

Napoleon at War -- Introduction

Napoleon at War (NAW) is designed to be a quasi-regimental level simulation of the major players during the Napoleonic era. It provides a wide-variety of infantry, cavalry, artillery, and naval units to better depict military actions during this critical time in European history.

The mod strives to provide the "feel" of managing a nation during these turbulent times, when warfare was the top priority of the day. Attention to detail was a key design criterion; however, many adjustments, summarizations, and rough approximations were required at times to improve the "feel" of the game. These were primarily due to limitations of Civilization V design, AI issues, available artwork, lack of experience in the developer, etc.

Hopefully, much of this will remain in the background, fairly transparent to the gaming experience. The primary goal is to have some fun playing Napoleon or Wellington, maneuvering huge armies across the European heartland, and perhaps changing the course of history.

While it may be true that there is a learning curve with this mod, it hopefully won't pose too large an obstacle to enjoying the fast paced action without too much study. The games take time to play; there are quite large armies to maneuver and large numbers of cities to manage. And the other civs also deal with these same issues.

TL;DR

- Napoleonic Era struggle to dominate Europe (1799-1815 AD)
- Eight large "Strategic" maps covering the entire continent, as well as Egypt
- Eight "Battlefield" maps: Austerlitz, Borodino, Cairo, Leipzig, Nile, Pyramids, Trafalgar, Waterloo
- Seven Player Civs: Austria, France, Ottomans, Prussia, Russia, Spain, and United Kingdom
- New Promotions/Handicaps to better simulate the relative economic and military expertise (or lack thereof) between nations
- Dozens of new units – all reskinned with Napoleonic Era artwork based on their civ
- Twenty-eight new buildings (14 of which are unique to different player civs)

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Overview

Napoleon at War (NAW) contains six primary scenarios covering the time from the War of the Second Coalition through the War of the Seventh Coalition – in maps covering the entire continent of Europe and some of north Africa / Middle East. These strategically-focused maps cover the years 1798 to 1815, generally covering three years apart – using weekly game turns. As you progress to later maps, additional buildings are added to your cities at game start and researched techs are also added to demonstrate some progress in time. The new NAW Tech Tree doesn't change, but you find yourself closer to the end of the tree with each new scenario.

The French Allied invasion of Russia in 1812 is also included with the large, strategic maps. Although not one of the Coalition wars, this action was the critical turning point in the ultimate downfall of Napoleon.

In addition to these strategic scenarios, there are eight additional maps added for a little extra fun. They depict individual battles that occurred during these wars and are perhaps the most well-known: Austerlitz, Borodino, Cairo, Leipzig, Nile, Pyramids, Trafalgar and Waterloo. The AI does not really understand maps that measure turns in minutes, so many adjustments have been made to introduce a bit more realism to the game play. This will be discussed in detail later in the manual. Don't let the small number of game turns (usually around 24) let you think the tactical games are easier or lighter. Usually there are 100-200 units to manage, visibility is greatly increased, as is artillery range, so planning how to use units and support attacks with artillery and cavalry does take some time and effort.

The NAW mod is designed to be a "game system" that can accommodate many maps and scenarios without much change to the mod itself. It is a schizophrenic mix of obsessive attention to detail, combined with rough approximations to better tweak the game engine to get a "feel" of warfare in the Napoleonic era.

While the attempt has been made to make the mod as realistic as possible, there have been some compromises required, primarily driven by the amount of available artwork. While accuracy was important, trying to capture the "feel" of the era required artwork that captured the imagination as well.

Other adjustments have been introduced in order to push the AI into more historical or even logical behavior. It isn't easy to do and is by no means perfect, but hopefully the AI now performs in a manner more consistent with nineteenth century norms.

Features

1. National Promotions: These promotions improve or degrade a player civ's land units, based on their relative capabilities against other armies in the game
2. Economic Handicaps: These adjustments improve or degrade a player civ's economic production, based on their relative capabilities against other nations' economies in the game
3. Automatic Unit Naming: Units receive a name automatically if they do not have one at game start or when built. Most land units receive an ordinal number along with the type of unit and its assigned duty station. For example, a line infantry unit spawned in Rheims would get the name of "1st Line Infantry Regiment (Rheims)" if it were the first of those units built there. This naming convention applies to all land units (infantry, cavalry, artillery) with the exception of guard units – they will get an ordinal number and type, but there will be no spawn location – they are considered to be assigned to the capital. Units spawned outside a player's territory will also be given the capital as a stationing name.

Ships are also automatically named when built. The four basic ship types are named using approximately 100 historically accurate names for that particular civilization and ship class. This represents almost 3000 different names! Once all the names are used, ships will be built with a sequence number, e.g. "French Ship of the Line No. 104".

Great Generals and Great Admirals also receive a historically accurate name, based on the civ. There are approximately 50 generals and 50 admirals for each civ, representing approximately 700 different civ-appropriate historical persons.

4. Each civ will also receive approximately four "Field Marshals" at game start. These are a special type of Great General who represent key leaders for each player civ. They have defensive combat strength, have extra visibility, and are quite mobile.

Scenarios

Strategic Map Listing:

1. The French Campaign in Egypt (1798-1801). France vs. Ottomans/UK *
Map Name "N A W – 1798 - Egypt.Civ5 Map" Turns: 104
2. War of the Second Coalition (1799-1802). France/Spain vs. Austria/Russia/UK
Map Name: "N A W – 1799 – Second Coalition.Civ5 Map" Turns: 130
3. War of the Third Coalition (1803-1806). France/Spain vs. Austria/Russia/UK
Map Name: "N A W – 1803 – Third Coalition.Civ5 Map" Turns: 130
4. War of the Fourth Coalition (1806-1807). France/Spain vs. Prussia/Russia/UK
Map Name: "N A W – 1806 – Fourth Coalition.Civ5 Map" Turns: 130
5. War of the Fifth Coalition (1809). France/Spain vs. Austria/UK
Map Name: "N A W – 1809 – Fifth Coalition.Civ5 Map" Turns: 130
6. French Invasion of Russia (1812). France/ Austria/Prussia vs. Russia *
Map Name: "N A W – 1812 - Russisa.Civ5 Map" Turns: 50
7. War of the Sixth Coalition (1813-1814). France/Spain vs. Austria/Russia/Spain/UK
Map Name: "N A W – 1813 – Sixth Coalition.Civ5 Map" Turns: 130
8. War of the Seventh Coalition (1815). France vs. Austria/Prussia/Spain/UK
Aka "The Hundred Days"
Map Name: "N A W – 1815 – Seventh Coalition.Civ5 Map" Turns: 208

* The Wars of the Coalitions use a variation of Civilization V's normal "Domination" victory. Although these two maps are listed as Strategic maps, these scenarios use a custom victory condition – which depends on owning an objective city, i.e. Moscow or Cairo, and maintaining sufficient forces after the battle. Specific conditions are discussed below.

