

Wars of Napoleon

Manual Errata

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CORRECTIONS AND NOTES

p 2&3: Also compatible with Windows 10

p 6: There is no "Leader on Top" choice in Options

p 9: Mouse hover no longer brings up the choices to delete or restore previous turn. Click the icon in upper right of the load screen to bring up icons for “delete”, “previous turn” and “rename”

p 9: Maximum 12 turns saved

p 11: The Grand Campaign Victory is achieved by meeting the National Morale goals as seen in the Strategic Atlas [F9].

p 24: Depot build cost is not 2 wagons... Structures DB indicates 0 \$SupplyType and 5 Conscripts [which means a Supply unit must be present but is not consumed.]

p 26: Entrench maximum is set = 1, with a maximum = 2 with an artillery unit in the stack. Some setups and events create new stacks with higher entrenchment, but this cannot be duplicated in normal game play. The Build Redoubts Regional Decision results in level 4 entrenchments.

p 33: Except for France, formation of Armies and Corps quantities in the Grand Campaigns is limited and can only be modified via the events you receive and options you select. France begins the Campaigns with full capability to form Corps, giving an advantage in combat. Other nations can only form a limited number of Armies at the start. A “popup” message at the start of the campaigns explains the details.

P 53: Split Stack is not available in this game.

P55: Delayed movement is not available in this game.

P56: Disband Unit. A portion of the costs to build will be returned to the owners resource pools.

P 73&74: Regular resource income occurs every 4 turns, not every turn.

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P 80: Conscripts can also be raised using Regional Decisions.

P 90: Treaties: Some treaties occur by scripted event [Pressburg, Tilset, end of Russo-Swedish War] that often do not require any additional action by players in the Diplomacy window.

P90: The Diplomacy window can also be opened by clicking on the Crown symbol in the upper left of the main screen.

P 103: The Regional Decisions icon is the “chevrons” in the upper left corner of the main screen.

P 104: Fire Ships also function only in a region you don't control [one with a port]

p 106: March to the Sound of the Guns [MTSG] requires organized Corps, which is only available to France at the start of the Campaigns. Other countries must undertake Military Reforms [in your Ledger=Options] to enable Corps, and thus MTSG.

P 111: Trenches are capped at level 2, except for some “at start” units.

P 130: Export goods is valid for many factions.

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EXPEDITIONARY FORCES ("EF")

These are units lent by one country to another which supplies and can use or abuse them.

- The nation yielding forces must not be at war with the receiving nation.
- The nation yielding forces must not have already given an Expeditionary Force to the receiving nation (so all EFs should be selected and given at one time. {Correct? or can you select more later}).
- To request or give EF you will need to find and use the "Lease Expeditionary Force/Fleet button" on the fighting special orders menu, which has the icon of a soldier next to a gift box with ribbon.
- To request or give EF you also need to have certain minimum monarch IMPERIALISM and DIPLOMACY ratings.

Mechanics of Accepting a Request for Expeditionary Forces (EF):

1. Ally Requests EF by diplomatic message.
2. Organize and then select the EF stack(s) you want to provide using the Lease button. {it can be multiple stacks in one EF package}
3. Reply "OK" to the Request for EF.
4. Control changes in turn processing.

Mechanics of Giving EF:

- Giving nation must have minimum 4 IMP to give Force, 5 IMP to give Fleet; and minimum 6 DIP.
 1. Organize and then select the EF stack(s) you want to provide using the Lease button.
 2. When finished, send the Give EF diplomatic treaty message. {must be ally}

Mechanics of Asking for EF:

Send a treaty proposal to the Ally from whom forces are desired.

- Requesting nation must have minimum 5 IMP to request Force, 6 IMP to request Fleet; and minimum 6 DIP.
- The nation yielding forces must not be at war with the requesting nation.
- The nation yielding forces must not have already given an Expeditionary Force to the requesting nation.

Returning EF:

Cancel the treaty (EF treaty or alliance)

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THE ALLIES REQUESTS FUNCTION <[TAB] KEY>



Allies Requests allows a player to give objectives to AI controlled Allies, (defined as members of your Alliance.)

The Allies Requests function is accessed by pressing the TAB key.
(Press the TAB key again to close the window.)

With the window open, you may scroll the map to a region of interest. Hover the mouse over the region to see the current and requested changes to values of “AI Interest”. A value of 100 is the default [of normal interest to the AI]

Note: Some regions may already have increased or decreased interest from the scripted AI included in the setup or by event.

