.
- Through the colonization of new regions by your ethnic culture(s), or the use of the Dominion (Great Britain) or State (USA) decision. To be precise, certain regions can become National Interest Regions if overseas, despite the lack of other requirements. See “National Interest Regions” below for details.
- Through event or game-start settings for your nation, such as the USA's claim to all of North America.

Claimed Regions

A second type of region is the Claimed Region. This is a region containing a sufficient population of your main ethnic group, a region with a very high loyalty to you, or one of your objective regions. You can gain a CB against a country possessing a region you claim, but only if the owning country does not consider the region to be a National or De Jure Region.

Example: *Prussia could claim, based on its German ethnicity, large parts of Bavaria and the smaller German principalities. However, it could not claim any regions claimed as National Regions by Austria, regardless of their German ethnicity.*

Note: *Claiming a region is only the first step toward integrating it into your nation or empire. A legitimate claim is based upon the penetration of your nation in the region, size of your nation’s population in the region, presence of military forces, etc. This prevents nations from attempting to establish absurd claims that they are unable to enforce.*

National Interest Regions

A third type of region is a subtle variation of the National Region as it is not linked by land to your national soil, and isn't a Colonial Region, but meets all other requirements.

These National Interest Regions are those in which there is no Colonial Penetration by your nation, no use of your National Market (for products) by the population, and does not possess part of your National Stock, but it does possess other factors that tie the region to your nation. These might include a high population loyalty to your nation or a high percentage of your national ethnic group(s) in the region.

A great historical example is the relationship between Hawaii and the USA: the influx of Americans into the islands destabilized the Kingdom of Hawaii, in addition to a small armed uprising by the Americans, and allowed for the establishment of the United States as the dominant colonizing power in the Hawaiian Islands.

Colonial Regions

Please refer to the Colonial Affairs chapter for more information on these types of regions. Basically, a region is either Colonial or it is not. If it is Colonial, then it possesses a value called Colonial Penetration. These regions can be developed over time into Protectorates, Formal Colonies, a Dominion of the British Empire, an American State, or one of your National Regions.

Only Colonial Regions possess a Colonial Penetration factor; this prevents players from attempting to “colonize” other nations’ areas, such as National Regions. See the “Colonial Affairs” chapter for more details.

Subdued Regions, or “The Weird Cases”

A region can be outside all of these classifications. It is theoretically possible that you own a region that is not a Colonial Region, but is also not a National Region or even a region where you have a valid claim. Normally, the game doesn’t allow you to make demands on other countries for such regions, but perhaps you obtained it because of an event or the outcome of a war. In this case, we designate this region as a Subdued Region.

An example of such a situation would be if Austria owned the Moscow region as the result of an Austro-Russian war peace settlement (an extremely weird case!). Moscow is definitely not a Colonial Region, and Austria has absolutely no claim whatsoever on Moscow, but they still own it, hence the status of Subdued Region. It is not abnormal for most players to never see a Subdued Region, but the possibility does exist.

De Jure Regions

Another type of region is the ‘De Jure’ Region (‘By right’ region, abbreviated as DJR)(filter hotkey ALT-3). This is a region that your nation claims, regardless of physical presence or long-standing historical, ethnic, or cultural ties. The United States’ concept of Manifest Destiny, for example, led to the country basically claiming all territory between the Atlantic and Pacific Oceans; some American jingoists even went as far as to claim all of North America for the United States.

Consequently, the game reflects this attitude by giving the United States a DJR claim to all North American regions. This results in a standing CB against any nation holding a region in North America. Effectively, a DJR is a ‘Forced Claim’ or an ‘Artificial Claim’ on a region, with little real legitimacy or international backing but enough to justify expansion into the region.

Example: *One historical example is the USA’s attempt to claim what is now British Columbia (“Fifty-Four Forty or Fight!”) due to vague readings of the Louisiana Purchase agreement and treaties with Great Britain. Ultimately, the USA and Great Britain agreed to draw the boundary line farther south (above present day Washington State).*

De Facto Regions

All the regions that you currently control in time of peace are De Facto Regions (DFR). In all such regions, your troops can move freely without needing a Right of Passage treaty from another country. This type of region does not care about international rights: you can have possession of a DFR because of history or victory in war. You also

have a right to station troops there, even if this is seen as unfair by other countries and is in violation of all international laws. There is a filter around the Mini-Map (hotkey Alt-1) that shows all regions you can enter, including those you legitimately control (i.e., DFRs), enemy regions occupied while at war, and regions through which you have a Right of Passage. Note that your troops can enter an enemy-controlled region regardless of the identity of the legitimate owner.

Example: *An example of this is the regions of the American West: US forces can move from the regions on the Mississippi River across the Great Plains to California.*

Exceptions to the Region Rules

While you can enter all the regions you own (a DFR), your troops can also enter some regions even if they are not a DFR.

Diplomatic Agreements and Region Movement

A typical example is if you have a military treaty (formal Defensive Alliance or Right of Passage agreement) with the target country. For example, Russia and Austria form an alliance that automatically grants each other a Right of Passage for their troops. So don't be surprised if you see Cossacks in Vienna!

Colonial Regions

You can always enter colonial regions freely if they are not a Protectorate, Colony, State or Dominion of another nation—otherwise, you will require a diplomatic agreement to move into the region or a DOW against the owning power. The national territory of Unorganized countries such as China or the Ottoman Empire is a special case that is not Colonial but indicates a “Colonial Status”: you may not freely enter, but you may place certain Colonial Actions. The Map filter (hotkey CTRL-5) will identify Colonial Regions, as does the tooltip when the mouse cursor is over a region. In case of doubt, try to drop your troops into the region: if you can, then it is authorized. An exception to this is if you just prepared a DOW on an organized country and also enter one of its regions with troops: your action will be considered a Sneak Attack and will have severe consequences to your Prestige (as previously noted).

Throughout the game, if you are successful, your Colonial Regions will evolve, allowing for greater levels of political and economic development with your home nation. Simply put, there are two kinds of regions, Colonial Regions and Everything Else, and two forms of political status, War and Peace.

The non-Colonial Regions include National Regions, National Interest Regions, Claimed Regions, and Subdued Regions. Political status will also determine where you can move forces and what actions you can take; in some cases, the only way to get to that desirable unclaimed interior region in Africa is to go to war with the power blocking your way.

If you choose to go the peaceful route, then work on those alliances and the diplomatic game! A Right of Passage agreement can open up many opportunities to spread your empire.

Diplomatic Crisis and Diplomatic Agendas

Overview

There will often be points of friction, tension or perceived provocation between countries. Territorial claims, colonial rivalry, or just threatening troop movements are common examples. When precarious situations develop into open contention, either through the actions of countries or by event, they are referred to as a Crisis. These episodes of diplomatic tension are handled by the Crisis Module, which checks for points of friction in the game and determines the probability of the situation degenerating. If you have a negative relationship with the other country, the probability of the situation worsening is higher, but history also has examples of two countries with cordial relationships having to manage a Crisis, as with the Fashoda Incident between France and Great Britain. In the game, a Crisis is only possible between countries with less than Friendly (25+) relations, although this Crisis limit and other Crisis factors may be modified through the game files.

- If the situation degenerates, you'll be presented with a special message in your Message Log which will be in red and one of the first, if not the first, of all your entries, informing you that you are involved in a Crisis!
- Basically, a Crisis will see two countries vie for supremacy over an item, generally a region (but not always).
- All other major nations in the world will also be invited to join in as a third party. These third parties can decline to join or enter the debate. In the Victorian Era, it was expected that other Great Powers would become involved in a Crisis - either to make peace as a mediator or to ensure their interests were being protected - if they had the slightest of connections to the issue. [Third-party participation and mediation in a crisis are not currently implemented but may be implemented in a patch.]

Solving a Crisis: the Agenda

The best way to think of how the game handles a Crisis is by thinking of poker. Opposing nations place their "bets" (Prestige, Regions, etc.), using the "cards" (the Agenda) they have in their hands as they try to win the "pot" (the Stake); if more than one player is on a side, then they split the "pot" (the Prestige Stash).

The rest of the world is watching your game - if they think it was a fair game (Just Cause), then all is well. Added to this is the skill of the players (Dominance), along with how much was bet (Intensity).