Scenarios (cont'd.)

Tactical ("Battlefield") Map Listing:

- | | |
|--|-----------|
| 1. Austerlitz (1805): France vs. Austria/Russia
Map Name: "NAW - Austerlitz.Civ5 Map" | Turns: 24 |
| 2. Borodino (1812): France vs. Russia
Map Name: "NAW - Borodino.Civ5 Map" | Turns: 24 |
| 3. Cairo (1798): France vs. Ottomans/UK
Map Name: "NAW - Cairo.Civ5 Map" | Turns: 84 |
| 4. Leipzig (1813): France vs. Russia/Austria/Prussia
Map Name: "NAW - Leipzig.Civ5 Map" | Turns: 24 |
| 5. Marengo (1800): France vs. Austria
Map Name: "NAW - Marengo.Civ5 Map" | Turns: 24 |
| 6. Nile (1798): France vs. UK
Map Name: "NAW - Nile.Civ5 Map" | Turns: 24 |
| 7. Pyramids (1798): France vs. Ottomans
Map Name: "NAW - Pyramids.Civ5 Map" | Turns: 24 |
| 8. Trafalgar (1805): France/Spain vs. UK
Map Name: "NAW - Trafalgar.Civ5 Map" | Turns: 24 |
| 9. Waterloo (1815): France vs. UK/Prussia
Map Name: "NAW - Waterloo.Civ5 Map" | Turns: 24 |

Scenarios (cont'd.)

Strategic Map Details: The scenarios listed below take place on basically the same map. Some of the cities change hands, sometimes the armies are larger or smaller, and some of the alliances shift, but they are largely the same territory with the same planning considerations. Additionally, as you move to later maps, additional tech and additional buildings have been added to your cities, to show some progression as time passes.

Of course a player can play any map they want, but during game design I had imagined most players would pick one or two of the maps of most interest to them and focus on them, and not necessarily play each one through to see how they differ. Vive La Différence!

These maps use a custom victory condition, based on the standard game's Domination victory. In most cases, the player owning the most capitals at the end of the game (usually about 130 turns, or 2.5 years) wins the game. If there is a tie, the player with the highest score wins. Not all capitals are equal, however. A player owning Paris, London, Vienna, Berlin, or Moscow receives much more credit than a player who controls Madrid or Rome. The five major capitals listed above are worth 5 minor civ capitals when totaling up the Domination value. This is different than the way the basic game calculates Domination Victory.

1. French Invasion of Egypt (104 Turns). The French invaded Egypt in an attempt to weaken Britain's ties to India and beyond. In this scenario, the French start strongly against a large, but not as well-equipped nor well-trained enemy, the Eyelet of Egypt, a vassal state of the Ottoman Empire. For simplicity's sake, the Ottoman civilization units are used for all resisting local forces against the French. The game is won by the player that owns Cairo at the end of 104 turns.

The Ottomans receive 4 additional armies during the game as reinforcements – the Army of Rhodes (turn 40), the Army of Syria (44), the Army of the East (48), and the Second Army of the Ottomans (70). These armies enter the game on the east/northeast side of the map. They also receive large numbers of Bashibazouks (partisans) throughout Egypt every 10 turns – representing local forces rising up against French occupation.

Additionally, the British receive a fleet early in the game near Alexandria, and a reinforcement of land forces on turn 75. The French receive no reinforcements and are limited in what forces they can build in their conquered cities. However, if you play as the Ottomans, the French will receive levees of Derbendci and Tufekchi during the game. While this may not seem very historical, if the French are not granted additional forces, defeating the French AI is just too easy to do.

Please note, the British navy AI is quite weak – and correcting this problem has proven elusive. In almost every test game, the French navy has had no difficulties maintaining naval superiority along the coast and rivers through the game.

2. War of the Second Coalition (130 Turns). This is the initial war against France with Napoleon as its primary leader. All civs have fairly basic infantry units with little help from cavalry or artillery. The game focuses on the arms race of not only raising the largest army, but also progressing towards developing newer, more powerful units.

3. War of the Third Coalition (130 Turns). This scenario differs little from the first map, but gives France a few more cities and advanced units making them more competitive early on. He is more in place in Italy, and better able to defend his southern flank from the Austrians.

4. War of the Fourth Coalition (130 Turns). This scenario represents a turn in the balance of power on continental Europe. Historically, the Austrians were defeated badly, leaving Napoleon in complete control of western and central Europe. This map builds on Napoleon's gains in the previous war (Third Coalition).

5. War of the Fifth Coalition (130 Turns). This war shows Napoleon at the apex of his power and influence. Had the problems in his empire been strictly military, he would have had no challengers. His main concerns were keeping the British blockaded from European trade, and in these matters, he was much less successful than on the battlefield. He is able to strike in any direction and usually able to defend the areas where he is not advancing.

6. French Invasion of Russia (50 Turns). In a determined effort to force Alexander I to observe the British trade embargo, Napoleon launched a massive invasion of Russia with his lukewarm and reluctant allies the Austrians and the Prussians. The allies were of little help, and Russian scorched earth tactics ensured there were no supplies to forage from the lands the French invaded. Napoleon had a favorite saying, "War pays for War." But with nothing to seize from the locals, this means of feeding his troops was denied to him. Ultimately the invasion led to the almost entire destruction of La Grande Armée, and Napoleon's abdication the next year after his depleted army was again defeated, this time at the Battle of Leipzig.

In this scenario, the French get a "Corps" of reinforcements near Warsaw every 5 turns or so for the next 24 turns. The Russians receive several Partisan units in every city every 5 turns or so as well – but for the duration of the game.

The game is won by the player owning Moscow at the end of 50 turns, and if they maintain their minimum strength levels (France must be 50% or more, Russia 30% or more). Also, the Combat Strength calculations on the victory conditions "Update"

pop up window reflect ALL units each side will receive during the game, including reinforcements spawning on later turns. This means the numbers will be low at the start of the scenario, but will adjust as reinforcements arrive. By mid-game, the percentages will be accurate for the French, by turn 40, for the Russians.

No attempt was made to use historical unit names – the auto namer function gives units name similar to other strategic maps. Historical unit naming is only used with the tactical maps.