Note: These values will not be visible until one turn has been processed, as the game engine needs to know what nations are AI.

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Select the flag symbol in the Allies Requests window of the Ally you wish to give orders.

At the bottom of the window are 7 methods of adjusting:

- Change interest in clicked region only.
- Change interest in clicked region and all adjacent ones.
- Change interest in clicked region and all regions in the same area.
- Copy all interests of the current nation into a buffer.
- Apply all previously stored interests to the current nation.
- Reset to neutral interest all regions of this nation.
- Reset to neutral interest all regions of all your allies.

The 3 Change Interest choices function in similar way:

- Left click on the region to increase the Interest, Right click to decrease.
- The values available are 900 250 100 35 1. The higher the value, the more interest for the AI.

The copy/apply functions allow you to Copy Ally #1, select Ally #2 then Apply resulting in identical objectives for both.

Reset functions are self explanatory, but **beware as you may also be resetting Scripted AI commands.**

Note: Setting the Interest in a region is not an absolute command to the AI. Other considerations [Supply, weather, threats] may result in an AI going elsewhere. Remember, you are influencing Allies, not giving orders!!! However, the AI Interest function is the cornerstone of AI scripting, and generally gets the AI pointed in the right direction.

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TRAFFIC PENALTY

Each day a stack is moving into a region, said region will accrues some 'Traffic Weight', TW hereafter.

Some elements have a weight of 1: skirmishers, raiders and light vehicles. Some have a weight of 3: Medium artillery and above, medium vehicles and above, service elements (this is determined by their 'family').

When this increase is done, for a given day and region, it impacts all stacks on move by eating away, slightly, on their 'Move Ratio', which is basically the speed of the unit. To determine what % of MR is lost for a given day moving, take the TW of the region x TrafficRule /1000). At most, it can be 10% MR lost on a given day.

In the **Main Menu – Options – Game** tab you may set the rule.

Traffic Rule is the intensity of the rule. If you have set it to low, it's 5, if on Normal, it's 10 and if on severe, it's 15.

Let's take an example.

You have 2 identical stacks made of 20 infantry elements, the region gets on each day they move: $2 \times 20 \times 2 = 80$ TW.

So each stack loses each day: $80 \times 10 / 1000 = 0.8\%$ MR. As you guess, there is a dice roll made, in this case a given stack has 80% chance of losing 1 MR%.

This doesn't seem like a lot. But TW accrues over time as stacks move into the region. Now it does it seem to be a lot? Don't worry, because TW 'dissipates' overtime, similar to a hot item cooling. It represents the capacity of the region transport network / infrastructure to absorb traffic.

After each stack has moved one day, all regions get some 'dissipation'. The calculation is split in 2 parts: the first one sum up all parameters allowing some dissipation. The second part takes what remain in TW and multiplies it by 0.75. So TW, each day, is significantly reduced but can definitively augment when a lot of stacks move for a long time in a region. And foul weather or bad terrain being major culprits in lengthening movement time, the rule quite naturally will adapt to bad conditions. The same region in summer will have quite a different behavior in muddy weather.

An important note: because of the game turn structure, at day 0, all MR penalty is removed from all stacks. So in effect a stack move faster at the start of the turn than at the end.

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For the numeric-oriented people, the current values are (these is how many TW are removed in the region each day):

- traWildRecov_ : integer = 10;
 - traClearedRecov_ : integer = 25;
 - traDevelopRecov_ : integer = 50;
 - traCivilRecov_ : integer = 100;
 - traTrackRecov_ : integer = 10;
 - traRoadRecov_ : integer = 30;
 - traDRoadRecov_ : integer = 70;
 - traRailRecov_ : integer = 100;
 - traDRailRecov_ : integer = 150;
 - traDestRailRecov_ : integer = -50;
 - traPillageRecov_ : integer = -20;
 - traDepotRecov_ : integer = 50;
 - traKeepCoeffRecov_ : integer = 75; // After recovery, the remaining TW points are time this % (so a fraction dissipate for free each turn, the more remaining, the more dissipate)
 - traMRPercThousand_ : integer = 5; // each traffic weight makes a % move ratio loss equals to this value/1000 time rulTraffic
 - // example: rulTraffic = 1 ; Traffic Weight = 240 ; traMRPercH = 5 :=> 1 * 240 * 5/1000 = 1.2 % loss
 - traMaxMRPercLoss_ : integer = 10; // can't lose more than 10% MR on a single day, also is hard coded that traffic can't reduce speed by more than two third.
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