Crisis and Agendas

A Crisis is solved in two parts. Initially, you'll have to plan how to deal with it, and then the game engine will tell you the result in the subsequent turn. In the end, you can evaluate a Crisis outcome on three items:

- If the Initiator of the Crisis got what they wanted (the Stake).
- If one party humiliated the other (gaining much Prestige while the loser lost a significant amount).
- If it degenerated into a war.

You plan for a Crisis with Agendas. Agendas are items you pick up from the Crisis Planning Window. Each agenda can only be picked once per Crisis, so you'll have to plan your strategy accordingly. Also, some

Agendas won't always be available, as some have prerequisites based either on the stats of your ruler or the situation on the map.

Example: *Some powerful Agendas need to have a high diplomacy rating. On the other hand, others require that your ruler has a low aggressiveness rating (measured by Imperialism). Lastly, some will require you to have troops or ships near the Stake or the target country.*

These Agendas are usually very potent and can decide a Crisis by themselves, but there is the risk of a vicious circle occurring. To benefit from the use of some Agendas, you may need to have troops in or adjacent to the region at stake or close to the national soil of the target country beforehand.

However, the movement of troops close to another country or of ships off the disputed territory can themselves create a Crisis. So be warned, a Crisis will not appear out of the blue. A prudent Great Power will watch the actions of other Great Powers in a disputed area and act accordingly. And the actions you take to play these types of Agendas may directly cause another Crisis.

Crisis Elements

We talked about the possible consequences of a Crisis. Let's see how it works and how you can influence its outcome. Several concepts are at play during a Crisis:

- **Crisis Initiator:** The country who is triggering the Crisis (on the left side of the screen), in opposition to the Target country on the right. The Initiator presents a Stake, usually a region, controlled in one manner or another by the Target. The Initiator will try to get the Stake; the Target will try to not lose it.
- **The Prestige Stash:** This is the amount of Prestige that will be shared among the participants of the Crisis when it ends (one way or another). This Prestige amount comes from the participants themselves, for the most part, and a bit from the game engine. If a country is humiliated, it will end up with less Prestige than it had initially. If a country clearly shows its supremacy, then they will end up with more Prestige than it had before. To a lesser extent, this is also true for third parties. If Austria acts as a mediator in a Crisis between Germany and Great Britain and the Crisis does not degenerate into war, then Austria will gain Prestige for being the 'great peacemaker.' The relative size of the countries involved in the Crisis will also play a major role in determining how much Prestige is awarded (Passive-Aggressive Strategy, below)
- **Just Cause:** Just Cause is how the world views the whole Crisis. Other nations will view a Crisis based on who seems to be right or wrong in the ongoing debate and struggle for influence. Just Cause is usually given to the target of the Crisis (in opposition to the Initiator), but not always. Having the Just Cause marker is rather important, as you'll have to commit much less Prestige to the Crisis and it is cheaper to raise both sides' contributions to the stash. Just Cause can be lost to the benefit of the other side through the clever use of some Agendas. For instance, if a country comes with a Forge Claim Agenda and succeeds, then it can very well mean that the country is no longer viewed as a bully but a rightful claimant to the Stake! If you don't want a war, focus on getting Just Cause.
- **Dominance:** Those who appear to have the upper hand in the Crisis. This has nothing to do with being right or wrong, but is simply the measure of the supremacy one country has over the other. Usually, the

side with more Prestige when a Crisis triggers starts with +1 Dominance. Dominance is rated on a symmetric scale, ranging from -3 to +3 (negative values favor the Target, while positive values favor the Initiator), and the dominant side's amount is shown next to its flag.

Example: A +3 Dominance means the Initiator has 3 points of Dominance, while a -3 Dominance means the Target has 3 points of Dominance. If it reaches +3, then the Initiator gets the Stake, and the Crisis ends. If the Dominance attains -3, then the Target has so masterfully humiliated the Initiator that the Crisis ends and the Target receives the lion's share from the Prestige Stash.

- **Crisis Intensity:** Each Crisis has an Intensity rating, from 1 to 100. Of the Intensity rating, 80% is known when you plan your Agendas and up to 20% is completely random. This random amount is secretly added by the game engine (but will not initially go above 95%). Each time you play an Agenda, you'll have to make a Crisis Intensity Check. If you pass it, the Crisis will continue to unfold. If you fail it, then the Crisis is 'Out of Control' and you just slammed the doors shut on all future negotiations. Or perhaps you insulted the other side's envoys, or threatened to go to war and ordered your nation to mobilize but the other side did not back down. In all cases, it went bad and you are seen by the rest of the world as the one who lost Control! In such an event, there is a great likelihood that terrible things will happen in the debriefing portion of the Crisis, from the international humiliation of your nation to a DOW on the other party without a CB, which means you should expect a massive loss of Prestige!

Outcome of a Crisis

So in the end, what are your means, tools, and potential objectives? You can decide to be very aggressive, even at the risk of losing Control, with the potential of achieving Dominance in the Crisis. This would mean you end up with a lot of extra Prestige (after all, you humiliated the other country) and perhaps even the Stake if you were the Initiator.

- **Aggressive Strategy.** You can decide to be very aggressive, even at the risk of losing **Control**, but with the potential of gaining Dominance in the Crisis. This would mean you end up with a lot of extra Prestige and perhaps even the Stake if you were the Initiator.

Example: Germany decides to start a Crisis against France over Morocco. The goal is not to win the Stake in Morocco, but to humiliate France and gain Prestige. Germany's Dominance is a bet — the German player is hoping that the gods of random numbers side with the Kaiser on this one! The result is that Germany forces France to back down and humiliates them on the international stage. Had luck gone the other way, Germany may have lost Control of the situation, and the nations of Europe could have mobilized their armies to stop the German menace!

- **Passive-Aggressive Strategy.** Keep or get Just Cause and make the other side pay. You play a lot of Agendas asking to put extra Prestige in the Stash, knowing you have Just Cause. It will cost you far less than the other country, and this is particularly true if your country initially has less Prestige than the other side. When you add up Prestige in the Stash, this is not a fixed amount but a percentage of your total Prestige.

Imagine that powerful Great Britain argues about an issue with Mexico (an Organized Minor), but then Mexico happens to keep Just Cause and gains an advantage in Dominance. In the end, it can mean several

hundred Prestige points lost by Great Britain that are transferred to Mexico. In historical terms, the Mexican Golden Eagle has twisted the tail of the British Lion for the entire world to see! Had the results been reversed and Great Britain won, it would just have been another example of great powers prevailing over smaller nations.

If you are not sure what to do, there are several computer-suggested strategies with different goals that are worth studying.

Crisis Resolution

Once you have made your plan for a Crisis, it will be automatically saved when you end the turn. Then the game engine will check your Agendas against the other side, see if third parties are playing the mediator or choosing a side, and then determine the outcome.

During the next turn, a new message in red will be in your messages log, the red indicating that there is a Crisis result to check. The window will list what has happened during the rounds of debate that ensued. You will see if the Initiator of the Crisis gets the Stake, and if there were side effects to the Crisis occurring, such as a loss of relationships, effects on Colonial Penetration or control, or even a war between the two main parties. You'll also see who got Prestige from handling the Crisis and who was forced to back down, generally with a sound loss of Prestige.

Mediators

Mediators get Prestige if they prevent the Crisis from getting Out of Control **and** if no nation attains a Dominance of +3, which would mean that one side is humiliated, which is not good for a mediating nation as it raises international tension.

Third parties who supported a nation get Prestige if their side has 'won' the Crisis, meaning that their side has more Dominance than the other (the Crisis did not get out of control because of their side).

An historical example of this is the role played by the United States in ending the Russo-Japanese War. Being a mediator in a Crisis is a great way to gain Prestige without risking a war yourself!

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 tariff than theirs, having an Imperialist ruler or different form of government, presence of local alliances or local support, or just traditional animosity or mistrust.

- 1.1.1 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.