7. War of the Sixth Coalition (130 Turns). After the defeat in Russia, Napoleon must race back to France and begin the rebuilding of his army in earnest. That he was able to accomplish this so well is a testament to his ability to wrest continued support out of what was growing to be a war-weary population. It was said by this time that, "not a family in France had not lost one or more sons to his ambition" Still Napoleon managed to field an army capable of meeting the Austrians, Prussians, and Russians head on. His only real weakness was insufficient numbers of horse available to him to properly rebuild his cavalry.

8. War of the Seventh Coalition (208 Turns). After his escape from exile on Elba, Napoleon managed to rally what troops remained – augmented up by many of the former prisoners of war returning from Russia (of which there were over 200,000), now available to support the new/old cause. Napoleon was drastically outnumbered but his opponents were separated. He struck quickly, hoping to defeat the one by one until the begged for peace. The game is hard to win as France. The six year span of time covers the time from his restoration as Emperor until his death in 1821, at age 51, falling from stomach cancer, in the same manner as did his father.

Tactical ("Battlefield") Map Details:

These games use a custom victory condition, defined as follows:

- If there is an "Objective" – the owner of that Objective receives 2 points
- If a team's combat strength is above its required minimum, 1 point
- If a team's combat strength is below its required minimum, 0 points
- If a team's combat strength is less than half its required minimum, -1 point

The team with the highest number of points wins (ties mean the AI wins...). Please note, some scenarios don't use the combat strength comparison numbers – simply owning the Objective is enough to win the game. These conditions are listed on the victory condition window in the upper center of the screen. Press the "Update" button to get a description of specific victory conditions for that scenario. After the

first turn, the text of this pop up window changes to reflect the current status of each side.

There are several Napoleonic battles to relive and refight. They are:

1. Battle of Austerlitz (24 Turns): This is a straight up, mano a mano fight. Napoleon in the west, and the Austrians and Russians in the east. It's not very realistic to expect the "allies" to take Brunn (France's "capital") so the real test is can Napoleon capture the allied city of Austerlitz in 24 short turns, with enough combat strength (above 40%) left over to fight again after a brief rest. This is the usual problem of the invader – as you are more successful, you move deeper into enemy territory – where your lines of communication and supply are stretched further, while the defender's lines become shorter and shorter.

2. Battle of Borodino (24 Turns): Napoleon had searched high and low for the Russian army, hoping to defeat it en masse, and thereby force Alexander's surrender. The Russians did not oblige. They avoided, obfuscated, and harried the French every step eastward they took. Finally, when La Grande Armee approached Moscow, the Russian generals demanded Kutuzov put up a fight. In our scenario, Napoleon must capture the city of Borodino but still maintain 50% of his combat strength – as winter is approaching quickly, and he is very, very deep into enemy territory.

Historically, The Battle of Borodino was brutal, even by 19th century standards, with the French losing over 45 generals killed in action. It was also inconclusive, as the bulk of the Russian army was able to escape to the east. Napoleon did capture Moscow, but it was a shell of a city, with no supplies available, while he and his dwindling number of troops faced the prospect of walking all the way back to France. Though a parade of hostile partisans. In the winter...

When Napoleon launched this invasion on June 24, 1812, his Grande Armee numbered almost 700,000 soldiers. By the time he returned across the Berezin River some five months later, it numbered less than 30,000. Napoleon's reputation for military genius was shattered, and his old adversaries began planning for a massive war to occur during the next spring.

3. Battle for Cairo (84 turns). This scenario is an expansion of the Battle of the Pyramids map discussed later. It is a multi-day (2.5 days) game meant to give a broader playing experience to the relatively straight-forward Battle of the Pyramids. The objective is to secure the west side of the Nile, then prepare the assault to capture the Egyptian capital of Cairo. Historically, this was not necessary, as the Egyptians surrendered quickly after learning of their catastrophic loss at the Battle of the Pyramids the day before. Napoleon marched into the city with no opposition.

Despite days of coding efforts, the scenario is only competitive with the human player as the French. The French AI simply will not put up a meaningful fight to cross the river to secure Cairo.

4. Battle of Leipzig (24 Turns). After his comprehensive defeat in Russia, Napoleon raced back to France to secure his position, both within the country and without. He began immediately to raise additional forces to replace his losses the previous year. While he had some success in creating formations, these forces were no match for the veteran soldiers he lost in Russia. That they performed as well as they did at Leipzig is a testament to the Emperor's organizational skills. Another great weakness Napoleon had was their overall lack of horses, particularly the kind the French preferred to use in battle, severely curtailed his maneuver and battle planning in 1813, as he sought to protect his investment in the Confederation of the Rhine.

There are many, many histories of the "Battle of Nations" – so there is no need to expand much on them here. Suffice it to say, Napoleon was being pursued in Germany by his enemies – the Russians, Austrians, and Prussians. They had much larger, and often better quality forces against their French counterparts. The Allies' generals were good, and their armies were well-led at the lower echelons as well. They had maneuvered all summer and finally placed Napoleon in a situation where he was literally surrounded by their armies. The battle was the largest ever on European soil until the start of World War One.

Napoleon had hoped to engage the Allied armies one at a time, and on the first day of the three day battle, he aggressively attacked the Austrian and Russian units just arriving on the field. Over the next 3 days, however, the Allies constantly pushed his forces backward on all fronts, compressing them towards the city of Leipzig. On the last day, to avoid total annihilation, Napoleon was able to launch an all-out assault westward, breaking the relatively weak Austrian line, and escaping with what was left of his army.

After the battle, the Allies wasted little time in pressing the offensive westward as well – pressing Napoleon back at every turn, until by mid-1814, they were breaching the gates of Paris itself. Napoleon, realizing his position was untenable, offered to go into exile, which the Allies quickly accepted.

5. Battle of Marengo (24 Turns): The Battle of Marengo was fought on 14 June 1800 between French forces under Napoleon and Austrian forces near the city of Alessandria, in Piedmont, Italy. Near the end of the day, the French overcame General Michael von Melas's surprise attack, driving the Austrians out of Italy, and enhancing Napoleon's political position in Paris as First Consul of France in the wake of his coup d'état the previous November.

The goal of each army in the battle is simply eliminating the other army, while preserving as much combat power as possible. Both armies were outside of friendly territory with stretched and complicated lines of communication and supply, so the winner of this battle would be in a commanding position to dominate northern Italy.

6. Battle of the Nile (24 Turns): This battle decided the fate of the French campaign in Egypt – when Nelson defeated the French Admiral Brueys near Alexandria, Napoleon's lines of supply and communication with France were effectively cut off. There would be no significant resupply or reinforcements – they were on their own. Although outnumbered, superior seamanship and ships were quickly and efficiently put to use to destroy the French fleet. The comments concerning ship AI performance mention in the Trafalgar description apply here. More work is needed to improve AI fighting ability, especially in the naval domain.

7. Battle of the Pyramids (24 Turns): After marching through lower Egypt relatively unscathed, the Mamluks who ruled Egypt decided to put up a fight before the French army marched into Cairo. They engaged Napoleon on the west side of the Nile, with another army in reserve on the east bank. Although quite brave in battle, repeated Mamluk charges into organized French infantry squares quickly took their toll on the Egyptian forces. In a matter of 2-3 hours, the route was devastating. The remaining Egyptian forces on the west side of the river quickly routed, fleeing to safety in the southern deserts. Upon seeing this, the reserve army on the eastern side of the river also took flight, leaving Cairo defenseless. The elders of the city quickly surrendered, allowing Napoleon to take control without a shot being fired. Cairo remained the center of French occupation for the next two years.

In this battle, the emphasis for the French is to minimize losses. Although they could not have known at the time, 10 days after this battle, Admiral Nelson's victory at the Battle of the Nile would effectively seal them off from France, and they would have to survive on their own with no help from the mother country. If Napoleon had suffered significant losses in this battle, the fate of the entire invasion would have been sealed much more quickly than it was historically.

8. Battle of Trafalgar (24 Turns): This battle was Napoleon's last, best chance to defeat enough of the Royal Navy to launch his long-prepared for invasion of England. If he could damage enough of the enemy fleet and maintain enough of his own, his troops could cross the Straights of Dover in their slow-moving transport barges in relative safety. Otherwise they would be sitting ducks for the expert gunners of His Majesty's Ships of the Line.

This map may be perhaps the least "accurate" of the set. It is simply impossible to design the conditions to force the AI to play in any manner that would approximate a tactical, single naval engagement. The ships move willy-nilly without much purpose and any engagements that occur are usually more a result of random chance. I have put some tweaks into the AI to get them to at least "corral" their ships to the middle of the map to increase the chance of random combat a little bit. The next version of the mod will include a "Hunter-Killer" AI mod that has ships scanning around for enemies, then engaging the best prospect. Still, it is rather

enjoyable to line up some ships and go after the enemy – especially with the sound cranked up a bit louder than normal.

9. Battle of Waterloo (24 Turns): The last hurrah. In this scenario, Napoleon must capture the town of Mont St. Jean, by routing the defending British army, but maintain 60% of his combat strength in doing so.

After escaping from exile, Napoleon hastily gathered what army he could, and quickly sought to engage and defeat his enemies before they could gather their forces into an unstoppable steam roller heading for Paris, as they had the previous year after the Battle of Leipzig. His first "victim" was to be the Anglo-Dutch army forming south of Brussels. Napoleon believed the Prussians were several days to the east, so he moved, and moved fast to defeat the British while they were alone. His troops did their best, fought well, and may have carried the day, but when Prussian formations began to appear on the eastern portion of the battlefield that afternoon (at about 1600 hours), even Napoleon himself must have known how the battle would end. You must remember, it wasn't enough to defeat the British or even the Prussians. Napoleon had to do so convincingly, but also preserve enough combat power to meet an Austrian army of almost 225,000 men that was currently dithering in Germany at the time. The Russians were also assembling in eastern Prussia with another 170,000 troops. The severe depletion of his men and materiel meant that his days were numbered and there would be no doubt as to the war's outcome.

Historically, after losing the battle, Napoleon and his men scurried southward and managed to fight some successful and sometimes brilliant delaying actions, but this was only delaying the inevitable. He abdicated four days later, and within the next three weeks surrendered to the British, who exiled him permanently to the remote south Atlantic island of St. Helena. He died there six years later.

Game System Adjustments

The basic units in the game are "Regiments" which were standard formations during this period of time. The infantry units represent the evolution of land warfare represented in the standard Civilization V game between the Musketman and rifleman units.

The Tech Tree has been adjusted to better fit within the 1799-1815 AD time-frame of all the scenarios. Many changes in prerequisites have been made to streamline the tech tree, simplifying the choices required to pursue a given capability, unit, etc.

Significant changes to happiness were made to drastically lower its importance to the overall game. It is generally a problem at game start, but can usually be made manageable before too many turns. It is still a factor in game play, but it is hopefully a much smaller factor.

Starting gold, culture: The strategic scenarios provide a player a high amount of gold and culture at the beginning of the game. This allows a player to choose the policies they would like to suit their game play, as well as purchase any initial buildings or units they would like to start the game properly. These amounts are adjusted for each player civ and map to demonstrate their relative powers compared to their neighbors.

Build limits – these are introduced due to absurd AI overbuilding. It makes no sense to build and maintain a college full of 50+ archaeologists when the enemy is sending 20 regiments of Grenadiers attacking your capital. These limits primarily impact artillery, ships, archeologists, and workers.

W Howard's Condensed Promotions mod has been included to save some room on the unit display. It is possible to generate significant number of promotions, due to the permanent war nature of the scenarios. This mod is exceptionally good at condensing information and helping stabilize the game.

The automatic unit naming capability is a largely plagiarized subset of the "Contextual Unit Names" mod by abijeet and astog on the Civilization V Steam Workshop. It allows a more "personalization" of units and helps improve the depth of texture in the playing experience.

Game System Adjustments (cont'd.)

The following is a list of changes to the basic Civilization V rules:

- Each map uses a custom victory condition to determine the winner.
- Happiness has been significantly buffed, Unhappiness significantly nerfed to reduce the overall impact of Happiness, but not to eliminate it entirely
- Game Times scale has changed: for Strategic Maps game turns represent 1 week. For Tactical Maps, game turns represent 30 minutes each
- The last tech available (similar to "Future Tech") is called "Industrial Revolution" – which provides +2 Gold/Science in the Capital each turn it is built
- City Defense range is only 1, not 2
- Cities retain 90% of the population when it is captured
- Player civs receive more spies than in the normal game
- Workers moves is now 4, workrate increases to 125%; number limited to 12 total
- Settlers are considerably more expensive
- Unlike previous versions of the mod, Workers and Settlers can now be captured
- Great Artists, Engineers, Merchants, and Scientists CAN be captured
- Archaeologists limited to 3 to prevent ridiculous AI overbuilding
- Significant changes to tech tree, prerequisite techs, etc. (q.v.)
- All land units receive a "National Promotion" which adjusts combat capabilities based on the capabilities of that civ
- Infantry units (not including Guard units) may generally be upgraded to the next more powerful unit, using Gold, and assuming the prerequisite Technology is possessed
- All civs' economies are adjusted by an "Economic Handicap" which changes production based on relative efficiencies of their respective economies
- Several adjustments to AI to make it more militant
- Banks gold yield increases from 2 to 4; markets increase from 1 to 3
- Chateaus are available to all player civs

- The "Mercenary Army" Social Policy is now called "Privatization" – which reduces building maintenance costs by 33%
- The "Collective Rule" Social Policy now provides 2 Workers and no Settlers
- On Tactical Maps, the Embarkation and Instant Healing Promotions has been removed

Technology

New Tech Tree. Numerous changes have been made to streamline the tech tree in a manner more easily used in a scenario covering a time frame of barely 20 years. These changes may not be completely based on logic, but more focused on providing the player a clear path to developing the units they prefer and/or other capabilities technology provides.