- 1.1.2 Offer Defensive Treaty** (4 Diplomats): This treaty lasts until terminated by cancellation or by failure to perform one's obligations. This obligates 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 prestige. This also provides Mutual Supply and Mutual Passage rights during both peace and war.
- 1.1.3 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.
- 1.1.4 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.
- 1.1.5 Request Passage Right** (1 Diplomat): Ask for the right to move troops on their soil.
- 1.1.6 Propose Commercial Agreement** (1 Diplomat): Propose a Commercial Agreement with the other nation, thus doubling the chance to succeed in transactions between the two. Improves relations, improves mutual access to products, and protects foreign investment if allowed by the local form of government. A commercial agreement is required for any foreign investment in any territory owned by an organized or unorganized country (meaning protectorate status or better), but is not required with tribal regions. (See the discussion of Foreign Investment (p. 102).
- 1.1.7 Offer Peace** (1 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 warscore allows, this improves your ability to improve relations after the war. Every 3 turns of war increases by 1% the chance of the AI offering or accepting peace, up to the current calculated maximum chance. If a peace offer is accepted, both countries are at peace and a one year (24 turn) truce applies. Occupying troops have a 6 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. A tribal relationship will always be at least +1 after a peace settlement. Note that a "Full War" means peace other than by event or total victory is almost impossible (e.g., American Civil War, Taiping rebellion, or Third Carlist War).
- **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. It is much more difficult to take away national regions of the current owner, requiring higher warscore.
 - **Colony Transfer:** Acquire Colonial Areas of Protectorate or Formal Colony status.

- **Liberate Nations:** Free one or more nations oppressed by your enemy. This new nation will include its capital region (which is pre-defined in the game files) and adjacent regions, provided that their majority ethnicity is the same as the new capital. 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. No officers or conscripts are returned to their pool. Automatic garrisons are excluded from this calculation. The larger the army or navy, the larger a victory is needed to demobilize it.

Unilateral Diplomatic Actions

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

- 1.1.8 **Declare War**** (1 Diplomat, 100 PP) a Declaration of War (DOW) requires casus belli unless against a tribal nation).
- Note: If you don't wait one turn before moving into their territory, then it is considered a sneak attack and will cost you a variable amount of Prestige, depending on the target. Sneak attacking a tribal nation is not costly, doing the same against a major power will be perceived as dishonorable (and thus very costly). However, sneak attacks are not currently permitted except by a scenario event.
- 1.1.9 **Promise Local Support**** (2 Diplomats): Tell the other nation that you will support them should a crisis happen. This provides you with a tiny portion of the supported nation's monthly prestige gain, progressively raises relations, and makes potential AI attackers aware of your support. If the supported nation is the target of a DOW, you lose some prestige, lose 25 relations with the attacker, and get mutual Casus Belli with the attacker. Lasts 24 turns.
- 1.1.10 **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.
- 1.1.11 **Give Passage Right**** (1 Diplomat): Give the target nations the right to move Units into your soil.
- 1.1.12 **Forge Casus Belli**** (5 Diplomats, 100 PP): Through clever (or devious) diplomacy, complicated legal maneuvering, or just outright propaganda, a cause is forged to justify a later declaration of war. This item requires Rulers with a minimum of 5 Imperialism points and has a success chance of 2% per Imperialism point of your ruler and associated cabinet. 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).

1.1.13 **Reject a Proposal** (under the “*Treaty to Reply*” view)

Crisis Commands and Options Details [unfinished]

Crisis Actions

Crisis Main Actor	(The GP who starts it)
Crisis Sec. Actor	(GP who responds, includes third-party intervention)
Crisis Placeholder	(Not currently used)
Delay	(Prolong the Crisis) 5 Crisis Control, 50 Protect Just Cause
Debate	(Prolong the Crisis and gain/lose Dominance) 5 Crisis Control -5 Crisis Intensity 25 Protect Just Cause 25 Protect Dominance
Propose Congress	(Both an attempt at resolution and increase Dominance) 10 Crisis Control 10 Crisis Control for Others -5 Crisis Intensity 2 Crisis Prestige 2 Crisis Prestige for Others
Silver Tongue	(Attempt to convince others on your side–Min. 3 Dip. Skill) 5 Crisis Control 100 Protect Just Cause
Pressure Support	(Attempt to use coercion to get others on your side–Min. 3 Imp. Skill) -5 Crisis Control 02 Crisis Prestige 100 Protect Just Cause
Call Press Conference	(Can use to win/lose Dominance) -3 Crisis Control -5 Crisis Control for Others 2 Crisis Intensity 50 Just Cause 50 Protect Just Cause
Conciliation	(Attempt to resolve the Crisis)
Contest on Legal Points	(Attempt to prolong the Crisis–Min 3 Dip. Skill) -5 Crisis Control 5 Crisis Intensity 50 Just Cause 100 Protect Just Cause
Take the World as Witness	(Attempt to Delay and Gain Just Cause) -50 Dominance 2 Crisis Prestige 50 Just Cause
Forge Claim	
Hostile Press Campaign	
Great Discourse	
Issue Warning	
Issue Ultimatum	
Army Maneuver	
Gunship Diplomacy	
Partial Mobilization	
Diplomatic Insult	
Break Treaty	
Break Commercial Agreement	
We were there	
Find Agreement	
Arbitrate Crisis	
Great Conciliation Discourse	
Masterful Arbitration	
House is burning anyway	
Support Ally	
Side as expected	
Favor supported side	
Smear the other side	
Push to war	
Arbitrate issue honorably	
Temp Mutual Passage	

Campaign Strategies

Pride of Nations strategy can be complex, but below is a brief introduction to strategies to get players started in the game. Extensive discussion of strategies and other topics of interest can be found on-line in the discussion forums for the game at paradoxplaza.com.

General Strategy

Economics: Never forget economics, but don't obsess over it every turn either – the key things to check each turn are that you have enough State Funds, Private Capital, and other inputs for your economy to operate its production and trade cycle. Check the Asset Balance window for looming shortages. Offering products for export and increasing the percentage of stockpile sold to your internal market will help burn off any surpluses you see accumulating and bring in needed Private Capital. Looming shortages of key products can be dealt with in the short term by importing more and by cutting the domestic market's access to the stockpile of that product. Having merchant fleets in all important MTBs is necessary to make the best use of import (and export) opportunities. Warning messages should alert you to other economic difficulties.

If things are moving smoothly, take a close look at the whole economy every 3 to 6 months. Structures are large long-term capital investments, so consider carefully their costs and benefits and (with factories) the need to "keep them fed" with inputs. You may want to stock up on key items that you have to import. Sometimes it is much cheaper to import something than make it yourself, but one thing every power needs is a steady supply of Manufactured Goods – there are several ways to make these, but the safest is probably a Canned Goods Factory that uses plentiful Preserved Food as an input because you don't need Mechanical Parts or Minerals, both of which can become in short supply. You can never have too many Manufactured Goods – sell those you don't use yourself.

Once you have adequate State Funds to meet your expenses and any anticipated military building needs, the priority should be on Private Capital since that is how you grow the economy. Building a strong merchant marine will repay the investment as you become a trading power, but you don't need to be in every MTB. Railroads make transport of troops and supplies much easier and are a big boost to your economy, so should be built aggressively in your major economic centers, but not indiscriminately because they are also big consumers of fuel (i.e., coal) and you want to avoid shortages of that critical resource.

Diplomacy: This starts simple. With everyone other than your intended targets in future wars over territory, build good relations and enter into selective Commercial Agreements. Be cautious with commitments that involve potential entanglements in unwanted conflicts – Defensive Alliances and Local Support have both benefits and risks.

Classes of diplomats graduate only twice per year, so keep a reserve of diplomats on hand at all times as a precaution. Crises have been rare in recent patches, but expect to see more –they usually don't come as a surprise, so you can often prepare by positioning troops near the region involved. Decide what your goal is when one arises and take the AI's advice if you don't know what to do.

The Military: Your military policies depend on the country and circumstances. Some key things to remember:

- The economy is the foundation of military power – focus on private capital and develop the economy first.
- Armies are best raised gradually over time from your flow of officers and conscripts.
- Navies take a long time to build, but chances are you probably have all you need unless your goal is to win great naval battles – even a modest navy can be effective at commerce raiding and escort in MTBs.
- Maintenance and upgrading both have a cost – don't recruit too far ahead of need.
- If you have the manpower, raise fortress and garrison troops for guarding key regions and police duties. Posting them in Forts with Fortress artillery creates a powerful position and frees your mobile forces for action.

- Use the right leaders and troops for the job. In particular, good leaders with fast troops for chasing down rebels and raiders. Use Colonial Unit types for the colonies – in a pinch they can serve the homeland as well.
- Understand how Supplies work, build Supply Wagons, build Supply infrastructure.

Colonization: Countries with existing colonial empires should attend to them and work to extend, improve and secure them in cost-effective ways (e.g., some Colonial Actions provide substantial prestige gains, while others have value only as part of long-term development of a region). Beware of committing too many resources at the expense of your economy. Even if you have suitable SOI areas and a full range of colonial options (some powers do not, particularly at the start), proceed with caution since colonies are expensive to establish, and best pursued after you are wealthy, not before. Pre-empting your adversaries in key SOI areas is important, but you just need to keep ahead of them – don't overstretch. You have a lot of time.