The final tech is - is called "Industrial Revolution." It is the last tech available for research, similar to "Future Tech" in the basic game. It can be researched multiple times. Each time it is completed, it provides +2 Gold and +2 Production in the Capital.

Civilizations

Player Civilizations: There are seven different historical civilizations available to play in NAW:

1. Austria. The Holy Roman Empire was ruled by Francis during the initial part of the Napoleonic Era. He dissolved this empire in 1806 when Napoleon created the Confederation of the Rhine, depriving the Empire of its German Territories. Subsequently, Francis formed Austrian Empire, calling himself Francis I. They were the constant nemesis to Napoleon's ambition, with the exception of a brief period of time after the War of the Fifth Coalition, where they briefly (and nominally) supported his attempts to force Russia's Alexander I to comply with the continental boycott of British goods.

Leader: **Emperor Francis II**



UA: "**Hapsburg Economics**" – Adds 100% more trade routes; trade routes generate +2 Gold and +1 Culture; Cities receive a +25% Production bonus when constructing a Building that has already been built at Austria's Capital

UB: "**Concert Hall**" - adds +2 Culture, 2 Great Work of Music slots, and +2 Happiness; requires Opera House; available at Acoustics

UB: "**Hofkriegsrat Academy**" - adds +10 XP to units, +4 to City defense and HP; requires Military Academy; available at Military Science



2. France. After years of revolutionary struggle and foreign adventurism in France, Napoleon emerged as a source of stability and national pride. As a result, a grateful nation rallied behind this strong leader, providing him the economic and military means to realize his grand ambitions. He was a skilled military leader, who first realized the power of massive, consolidated artillery strikes and maneuver as a means to make up for lack of numbers. The French people tolerated high taxes and high casualties and seldom provided many serious challenges to his rule.

Leader: **Napoleon Bonaparte**



UA: "**Napoleonic Code**" – provides a free courthouse on city capture; trading posts yield +1 gold; land units receive Discipline Promotion

UB: "**Lycée Militaire**" - provides +15 XP to land units, +4 to city defense; requires Military Academy; available at Military Science

UB: "**Palais**" - adds +4 and 25 HP to city defense; +1 Great Work of Art slot; +5 & 25% culture; requires Castle; available at Chemistry



3. Ottomans. The Ottoman Empire was struggling to compete against its neighbors in Europe. It had declined and lagged behind the technical progress found in Europe and America. Its Sultan, Selim III, was attempting many ways of reforming in the mold of Europe, in order to improve the quality of life for his subjects. The staunchly traditional society was perhaps unprepared for so fast a pace of societal evolution. They resisted many of these reforms, which perpetuated the systemic slow pace of progress. Eventually, his subjects turned on Selim, and he was assassinated by his own Janissaries.

Leader: **Selim III**



UA: "**Nizam-i Djedid**" – Ottoman ships start with Prize Ships Promotion; navy maintenance reduced 33%; trade routes provide +1 Gold, and land routes have +50% range

UB: "**Janissary Camp**" – adds +10 XP for all units; +10% production when producing land units; requires Armory; available at Gunpowder

UB: "**Turkish Bath**" – adds 40% food carryover when population expands; +2 Happiness, +1 Culture; requires Aqueduct; available at Architecture



4. Prussians. Prussia struggled during much of the Napoleonic Era, dominated by stronger powers that surrounded her. Initially, Prussia attempted to maintain neutrality during the early wars. However this changed after Prussia joined the Coalition in the third war in 1806. Prussian military fared poorly, and the kingdom was divided and occupied by the French for the next seven years. Eventually, Prussia was able to rally its depleted forces and was instrumental in defeating Napoleon in the War of the Sixth Coalition (1813-1814), and played the crucial role in the Battle of Waterloo, Napoleon's final defeat.

Leader: **Frederick William III**



UA: "**Teutonic Heritage**" - all land units receive Discipline promotion; melee units maintenance is 25% lower; 25% fewer XP are required for Promotion

UB: "**Kriegsschule**" - adds +10 XP to land units, +4 to City defense and +25 HP; requires Castle; available at Military Science

UB: "**Kunsthhaus**" – adds +3 Great Work of Art slots; +3 culture; requires University; available at Architecture)



5. Russians. Alexander was a visionary leader, unlike many of his peers. While he saw how many of the aspects of the French Revolution could improve the lives of people, he also understood and feared the excesses of violence that occur when change is brought too quickly to an unprepared population. In many ways, he was attempting to do what Selim III was trying to accomplish in the Ottoman Sultanate. His cautious nature prompted him to proceed more slowly, which is perhaps why the social unrest due to change was lesser in Russian lands. He was a stalwart opponent of Napoleon, and supported all attempts to thwart the latter's ambitions. His reluctance to support the European-wide boycott of trade with the United Kingdom prompted Napoleon to invade in 1812, resulting in the near total annihilation of the Grand Armée due to the "Scorched Earth" tactics of his soldiers. The loss of this huge, well-trained army directly led to Napoleon's loss at Leipzig the next year, and his eventual defeat at Waterloo in 1815.

Leader: **Alexander I**



UA: "**Scorched Earth**" – all land units built with Nationalism Promotion; land units receive +10% combat strength when within 2 squares of a farm

UB: "**Holy Synod**" – adds +1 Science/Culture, +2 Gold/Happiness, and 1 Great Work of Art slot; requires Temple; available at Civil Service

UB: "**Voennaya Kollegiya**" - adds +10 XP to land units and +4 City defense; +1 Happiness; requires Castle; available Military Science



6. Spain. Spain was also undergoing vast changes and internal conflict during this time. The Spanish King Charles IV was initially a supporter of Napoleon during the early Coalition wars. Ultimately, his unpopularity at home, led to the French removing him from his throne and placing Napoleon's brother, Joseph on the throne. As one would expect, the Spanish people resisted this move energetically. They teamed with invading British and Portuguese soldiers to ultimately drive the French from Spain entirely.