Austria

To win, Austria must first not lose. The Austrian Empire has its hands full containing Prussia and trying to clip its wings in Germany, managing a heterogeneous empire, trying to expand in the Balkans, keeping a grip on Italy, and keeping an eye on Russia. Unless it is very successful in achieving these objectives, it will have few resources and little attention to spare to use its limited means of colonization. Moreover, on the default game settings SOI prestige penalties discourage colonization.

To survive, the Austrian Habsburgs have developed patience, diplomatic skills, a realistic sense of European geopolitics, and skills in keeping the many minorities of the empire under control. Although the once dangerous Ottomans are now a territorial opportunity rather than a threat, Austria must remain wary of Great Powers on all sides. Prussia is Austria's long-term rival for influence in the German states but sometimes an ally. In the period of the game, a test of military strength should be expected. Russia has historically been a friend in need, but a breach over the Ottoman Empire is likely. Austria needs to avoid, however, war against a Prussian-Russian alliance.

France is not the overpowering menace of four decades earlier, but it remains ambitious and likely to try to play Austria and Prussia off against one another. Although in the long-run it may find the unification of Germany the real threat and ally with Austria, in the short-run it has an interest in supporting the creation of Italy at the expense of Austria's Italian territories. Italy, if formed, will not be satisfied until it has pressed its irredentist border claims and is likely to interfere in the Balkans. Good relations with France and stationing troops in Italian minor states can discourage some pro-unification developments, but the tide of history is strong.

Great Britain would make a useful ally, but will have little interest in being drawn into continental wars. Austria has long had good relations with many German states, and should continue to cultivate those and seek as many allies as possible for a confrontation with Prussia. Even a minor state army of 50,000 men means a net swing of 100,000 men if it chooses one side rather than the other.

The Austrian Empire, if not large, is at least compact, with defensible mountainous borders on several fronts and an advantage of interior lines maximized by strategic railroads. The border is too long to defend with fortifications. Fortified bases of maneuver and transportation and logistics to support the field armies will be important. Although it has little coastline, Austria does have an interest in having a substantial merchant fleet and sufficient escorts to protect it. This merchant fleet is a key part of a policy of economic and technological development of the entire empire, but beginning with the most valuable regions and with a clear view to the defensibility of those core economic regions.

Belgium

Belgium has a strong starting economy (though beware of risks of overproduction of unsellable textiles and steel early on and excessive exports of industrial materials) and should play to that strength as a strong industrial and trading power while maintaining good relations, and an alliance if possible, with Great Britain, France, and Prussia. France has some territorial claims it might press, and the Dutch are a threat as they seek to regain control of Belgian territory. Belgium should heavily fortify to discourage and delay hostile action. If the King of the Belgians has territorial ambitions in the Netherlands, he will need to turn on the Extended Claims option to allow expansion into normally unclaimed regions.

Early colonial efforts should be modest, focused mainly on prestige-building expeditions and early-stage penetration since the high-end Colonial Actions are limited. A full range of colonial options will open after a few decades, allowing aggressive colonization in central Africa.

France

France begins the period as the second most prestigious Great Power, strong but lagging behind Great Britain in the strength of its economy, fleet, and colonial empire, and lagging behind Russia in the size of its army. There are immediately things to do abroad in colonial settlements, but too much activity gets to be a large diversion of resources that retards economic and technological progress. As the French are particularly susceptible to unrest, satisfying the domestic market with a wide range of products is an important and continuing goal, and fortunately one that meshes well with domestic industrial and resource development and developing global trade to rival Great Britain.

After centuries of rivalry with the English and exhaustion by the drain in blood and treasure of Napoleon's wars to dominate Europe, France has receded behind Great Britain in overall power and has settled into a less overtly aggressive role in Europe and a relatively amicable rivalry with the English. It should stay amicable – while both will suffer, France may suffer more in a major war with Great Britain, particularly if otherwise engaged in Europe. A good relationship with London greatly affects naval policy – the fleet then need only be enough to overawe natives, patrol the colonial seas, and defeat the fleet of any single power other than Great Britain. Fortunately, France has lots of room for colonization without confronting the British in a direct contest.

France needs to decide upon policies in a number of other geographic areas. Peace and friendship with Belgium, or press territorial claims? Oppose the rise of Prussia as a threat, or let the Austrians lost that struggle while focusing attention elsewhere? Support Sardinia-Piedmont to recover France's Alpine claims and create a future ally in the Mediterranean, or take the needed regions, reach an accommodation with Austria, and prevent Italy from forming as a rival? Pursue French interests in Morocco and use necessary measures to remove Spanish influence, or cultivate Spain as a friendly trading partner and potential ally? Ally with Russia against the central European powers, or oppose Russian ambitions in the Mediterranean and support the Ottomans?

Globally, France has colonial possessions in South America, Africa, Southeast Asia, and the Pacific, and opportunities to acquire many more. Regardless of where and how aggressively colonization will be pressed, France needs to identify where its key naval bases and garrisons will be located around the globe and develop the infrastructure there to support its wide-flung merchant and naval fleets and the armies needed to protect and expand its colonial influence. In addition to the main naval base at Toulon, obvious choices for (expensive) improvements are development of major naval bases in Senegal, Madagascar, and Saigon, as well as developing decent harbors in French Guinea, the horn of Africa, Tunisia, and Polynesia. Connecting the world's oceans by building French canals through Panama and Egypt would be a strategic coup for French global power and prestige, but wealth is needed to make such efforts.

France starts the game with worldwide interests, but it must focus more attention on Europe as German power rises. The French Army is comfortably large and strong in 1850, but don't get too comfortable. The main expansion in size will probably be in troops destined for the colonies, but do not neglect border defences, well addressed by building forts, fortress and garrison troops, and fortress and coastal artillery on the eastern border and around Paris. These will be a major obstacle to an invader even if they strike when there are few mobile forces in France, making this a good strategy both for a pacifist government or an imperialist one seeking freedom of action to send its mobile army overseas. Either way, the merchant marine and colonial forces need to be expanded. A more militarist administration would prepare for offensive action in Europe by investing State Funds in military technologies and turning the constant flow of officers and conscripts into build entire new corps with organic artillery and HQ elements, substantial cavalry forces, supporting divisions, specialist troops such as marines, engineers, and hospital units, and such essentials as plentiful Supply Wagons and transport ships with escorts. And, of course, Imperial Guards in resplendent uniforms for the glory of the Emperor.

Great Britain

Although Great Britain begins with global primacy, it also begins with a range of global commitments to manage while trying to maintain that primacy, as well as a potentially disorienting menu of colonial opportunities. Even ample British resources can be overstretched, particularly by major events such as the Sepoy Rebellion. If by diplomacy it can avoid being sapped by major wars and maneuver its rivals against each other, Great Britain should be able to maintain its position as the most prestigious and leading industrial power and trading power indefinitely.

The principal means of maintaining primacy is, as it was historically, playing other nations against each other to efficiently maintain the balance of power in order to prevent a true rival from emerging and dominating Europe. The likely rivals are France, Prussia (later Germany), and Russia. Fortunately, the rivalries among neighboring European empires provide opportunities to maintain the balance. Supporting the Ottoman Empire and Austria can help contain Russia, while Russia can be a check on Austria and Prussia. France is interested in preventing German unification and in curbing Austrian influence in both Germany and Italy, and would like its hands free for colonial development. Austria, surrounded in central Europe, may be a potential ally or enemy of any of its neighbors.

France alone is an important colonial rival, yet is likely to get along well with Britain because a serious global war between them, or even a prolonged buildup across the channel, weakens their position elsewhere. At sea, France would be able to seriously disrupt British trade. So be cautious friends with France and be sure of your footing before pushing it too hard in a crisis. Because of your economic and naval strength, other powers will have a hard time reaching you to hurt you, but you may have a hard time putting pressure on them. Historically, for a century after the Napoleonic Wars, Britain relied heavily on naval power and avoided committing an army to a major war on the Continent. Find allies and have them fight the war for you.