Leader: **Charles IV**



UA: "**Casa de Contratación**" - mines add +1 Production; units receive 25% Combat Bonus against City States; Trade Routes add +2 Gold and +2 Culture

UB: "**Chancilleria**" - adds +1 Happiness, +1 Production, +1 Science; +25% Great Person Production; requires University; available at Printing Press

UB: "**Sociedad Económica**" – adds 2 Merchant slots; +25% Gold, +3 Gold, +1 Science; requires Bank; available at Economics



7. United Kingdom. Britain was a rather small, mercantile nation with an equally small population. Its army was also quite small when compared to other leading European nations of the time. They did have one distinct advantage, however, when measured against other countries – they were the undisputed ruler of the seas during this era. Its navy was the envy of the world and provided a much higher level of importance to the nation than it might otherwise had earned. It is able to strike just about anywhere and at any time with overwhelming naval power when it wanted. Another strong advantage was that the mercantile nature of the country, coupled with its navy guaranteeing trade routes, it was significantly better off financially than any other nation in the world. This wealth allowed it to wield considerable influence into the affairs Europe and the world.

Leader: **George III**



UA: "**Rule Britannia**" – all ships receive +2 movement, and the Supply and Targeting 1 Promotions when built

UB: "**Pub**" - adds +2 Happiness and Culture; requires Monument; available at Drama

UB: "**Martello Tower**" - adds +6 to City defense; requires Harbor; available at Military Science



Economic Handicaps. This feature is added to demonstrate the relative efficiency of a nation's economy when compared to other nations of the time. The handicap buffs or nerfs production at a global amount. The Austrian and Prussian economies are the baseline, and other civs are adjusted based on their relative efficiency compared to those nations. For example, a French Workshop 16% is more efficient than an Ottoman Workshop.

The following table lists the economic handicaps for all player civs:

Player Civ	Economic Handicap
Austria	+0%
France	+8%
Ottomans	-8%
Prussia	0%
Russia	-4%
Spain	-5%
United Kingdom	+3%

Units

NAW uses units in a similar manner that the normal Civilization V game does – comprised of infantry, cavalry, siege, and naval formations. The numbers have been expanded to provide a more varied and hopefully more accurate playing experience for late eighteenth/early nineteenth century warfare. More units have been added to depict the evolution of warfare brought about by the frequent wars of the Napoleonic Era.

Due to the large number of new units, their appearance order in the City View "Build" window has been altered – they no longer appear alphabetically, but in relative power and domain. In other words, weaker units appear before stronger ones, and land units appear first, followed by cavalry, artillery, and ships. This will hopefully make it easier to find the exact unit you would like to build or purchase.



Units (cont'd)

Promotions: One of the major change impacting land units is the "National Promotion." Each player civ has a unique "National Promotion" which adjusts its land units capabilities to attack, defend, and defend from ranged attacks. These adjustments attempt to show *qualitative* differences in units at various echelons. The following table shows how this promotion will affect that civ's units. Please note, not all adjustments are positive. There are some civs whose units will be lowered in capability to show their relative power with other civs in the game.



National Promotion Unit Adjustments – All Land Units

Player Civ	Promotion Name	Combat Strength	Defense	Ranged Defense	Special Promotion
Austria	Hapsburg Reliability	+0%	+0%	+0%	- -
France	Vive l'empereur!	+15%	+15%	+25%	Discipline
Ottomans	Ottoman Adversities	-40%	-40%	-40%	- -
Prussia	Prussian Confidence	+10%	+10%	+10%	Discipline
Russia	Russian Challenges	-15%	-10%	-10%	Nationalism
Spain	Spanish Struggles	-33%	-33%	-33%	- -
UK	British Ways and British Laws	+10%	+10%	+15%	- -

New Promotions.



Bombadier: When next to an enemy city, other units within 2 tiles get a 50% Bonus when attacking the city (Field Marshals only)



Field Marshal: A senior military leader. More powerful than a Great General, adding additional combat effectiveness. See Field Marshal section below for more details



Fire Ship: A promotion attached to a fire ship that prevents it from healing. Eventually the ship will disintegrate if not used to attack



Irregulars: New recruits or lightly-armed troops who have a +25% chance they will attempt to withdraw when faced with a melee attack



Partisans: Partisans are irregular units, which can cause damage in ambush and sabotage situations, but are no match for regular troops. They receive +75% Combat Strength when attacking; no defensive terrain bonuses.



Tactical: Promotions only used on tactical maps to give extra sight to melee units and extra sight and range to ranged units (including naval units). Please note – on tactical maps, the "Embarkation Promotion" is removed from all land units, as is the "Instant Healing Promotion."

Units (cont'd)

Infantry. Primary ground units consist of three different echelons of infantry units: Basic, Main, and Guard. Within these echelons, there are also three different types of units, representing light, medium and heavy units, each with different capabilities and functionality.

Each player civ has units of these types, although they may have a different name and unit icon, the unit flag will always be the same for the sake of consistency.

The basic infantry unit is a "Regiment" – a standard organization of the day. The Ottomans equivalent would be the "Alayi." For artillery units, the basic organization is called a "Battery."

With the exception of the Ottoman Civilization, infantry units from Militia to Line Infantry may be upgraded to the next higher unit type when Gold and the appropriate Technology is on hand. There are some slight variations to this upgrade path based on unique formations for a given civ. For example, British Yeomanry (Conscripts) upgrades directly to Line Infantry, and not Scottish Fusiliers (Skirmishers). The upgrade costs are based on the basic game's formula:

$$(\text{New Unit Production Cost} - \text{Old Unit Production Cost}) * 5 + 10$$

This formula is more expensive than the basic game, where the difference in production is multiplied by 2 (instead of 5 in NAW's formula). So, in NAW, upgrades are 2.5 times more costly than the basic game.

The NAW formula will cause some unexpected results – i.e. upgrading from Conscripts to Skirmishers is considerably more expensive than upgrading from Line Infantry to Grenadiers. But this parallels reality in that it is much easier to make professional soldiers VERY professional soldiers than it is to upgrade raw recruits into an effective, light screening formation.

When units upgrade, they keep their original name. If the "2nd Line Infantry Regiment (Paris) upgrades to a Grenadier regiment, it will still be called the "2nd Line Infantry Regiment (Paris)" even though the flag icon over the unit is for a Grenadier unit. This happened often historically, when units maintained their names to maintain continuity with the past. There are still many "Fusilier" units in the British army today, even though the weapons have changed dramatically.