This does not mean that the Empire can skimp on armies and navies. The extensive empire requires troops, and unrest in India in particular is an early game challenge. Britain itself is usually relatively weakly defended and unfortified on land because it rests behind the shield provided by the British navy, with multiple squadrons standing ready to intercept enemy ships approaching its shores – make sure those squadrons are there and ready to intercept when needed! But the navy may be stretched to weakness by global obligations, and the British player may decide in time that as a matter of policy it is not enough simply to have the largest navy in the world – Great Britain must have a fleet that is a match for the second and third largest fleets combined! This is the “two power standard” policy that resulted in the naval arms race around the turn of the century.

In history, Great Britain and the United States managed to peacefully resolve Canadian frontier issues and incidents during the American Civil War that took them to the brink of war, but events could have flowed otherwise, and players may prefer an alternate history. While the balance in Europe is always the focal point of geopolitics, Great Britain has an interest in a strong Canada, checking the growth of American power globally and keeping it preoccupied internally. Frontier pressure in the west and aid to the Confederacy later are both ways to keep the upstart ex-colonials in their place.

Japan

Japan is a very different country to play and requires Zen-like patience in the early years as it lags technologically and remains a largely closed society. Only after the Meiji Restoration does Japan gain the means to develop its Great Power status and seek to dominate its region. In doing so, Japan must build a new modern army and fleet – the traditional Units do not upgrade and are useful mainly for garrison and police duty.

For the first decades, then, Japan should focus unit construction on merchant ships for trade and focus its strategy on laying the groundwork for the future economically, diplomatically, and technologically. It is not necessary to seek to conquer the Ryukyus – they will fall under the control of the Emperor in the course of events. The most obvious and historical target for expansion is Korea, which unfortunately is a vassal of China, who will not willingly yield control.

Ottoman Empire

The Ottoman Empire in the nineteenth century was called the “sick man of Europe.” Its collapse was always expected, but in fact it survived into the 20th Century. The Empire played a crucial role in the balance of power among the leading nations since it blocked Russian aspirations in the Eastern Mediterranean areas; for this reason it was supported by Western powers against Russia several times. Although playable, it is not a starting Great Power because of these weaknesses. A skilled player, however, may be able to make it survive and even thrive, and take advantage of its variety of colonial and strategic opportunities.

The Ottoman Empire starts weak and needs to focus on slowly building its economic strength in selected regions and its defenses against Russia, although Austria also has territorial ambitions. Your military forces will be split between watching or defending against Russia and suppressing domestic rebellions. Rugged terrain on the eastern border and forts both in the east and on the Danube will help check the Russians – the Russians can be worn down by besieging you under strain from harsh weather and short supplies. Seek defensive alliances where you can find them – Great Britain and France are most important. Railroads are expensive – a roads program is more manageable and helps both the economy and the military.

Your navy is important for trade and to block Russian naval landings on your coast, but conserve it and hope for Western navies to provide assistance if it comes to war with Russia and their Baltic Fleet sails south to join their Black Sea Fleet. You may be forced into port where you keep your fleet as a force in being and hope to defeat Russian squadrons piecemeal. If your allies destroy or bottle up the Russian Baltic Fleet, you can gain the intelligence advantage of blockading the Black Sea coasts and tactical advantages from landing and evacuating troops at will to interfere with Russian lines of communication or reinforce either side of the Black Sea while the Russians need to take the long land march around. This may enable you to concentrate on one front and win some key victories that will yield a white peace. Aside from Russia, you have to defend your position in the Balkans and may exercise aggressive strategic options with Egypt, Persia, and the Arab states.

Prussia

After the French Revolutionary and Napoleonic Wars drained France of manpower and grand territorial ambitions in Europe, Prussia became the rising expansionist power of the 19th and early 20th Centuries. Struggling against Austrian influence among the German states, Prussia by diplomatic and military means established itself as the leading promoter and beneficiary of German nationalism. In the game, as in history, Prussia is focused on the goal of unifying Germany. As the revolutionary anthem “Deutschlandlied” proclaimed in the 1840s, “Deutschland über alles” – achieving a united Germany must above all be the goal. Only after this is achieved can Germany devote resources and attention to a full range of colonial adventures.

“Peaceful” unification will come in stages, northern Germany first and southern Germany second. There is likely to be war involved, however. A short review of history should reveal that Prussia must expect to confront and defeat in turn Denmark, Austria, and then France on the field of battle in order to realize unification. Prussia was called “an army with a state, rather than a state with an army,” and a strong army must remain the focus as it grows into Germany. Meanwhile it should push its strong research capabilities to strengthen the army and the economy. Prussia benefits particularly from railroad technology, because its regions are few but wealthy and railroads are essential to benefit from Prussia’s interior lines against surrounding powers by rapid movement of the army and supplies.

Russia

Russia has a large territory to manage and to colonize, large untapped resources, and a large army, and must make the most of each. So long as the capital at St. Petersburg can be held, Russia is hard to convincingly defeat because of its size. Even if the main Russian armies can be crushed, new armies and partisan bands can arise in numbers formidable enough to overrun any small garrisons. Together with logistical challenges, this makes it very difficult for an army to effectively occupy Russia.

Russian policy in general should be built upon placing a formidable army on the frontiers, non-merchant fleets in port, keeping a patient eye on European opportunities, developing the resources of the country, modernization, reform as necessary to maintain control, and actively colonizing in Siberia and the Asian periphery.

Sweden may seek to recover Finland, but alone it is no military threat. While a weak Russia is desirable for them, war with Russia is not in the interest of either Prussia or Austria, both focused on control of Germany. Japan is a problem for the 20th Century. Russia’s attention instead focuses south, first of all upon the Ottoman Empire. It is weak and tempting prey, readily defeated if it fights alone – unfortunately, the Western powers don’t want to see Russian influence extend into the Mediterranean or Near East and are likely to fight in support of the Ottomans. The combined Russian fleets can overwhelm the Ottoman navy and secure the Black Sea, which allows the freedom to bypass the defensible terrain on the frontiers and land in Anatolia to cut off Constantinople. However, if Great Britain or France actively intervenes then Russia may best be served by raiding their trade and using the fleet cautiously.

Russia has a few scattered industrial centers and a railroad building project already in process in 1850. Early industrial development should focus on the Moscow-St. Petersburg rail network as well as more isolated industrial centers such as Riga, Kiev, and Perm (with the Iron mines in neighboring Ufa). Russia should also invest in expanding production of key industrial resources such as iron, coal and minerals – untapped resources are available in the south, and in time the vast resources of the country can be made available to satisfy the population and sell on international markets. Remember that within the vast scope of Russia, resources require only an adjoining Collection Point to reach the stockpile, not a road or railroad connection across the country, so create roads and especially railroads with caution. Russia's existing Mfg Goods factories rely on Mechanical Parts, which are often unavailable on the world market, so setting up domestic production in a high efficiency region should be a priority.

Sardinia-Piedmont

Piedmont's great goal is the unification of Italy, something which it is unlikely to achieve by a solo war against Austria (although if Austria is laid prostrate by another foe, there is an opportunity). Although France has territorial claims against Piedmont, these historically were conceded in exchange for support in achieving the much greater prize of Italian unification, and there are events that can take you down the path of a war of full unification in 1859 to take Austria's Italian possessions (at the cost of conceding French claims). The peaceful alternative is to maintain good relations, consolidate the non-Austrian portion of Italy by playing decisions to build minor state loyalties to the idea of "Italy," and just bide your time until Austria is vulnerable due to another war. In either case, building good relations with France should be a cornerstone of Piedmont's strategy.

Like Prussia, Sardinia-Piedmont must focus literally on nation-building at home before it receives the full range of options for colonial expansion abroad. It is a small Kingdom and reliant on imports, so developing and extending its natural resources and cultivating sources of supply should be a priority (which may include early foreign investments). Lack of domestic coal at the start is the prime economic concern – try to open mines in Tuscany and France, and import to stockpile heavily. An efficient economy is crucial – concentrate railroads and industry together to save initial and operating costs.

United States

Except for an inevitable and normally winnable (though extremely costly) civil war, the United States will spend almost all of the 19th Century focused on economic growth in the east and a continual process of Indian wars, settlement, and development in its vast western wilderness. The achievement of western settlement will take place primarily through Colonial Actions.

Western settlement is an abbreviated colonial process since the USA starts with legal authority over all of it. California, Texas, and the trans-Mississippi tier of areas including Louisiana, Arkansas, Missouri and Iowa are already full states, though some have regions under native control. Kansas, Washington and Oregon Territories start as Formal Colonies (think in terms of having a formally organized Territorial government), and the other future states are all Protectorates. Minnesota can be made a Colony immediately. For the others to be eligible, it is only necessary to increase the capital region's Development to 20 and Colonial Penetration to 50, and have 40 average CP for the whole Territory. If colonial status is achieved within a reasonable historical timeframe, then Statehood follows by event. Note that it appears that colonization in Arizona and Oklahoma is subject to trigger conditions.