Guard units may not be upgrade, nor cavalry, artillery or ships.

Unit Information – at a glance

	Unit Type	Cost	Str.	Move	Promotions	Prereq Tech	Icon
Basic Infantry	1. Militia	70	14	1	12	Iron Working	
	2. Conscripts	110	17	2	12	Metal Casting	
	3. Skirmishers	240	20	3	7, 9, 12	Metal Casting	
Main Infantry	4. Light Infantry	260	24	2	8, 9	Gun-powder	
	5. Line Infantry	280	28	2	4, 8	Gun-powder	
	6. Heavy Infantry	370	32	2	4, 5, 8	Rifling	
Guard Infantry	7. Light Guards	440	36	2	3, 4, 5, 8	Rifling	
	8. Medium Guards	500	38	2	2, 3, 4, 5, 8	Military Science	
	9. Heavy Guards	600	42	2	1, 2, 3, 4, 5, 8	Industrialization	
Special	Field Marshals	- -	20	4	11	- -	
	Partisans	50	8	3	6, 9, 10	Iron Working	
	Black Watch	370	34	2	2, 7, 9	Rifling	

Promotions (all at level one):

- | | | |
|-----------|--------------|-------------|
| 1. Blitz | 2. Charge | 3. Cover |
| 4. Drill | 5. Formation | 6. Pillage |
| 7. Sentry | 8. Shock | 9. Woodsman |
10. Partisan Fury: -10% combat strength for adjacent enemy units; +75 Combat Strength when attacking; no defensive terrain bonuses
11. Field Marshal: Special promotion to give these leaders more survivability
12. Irregulars: 25% chance Unit will attempt withdraw when faced with melee attack

Notes:

- Field Marshals – Combat Strength is defensive only
- Partisans only available to Ottomans, Russia, and Spain
- Black Watch units (Heavy Infantry) only available to United Kingdom
- The Str. (Combat Strength) is the average value. Some civs have lower strength numbers, to reflect the relative effectiveness of these units against other nations' units

To give the scenario more realism, several units have been given names more appropriate for that player civ. They may have a different name, but are similar in capabilities to other civs' units of the same unit type.

Player Civ Unit Name Variations

	Unit Type	Austria	France	Ottoman	Prussia
Basic	1. Militia	Landsturm	Militia	Derbendci	Landsturm
	2. Conscripts	Freikorps	Conscripts	Egyptian Tufekchi	Landwehr
	3. Skirmishers	Feld Jäger	Skirmishers	Greek Tufekchi	Jägertruppe
Main	4. Light Infantry	Grenze-regimenter	Fusiliers	Cebelu	Fusiliers
	5. Line Infantry	Line Infantry	Line Infantry	Sanjak	Linien-infanterie
	6. Heavy Infantry	Grenadiers	Grenadiers	Nizam-i Cedid	Grenadiers
Guard	7. Light Guards	Staff Infantry Regiment	Jeune Garde	Cemaat Janissaries	Garde Jäger
	8. Medium Guards	Archduke's Legion	Moyenne Garde	Sekban Janissaries	Garde-regiment zu Fuß
	9. Heavy Guards	Kaisers eigene Wache	Vielle Garde	Beuluk Janissaries	Gardes de Corps
	Partisans	-----	-----	Bashibazouk	-----

	Unit Type	Russia	Spain	UK
Basic	1. Militia	Militia	Militia	Militia
	2. Con-scripts	Conscripts	Conscripts	Yeomanry
	3. Skirmishers	Strelki	Skirmishers	Skirmishers
Main	4. Light Infantry	Fusiliers	Fusiliers	Highland Fusiliers
	5. Line Infantry	Line Infantry	Line Infantry	Line Infantry
	6. Heavy Infantry	Grenadiers	Granaderos	Grenadiers ----- Black Watch
Guard	7. Light Guards	Guards Rifle Division	Guardias de Infanteria	Scots Guards
	8. Medium Guards	Guards Grenadier Division	Cazadores de la Guardia	Grenadier Guards
	9. Heavy Guards	Lieb Guard Division	Guardias de Corps	Coldstream Guards
	Partisans	Partisans	Partisans	-----

Units (cont'd)

Cavalry. While infantry units in NAW have much variety, this is less so with cavalry formations. The following table describes what units are available and how they compare to other cavalry units in the game.

	Unit Type	Cost	Str.	Move	Promotions	Prereq Tech	Icon
Basic Cavalry	1. Lancers / Ulans	250	20	4	5, 6, 8	Steel	
	2. Hussars	270	24	5	5, 9	Metallurgy	
	3. Dragoons	350	28	4	4, 9+	Steam Power	
	4. Cuirassiers	450	34	4	1, 2, 5, 9	Military Science	
	5. Guard Grenadier Cavalry	520	38	3	1, 2, 4, 5, 9	Industrialization	
Special	Cossacks (Cuirassiers)	450	34	4	1, 2, 5, 9	Military Science	
	Totenkopf (Hussars)	270	24	5	5+, 9	Metallurgy	

Promotions (all at level one unless otherwise noted):

- | | | |
|--------------|--------------|-------------|
| 1. Blitz | 2. Charge | 3. Cover |
| 4. Drill | 5. Formation | 6. Mobility |
| 7. Pillage | 8. Sentry | 9. Shock |
| 10. Woodsman | | |

The "+" plus sign indicates an additional level for this promotion

Ottoman Cavalry Regiments, known as "Alayi" have different names than their western counterparts. The following list shows their names:

- | | |
|-----------------------------|-----------------------|
| 1. Lancers: | Pendari Alayi |
| 2. Hussars: | Akinci Alayi |
| 3. Dragoons: | Sipahi Alayi |
| 4. Cuirassiers: | Timariot Alayi |
| 5. Guard Grenadier Cavalry: | Kapikulu Sipahi Alayi |

Units (cont'd)

Artillery. As NAW introduced several new Infantry units, artillery has also been expanded to better depict the variety of cannonry available to the warring factions.