The tribes present are all friendly or neutral. It may be possible to take their land without an Indian war by skillfully raising your Colonial Penetration. You can start with Merchants (which provide both CP and Development over time) and move on to Trading Posts. You can also negotiate with local Chiefs - Bribes from 5 CP, a Treaty at 10, and Cede Territory from 15-35. There are a variety of ways to grow average CP from 35.

Military Pacification and Gunboat/Naval Actions (if you can get ships nearby) are useful during the 35-50 CP range, but you can also use Colonial Actions intended for higher CP levels to close the CP gap – be aware, however, that you may want them available later. The big exception is Immigrants, which is repeatable and playable up to 100% CP when you run out of other options, but immigrants do require a minimum 15% Loyalty in the region to feel comfortable settling in the wilderness.

Mission, School, Road, and Telegraph are valuable past 50CP. Use a logical sequence based on the CP range allowed. Military Outpost is useful to raise CP at 70% up to 75%, but there are tactical reasons to build one early. Save Colonial Actions with the highest cap to "top off" the Territory - putting in a Railroad too early can reduce options for later development. In the forum strategy guide section there is a chart mapping out Colonial Actions by effects and different levels of CP.

You can settle the west peacefully, but there is always the chance that you or the natives will turn hostile. Their Units are skilled raiders, and you will need military outposts or detachments along each railroad-based axis of advance into the West, plus mobile forces of cavalry and horse artillery under capable leaders to chase the Indians down. You don't need to control all of a tribe's regions or all of a state to change its status. If at war with Indian tribes, don't accept peace until they accept annexation.

Strategy for Other Countries

The following discusses countries which are not selectable in the game menu currently because the decisions, decrees, events and other gameplay attributes have not been developed as much as for the playable list of countries, but any country may be switched to and played by use of the console commands or through a MOD. As mentioned above, they are unfinished and not officially playable, so your experience may vary.

Spain (user mod available)

Spain begins with a reasonably diverse economy, including factories, and a substantial merchant fleet, allowing it to develop as a major trading power. Spain was a Great Power for centuries but recently on the decline. It still holds remnants of its once-global colonial empire in Asia, Africa and the Americas, providing bases for pursuit of global interests with its substantial army and fleet. A full range of Colonial Actions are available to further develop or expand these footholds in a "what if?" alternative history in which Spain is not preoccupied with internal affairs. Spain's favorable SOIs for expansion are clustered in NW Africa, so a more aggressive Spain may want to customize the game options to accommodate broader expansion.

The US is a long-run colonial threat that Spain will not be able to counter in raw power. Other than that, Spain has no obvious enemies so long as it avoids confrontation with France, particularly over Morocco. Indeed, an alliance with France may provide low-risk security as it secures the northern border while France bears the brunt of any war while providing Spain with opportunities. Great Britain is also a good ally, so long as that does not draw Spain into a land war with France. Spain requires only enough ground troops at home to maintain domestic order and provide a strategic reserve for its overseas colonial armies, so it can focus on its merchant marine and naval forces. Spain can dominate the Straits of Gibraltar from both shores and this offers its navy a central position between the Mediterranean and North Atlantic/North Sea naval theatres where it can intervene quickly in either or just safely threaten transit between the Mediterranean and Atlantic. Heavy seagoing ships can be used in peacetime to defend colonial possessions while lighter coastal craft can serve in home waters.

China (Qing Dynasty)

Napoleon called China a “sleeping giant,” with great potential as a power but only if modernized and developed – something the Manchu Qing dynasty was loathe to do as it risked regime stability. China is full of potentially valuable resource provinces, but few are developed and of limited diversity. At the start, its private capital and industrial sector are small and it cannot build new factories, although textiles soon become available. China starts with some coal extraction, a tiny but important Mfg Goods industry in Peking (Baoding) and Canton that relies only on Iron, and significant craftsmen production. It has Rice to feed the people, Tea for domestic use and export sales, and Silk for export at the start. China’s first major purchase is likely to be an Iron Mine to ensure the factories keep running, or Silk trees for export. China is populous so most regions are served by Level 3+ Cities as Collection Points and many regions have Roads or Tracks that make development feasible. Focusing development in a protected core of regions in north and central China is desirable. China can’t build railroads in the 1850s but can build river shipping that enables riverine transport of troops and supplies deep inland and along the coast. Trade is important, and if enough products are offered then foreign merchant ships will come from the powers to buy. Given that China is Closed and uncompetitive, it is hard to buy imports that are in strong demand from others on the world market. With trade, Private Capital is not the main constraint on development – Mfg Goods, the limits on improvements in transportation, and the scope of technologically feasible opportunities to use it are the limiting factors. This may encourage high rates of taxation to divert more resources to State purposes.

The coming Taiping rebellion in the south and ongoing Great Power interest in China’s claimed territory and resources are the main threats it faces (e.g., Russian colonialism in Siberia, French encroachment in Indochina). Its manpower and army are large and can field very large stacks due to the low Command Point cost of its Units (e.g., a corps-equivalent “banner” is treated as a 2 CmdP Western brigade), but the army is relatively ineffective compared with modern troops. Troops with firearms are generally better than those with traditional weapons, though either will serve as a gendarmerie to discourage revolt. Major advances require technological development, which is slow.

China’s name means “Middle Kingdom,” and changes of dynasties did little to change the view of its surrounding neighbors as either vassals or enemies – never as equals to the Emperor. China generally tried to maintain a closed economy and closed borders to preserve stability, while the surrounding circle of vassal tributaries received the valuable privilege of sending trade embassies to the Emperor. The Great Powers, however, fail to show respect for Chinese diplomatic traditions and lack interest in becoming vassals.

China starts in alliance with Korea, its historical “little brother” vassal state, and can expect eventual conflict with Russia and Japan in the northeast, France in Indochina, and interest from European powers on the rich coastline. China has extensive claims on non-national regions in most directions – some “owned” and some not. China can assert its claims either by conquest or by the sometimes difficult process of turning these areas into vassals – either takes time given China’s few available diplomatic and colonial actions, so China must play the long game. China receives only 2 Diplomats every 6 months, so these must be used with care.

Indeed, China’s Colonial Actions are limited and are tailored only for creating Vassals: Merchants, Military Pacification, Military Retaliation and Create Vassal. Merchant concessions can raise Colonial Penetration to 15 (China does not permit the Trading Post follow-up). Military Pacification can slowly raise CP (among other effects) between 10 and 50 CP, and a Vassal relationship can be created with 50 CP in the capital and an average of 35 CP elsewhere (more stringent than a Western Protectorate’s CP requirements). Since Pacification requires the region be China’s or allied, a peaceful approach to Vassalage of an existing state requires an alliance so that CP can be raised beyond 35 in the colonial capital. Retaliation is a tool for brutally crushing revolts but is useless for vassalization because it hurts CP. Colonial and military efforts are interesting to play, but beware of excessive diversion of resources to these.

Appendices

Glossary and Abbreviations

- Aide de Camp: A leader with a Strategic Rating of 5+ in a Force commanded by another leader.
- Allied: Nation with which you have a Defensive Treaty.
- Automatic Garrison: A static garrison automatically mustered within an Outpost, Fort or Depot when enemy are present in the region, and disappear when they leave. Its strength is proportional to structure level. Garrison elements may consume replacements if destroyed: One replacement of the correct type is paid by the owning nation for each destroyed element of the garrison. If the cost can't be paid, there is a pro-rated chance that the structure is razed instead (which may represent heavy losses or a successful Native uprising).
- Contentment: Level of Satisfaction in one of your national regions. See pp. 86, 91.
- CmdP: Command Point – provided by Leaders and some Elements.
- CP: Colonial Penetration, the value of your Great Power's colonial influence in a region.
- CPT: a Collection Point that gathers production to make it available to your national stockpile.
- Development Level: The general level of economic and civil development in a region. This tends to increase, but may decay in a region that is currently pillaged. It is a prerequisite for certain Colonial Actions or structures and has a variety of effects, among them increasing Productivity, population growth, urbanization, supplies generation and Safe Supply Limit, as well as reducing attrition and being factored into other game calculations.
- Element: These are the sub-unit building blocks of Units. They have their own attributes but cannot be moved among Units. These may represent a ship, group of small ships, an artillery battery, or a battalion or regiment of infantry or cavalry. An element is destroyed once it takes its maximum number of allowed hits and its health reaches zero.
- Force: A generic term describing one or more land or naval Units moving and fighting together. You issue orders to Forces. Can also be referred to as a stack.
- Friendly: Nationality with a relationship of +25 or better with you.
- Large Force: A Large Force is a Force that contains 49+ elements or 49+ CmdP of Units and less than 3 cavalry elements, meaning a force with 4+ cavalry elements is not considered Large (since it is adequately screened).
- MC: Military Control percentage.
- NM: National Morale, a measure of your nation's will to fight.
- PP: Prestige Point.
- Small Force: A Small Force is a Force that contains not more than 2 elements other than a leader and that costs no more than 2 CmdP.
- Satisfaction = Contentment.
- Stack: a "Force".
- Supplies: General Supply or Ammunition – both Commodity Supplies (located in the stockpile) and Field Supplies (on the map or carried by Units).
- Support Units: Leaders, Transports, Merchant Ships, Artillery, Supply Wagons, Police, Engineers of all types (including Labor and Pioneer elements), Observation Balloons, Signals, Field Hospitals, Prospectors, and certain other non-combat troops (elements that will normally not fight in the front line in battle). This is indicated in the element panel.
- Symbolic Objective: A national capital or other objective that reduces the likelihood of an element routing.

- Trait: Permanent national characteristics defining nation-specific modifiers in a campaign.
- Unit: The smallest Force you can manipulate in the game, comprising one or more elements. Leaders are a special kind of one-element Unit.

Terrain Summary for Land Units

Terrain Type	EFFECT ON MOVEMENT/SUPPLY	COMBAT EFFECTS (ATK/DEF)	OTHER EFFECTS	NOTES
ROADS	Treat as clear terrain, regardless of actual terrain			
CLEAR			Foraging Bonus	
WOODS	Slight Penalty	Atk: None Def: Slight Bonus		
FOREST	Moderate Penalty	Atk: None Def: Moderate Bonus		
MARSHES	Severe Penalty	Atk: None Def: Moderate Bonus	Hide Bonus	See Note 2
WILDERNESS	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus	See Note 3
MOUNTAIN	Severe Penalty	Atk: Severe Penalty Def: None	Hide Bonus Limited Foraging	See Note 4
MAJOR RIVER/ LAKE	Severe Penalty	Atk: None Def: Major Bonus	May freeze during Winter	See Note 5
MINOR RIVER	Moderate Penalty	Atk: None Def: Minor Bonus		See Note 5
FERRY/BRIDGE	Moderate Penalty	Atk: None Def: Minor Bonus	Negated if Frozen	See Note 5
SHALLOW WATER	Moderate Penalty		May freeze during Winter	
COASTAL WATER	Impassable			
OCEAN	Impassable			

Notes:

1. Irregular/Light Units receive Slight Combat Bonus (Atk), receive Major Combat Bonus when Ambushing
2. Irregular/Light Units receive Moderate Combat Bonus (Atk) when Ambushing
3. Irregular/Light Units receive Moderate Combat Bonus (Atk) when Ambushing, increased movement penalties for wheeled and mounted Units
4. Friendly Forces attacking across a river (major or minor) do not incur a penalty if the region has a level of Friendly military control greater than 10%

Shortcut Keys and Commands

Zooming

Mouse wheel: Zoom in/Zoom out

Click on mouse wheel: Alternate between maximum and minimum Zoom levels

End: Alternate between maximum and minimum Zoom levels

Page Up: Zoom in

Page Down: Zoom out

Manipulating Forces (Stacks)

Left-click: Select a Force

Right-click: Deselect (and returns to message display)

[CTRL]+click: Cycle through the various Forces in the region

Drag and drop on another region: Move

Drag and drop on same region: Cancel move

Drag and drop on another Force: Either intercept an enemy or merge with a friendly Force

Drag and drop on city, port: Enter the structure

Drag and drop on a tab: Merge with this Force

Del: Cancel the last leg of a Force's movement path

C: Center map on selected Force

[Shift] When a CiC's Force is selected: see the Army Command Radius

[Shift] When another Force is selected: see the nearby regions and nature of the links

E/R: Cycle through land Forces. Simultaneously press **[CTRL]** to skip stationary Units

T/Y: Cycle through naval Forces. Simultaneously press **[CTRL]** to skip stationary Units

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

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

[CTRL]+ L: Lock/unlock all Forces (prevents a Force dropped onto another Force from merging)

Right-click on a tab: Lock/unlock this Force

Spacebar: Cycles through Modes if Message Log is visible; puts troops on Sentry if Unit Panel is open.

TAB: Switch Map filter

F1: National Summary

F2: List of Forces

F3: War Ministry

F4: Ministry of Industry and Commerce

F5: Strategic Map

F6: Regional Census

F7: Academy of Sciences

F8: Ministry of Colonial Affairs

F9: Foreign Ministry

F10: Scores and Objectives

In the Unit Panel:

CTRL-click: Select/deselect multiple Units

Mouse wheel scroll: Cycle through the list of Units

Select Unit(s) then drag and drop on the map: Create a new Army/Fleet Force. This is also used for disembarking on 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 **T**own/Structure upon reaching destination

Shift+F: Build **F**ort (if conditions met)

Shift+D: Build **D**epot (if conditions met)

Shift+S: Sortie from structure

Shift+M: Forced **M**arch

Shift+A: Set an **A**mbush

Shift+R: **R**aze Fort (if Level 1)

Shift+B: **B**urn/Raze Structure (if conditions met)

Shift+B: **B**ombard (naval Units)

[CTRL]+C: Combine.

Messages Log:

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

Double-click: Displays message content (if message is red) and opens any 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). You can successively back up to earlier turns if the game is set to save that number of backups.

Key: Labor Classes: M=Middle, W= Worker, S= Servile, P=Peasant, PP=Prestige Points. Labor can be substituted, such as S for P (with only partial efficiency) or P for W. All production structures consume Private Capital (or £). Advanced Level 2 & 3 structures require added inputs/labor, notably Coal, Chem and Mech Parts. All structures have 3 Levels except as noted under “Production.” Factories at higher levels generate PP.

<u>Production</u>		<u>Requirements</u>	<u>Lev 1 Resource/Raw Materials</u>	<u>Output</u>
Money	(£)	Population	Taxes	£
Coal	(Co)	Coal Extraction	Co, W	Co
Rubber	(Rb)	Rubber Trees	Rb, P	Rb
Iron	(Ir)	Iron Extraction	Ir, W	Ir
Minerals	(Mn)	Minerals Quarry	Mn, W	Mn
Nitrates	(Nt)	Nitrates Quarry	Nt, W	Nt
Tropical Fruits	(TF)	Tropical Fruits Farm	TF, P	TF
Fruits	(Fr)	Fruits	Fr, P	Fr
Wines	(WI)	Vineyard	Fr, P	WI
Sugar	(Sg)	Sugar Field	Sg, P	Sg
Rum	(Rm)	Pot Still	Sg, P	Rm
Cattle	(Ca)	Cattle Farm	Ca, P	Ca
Fish ^(L1 2)	(Fi)	Fishermen Port	Fi, P, Coastline	Fi
Tobacco	(Tb)	Tobacco Field	Tb, P	Tb
Cotton	(Ct)	Cotton Field	Ct, P	Ct
Wood ^(L1 2)	(Wo)	Wood Logging	Wo, P	Wo
Gold	(G)	Gold Field	G, W	G
Cereals	(Ce)	Cereals Farm	Ce, P	Ce
Rice ^(L1)	(Ri)	Rice Paddies	Ri, P	Ri
Dyes	(Dy)	Dyes Quarry	Dy, P	Dy
Oil	(Ol)	Oil Field	Ol, W	Ol
Silk ^(L1 2)	(Sl)	Silk Orchard	Sl, P	Sl
Opium ^(L1 2)	(Op)	Opium Field	Op, P	Op
Gems	(Ge)	Gems Field	Ge, W	Ge
Tea	(Te)	Tea Field	Te, P	Te
Wool	(Wl)	Wool Farm	Wl, P	Wl
Coffee	(Cf)	Coffee Field	Cf, P	Cf
<u>Produced Materials</u>				
Conversion of Gold and Gems		None	G, Ge	£
Preserved Food (PF)		None	Any Food	PF
Steel (ST)		Steel Furnace	Co, Ir, Mn, W+M	ST
Supply (SP)		Military Gear Factory	ST, Co, Mfg, MP, TX, W+M	SP
Ammo (AM)		Ammo Plant	Co, Ni, Ir, CH, W+M	AM, SP
		Arms Shop	Co, Ir, Mn, W+M	ST SP AM
		Shipbuilding	£, Co, MP, Wo, Tx, W+M	PP, SP, Mfg
Mfg Goods (Mfg) ¹		Mfg Goods Shop	Co, Ir, MP, W+M	Mfg
Mfg Goods (Mfg)		Canned Food Shop	Co, PF, Ir, W+M	Mfg
Mfg Goods (Mfg)		Furniture Shop	Co, Wo, W+M	Mfg
Textiles (TX)		Textile Shop	Co, Wl/Ct, Dy, W+M	TX
Chemicals (CH)		Chemical Lab	Co, Ni, W+M	CH
Electrical ^(L2 3) (EI) ²		Electrical Factory	Co, Mfg, Mn, MP, W	EI, Mfg, PP
Mechanical Parts (MP) ³		Mechanical Shop	ST, Co, Mn, Wo, M+W	MP

¹ Mfg Goods includes all non-mechanical and non-electric commercial goods of the era (e.g., toys, firearms, nails).

² Electrical Items (has Levels 2 and 3) includes all sizes of industrially-produced electrical items and equipment.

³ Includes all forms of mechanical production (e.g., machine and hand tools, parts, barbed wire, engines).







Luxury Goods	(LX)	Luxury Goods Shop	Co, Mfg, Mn, Wo, W+M LX
Automobiles ^(L3)	(AU)	Auto/Tank Plant	EI,MP,RB,MfgSTOI Co-W AU, PP
Avation ^(L3)	(AC) ⁴	Aviation/Warplane Plant	EI,MP,RB,MfgSTOI Co-W AC, PP





NATO Symbols

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 to provide a general idea.

Unit Size:

⁴ Includes all dirigibles and airplanes. Conversion to a war aviation plant is required to build military aircraft.






















 Section or Squad
 Platoon
 Company
 Battalion
 Regiment
 Brigade
















 Division
 Corps
 Army
 Army Group (Front)

Unit Type / Replacement Chit:

Unit Symbol	Unit Type	Replacement Chit
	Admiral (one to three anchor symbols)	None
	Air Unit	None
	Air Unit, Support (Airfield)	Service
	Air Unit, Airship (Zeppelin)	Air Strat. Bomber
	Air Unit, Balloons	Service
	Air Unit, Early Fighter	Air Fighter
	Air Unit, Early Level Bomber	Level Bomber
	Air Unit, Early Naval Plane	Naval Plane
	Air Unit, Early Strategic Bomber	Air Strat. Bomber
	Air Unit, Recon Plane	Air Recon
	Air Unit, Recon Plane (alt. symbol)	Air Recon
	Armored Car	Light Vehicle
	Armored Unit	Heavy Vehicle
	Armored Unit (Early Tank)	Heavy Vehicle
	Armored Train	Armored Train
	Artillery, Coastal	Heavy Artillery
	Artillery, Field	Medium Artillery
	Artillery, Fortress	Heavy Artillery
	Artillery, Guard	Medium Artillery

Unit Symbol	Unit Type	Replacement Chit
	Artillery, Heavy	Heavy Artillery
	Artillery, Heavy, Guard	Heavy Artillery
	Artillery, Horse	Light Artillery
	Artillery, Horse, Guard	Light Artillery
	Artillery, Light	Light Artillery
	Artillery, Mountain	Medium Artillery
	Artillery, Siege	Heavy Artillery
	Cavalry	Cavalry
	Cavalry, Elite	Cavalry
	Cavalry, Guard	Cavalry
	Cavalry, Heavy	Cavalry
	Cavalry, Heavy, Guard	Cavalry
	Cavalry, Light	Cavalry
	Engineer	Engineer
	Engineer, Guard	Engineer
	General (one to four star symbols)	None
	Goods	Goods
	Headquarters	HQ Army
	Headquarters (alt. symbol)	HQ Army
	Infantry	Line Infantry
	Infantry, Cycle	Service

Unit Symbol	Unit Type	Replacement Chit
	Infantry, Elite	Elite Infantry
	Infantry, Fortress	Line Infantry
	Infantry, Heavy, Guard	Elite Infantry
	Infantry, Light	Light Infantry
	Infantry, Marines	Elite Infantry
	Infantry, Motorized	Line Infantry
	Infantry, Mountain	Elite Infantry
	Infantry, Mounted	Line Infantry
	Infantry, Assault	Elite Infantry
	Infantry, Sailors	Line Infantry
	Infantry, Volunteer	Militia
	Irregular	Raider
	Medical	Service
	Military Advisors	Service
	Militia (Unorganized)	Militia
	Militia (Organized)	Militia
	Military Police	Militia
	Field Military Police	Line Infantry
	Naval Unit, Early Carrier	Carrier Ship
	Naval Unit, Flotilla	Transport Ship
	Naval Unit, Fluvial Destroyer, Gunboat, and Monitor	Light Coastal Ship

Unit Symbol	Unit Type	Replacement Chit
	Naval Unit, Heavy Steel Warship (BB, BC)	Heavy Warship
	Naval Unit, Light Steel Warship (CA, CL)	Light Warship
	Naval Unit, River Transport	Transport Ship
	Naval Unit, Steamer Transport	Transport Ship
	Naval Unit, Submarine	Light Warship
	Naval Unit, Torpedo Boat	Light Warship
	Naval Unit, Transport	Supply
	Partisans	Raider
	Pioneers	Engineer
	Political Commissars	Service
	Skirmishers	Light Infantry
	Machine Gun	Light Artillery
	Signals Company	Service
	Workers, Kulaks, Insurrection, and Striker	Militia
	Supply	Supply

P.S.: Strictly speaking, some symbols used are not NATO.

Special Ability Icon Definition

There are over 500 special abilities. Hover the mouse cursor over a Special Ability's icon to display a tooltip with useful information. A list is provided in the PON section of the Paradox Forum.

Credits

PARADOX FRANCE - Athena Games Entertainment Online Distribution (AGEOD)

General Manager:	Lena Blomberg
Executive Producer:	Johan Andersson
Game Designers:	Philippe Thibaut, Philippe Malacher
Development:	Philippe Malacher, Fernando Turi, Philippe Thibaut
Art Director:	Cedric Hannote
Graphics:	Cedric Hannote , Gilles Pfeiffer, Robin Pirez (Diplo), PANGI (units)
Historical Research:	Philippe Thibaut, Jeremy Pritchard, Rick Meeken, Philippe Sacré, Christophe Barrot
QA Manager:	Artur Foxander
Sounds SFX:	Michael Huang
Documentation:	Robert Mackey, Sir Garnet, Paul Roberts
Proofreading:	Robert Mackey, Stefan Rach, Paul Roberts, Steve Dunn, Mark Kratzer
Corporate Communications:	Philippe Thibaut
Administration:	Philippe Thibaut
Thanks to:	Steve Dunn , Paul Roberts, Norbert Hofmann, Arturo Sanchez Stefan Rach, Arne Meyer Vedo-Hansen, Mark Kratzer
Testing Volunteers: (Alphabetically)	Akritis, Besuchow, Christophe Barrot, Darkrenown, Dooya, Ebbingford, Ehrenbourg, Eisbär, Eugene Carr, Ex Mudder, Kriegsspieler, Le Ricain, Leibstandarte, Marcelo, Marlborough, McNaughton, Mike6979, mios, Mowers, purdune, sagji, Scott1964, Sgt Bash, Silkow, Stewart King, Sunray, Takeda06, Tarokaja, Te. Kenzo, TheDeadeye, Tominator2
Additional Testing:	Linda Kiby, Jörgen Björklund
Localisation:	Shentloc, Arturo Sanchez, Philippe Thibaut, Pierre Miranda, Philippe Sacré
Production:	A game produced by Paradox France - AGEOD

PARADOX INTERACTIVE

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Community Manager:	Linda Kiby
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Packaging Layout:	Christian Sabe
Editing:	Breslin Studios, Digital Wordsmithing
Cover Art:	Viktor Titov
Packshots:	Martin Doersam

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