	Unit Type	Cost	Str.*	Move	Promotions	Prereq Tech	Build Limit	Icon
Artillery	1. Field Gun (6 Pounder)	120	7/15	2		Gunpowder	24	
	2. Foot Artillery (12 Pounder)	185	12/25	2		Gunpowder	12	
	3. Howitzer (24 Pounder)	400	18/35	2		Industrialization	12	
	4. Mortar (Siege Artillery)	450	8/30	2	2, 3	Chemistry	15	
	5. Coastal Artillery	550	25	---	3, 4+	Industrialization	6	
	6. Volley Gun	400	10/20	2	1+	Dynamite	10	

Promotions (all at level one unless otherwise noted):

1. Accuracy
2. City Siege
3. Indirect Fire
4. Targeting

The "+" plus sign indicates an additional level for this promotion

* Strength numbers represent Combat Strength / Range Strength

Artillery has the normal Civilization V siege promotions – Only Defensive, No Defensive Bonuses, Must Be Set Up, and Sight Penalty.

Coastal artillery is not mobile, as it becomes an integrated part of a coastal city's defense. They do have 2 movement points, so if they earn the blitz promotion, they will be able to fire twice in a single turn.

The Volley Gun does not require set up to fire, but only has a range of one. It is primarily an anti-personnel weapon.

Units (cont'd)

Ships. While there were many types of ships in use by navies of the day, NAW only contains the primary fighting ships available to all civs. There are build limits which prevent AI overbuilding that was rampant in playtesting. However, there are also some degrees of degraion introduced between the playable civs, to allow for more realism which prevents civs from deviating too far from historical norms. It makes no sense for Prussia to have as large a navy as the UK. There is no possible way for that to have been possible. However, in Live Tuner play testing, this frequently did occur: Prussia had an enormous navy, while at the same time it was being constantly overrun by its warring neighbors due to its small army. This simply is/was not possible, so adding the varying build limits helps keep some of the AI play more logical, if not more realistic.

	Unit Type	Cost	Str.*	Move	Promo- tions	Prereq Tech	Build Limit	Icon
Ships	1. Sloop	90	15	3		Compass	10	
	2. Corvet te	120	20	6		Astronomy	10	
	3. Frigate	185	25/28	5		Astronomy	18 ** 8	
	4. Ship of the Line	275	35/35	4	Extra Sight I	Navigation	18 *** 12 6	
	5. Fire Ship	150	30	3		Astronomy	6	

* Strength numbers represent Combat Strength / Range Strength; a single number represents melee strength

** Frigates: England & France may build 18; 8 for everyone else

*** Ships of the Line: England may build 18, France 12, and 6 for everyone else

Fire Ships: A special weaponized ship designed to ram another ship and explode on impact. They may attack once and then are destroyed. They will eventually sink if not used.

Units (cont'd)

Field Marshals. These units represent the senior military leadership for a given civ. This usually, but not always, represents the sovereign of the realm. They are similar to Great Generals in that they give a 15% combat bonus to land units within 2 tiles. But they also are quite different from Great Generals in these respects:



- Field Marshals may not build a Citadel
- They have Combat Strength, but it is defensive only; therefore they may not stack with other units
- 75% increase in defensive strength
- 50% greater defense against ranged attacks
- 80% chance of withdrawal against melee attack
- Allow units in adjacent tiles to heal 10 additional HP per turn

In addition to these capabilities, some Field Marshals have additional promotions based on their military prowess. Here is the list of promotions you may see from different Field Marshals:

- Extra Sight: +1 to visibility, usually seen in cavalry commanders based on their understanding of the value of reconnaissance
- Bombadier: A new promotion in NAW. It is similar to the basic game "Sapper" promotion, providing units within 2 tiles to get a 50% Bonus when attacking a City.

Buildings

NAW adds 14 new building for all player to add. They primarily focus on improving Production, but other yields are also represented.



Artist Guild: increases Culture by +25%, Adds +2 Culture and +3 Great Works of Art slots. +25% Great Person generation.



Apothecary Guild: adds +2 Food and Science, +10% Food



Artillery Foundry: improves production of Siege Units by 25%. It also increases Production by +3 and 10%. Limit 6 per civilization



Bakers Guild: adds +2 Food, +10% Food, +1 Happiness



Blacksmith: adds +2 Production, +10% Production. +25% Production towards building Melee, Mounted, or Siege units



Brewers Guild: increases +1 Food, and +1 Gold, +2 Happiness



Brickworks: adds +2, and +20% Production when constructing Buildings



Chemist: increases +1 Science for every 2 Citizens in this city. +1 Gold



Inn: adds +10% Gold. +1 Gold from Land and Sea trade routes, +1 Happiness

Buildings (cont'd.)



National Park: increases local happiness +5, and decreases global unhappiness by 1% (cumulative). +1 Culture on Lake and Forest tiles



Pharmacist Guild: adds +1 Food and +2 Science. +10% Science



Porcelain Guild: adds +2 Production, +2 Food



Sewerage: allows +25% of Food carried over after a new Citizen is born, +2 happiness



Weavers Guild: adds +2 Production and +2 Gold from Dye

Building Changes.

In addition to these new Buildings, some changes have been made to existing buildings to improve playability. These changes are:

- Walls and Barracks each reduce enemy spy stealing rate by 25%
- Monuments and Shrines no longer require Gold maintenance

NAW MOD Notes

The overall goal was to provide as much accuracy as possible, given the limitations of available artwork, programming skills, etc. If the choice was more historical accuracy versus simplifying the game system, simplification usually won the argument.

The game is not easy. Not in the sense that the AI is much better than vanilla. The game is more complex due to the epic scope it attempts to bring to life. Armies and navies are much larger than in regular scenarios – there are many cities to manage, and finding the right balance between "guns and butter" is quite a challenge. There are many different military units, each with strengths and weaknesses. Deciding what to build and when takes some time to understand fully.

The automatic naming of the units was introduced to increase the "flavor" of the scenario – to help it "feel" more accurate, even if the names and numbers of the units don't completely reflect historical records. The goal is to provide the player with a sense of how their army is built and deployed and how it evolves over time. The names of the naval vessels do roughly correspond to ships of the era for each nation, although there is no attempt to plot their actual dates of sail and locations in any given scenario. To provide absolute accuracy in the naming of units requires a significant increase in coding that frankly we didn't have time to provide.

The notion of a "regimental" level for units is a simplification. While this is largely true for tactical maps, on strategic maps, the units would be more "divisional" in size and territorial presence. However, divisions of the era generally task organized to the point there wouldn't be separate "artillery divisions" or sometimes "cavalry divisions" operating independently on the map – these

guns (and sometimes horses) would be fully integrated into the divisional structure at the appropriate echelon and hence lose its separate identity. This is one of the "rough approximations" needed to use the Civilization V game engine to perform needed unit manipulation (i.e. building, moving, attacking, etc.).

If we actually want to look at the game (at least on the Tactical Maps), then we can approximate each figure of an infantry unit represents approximately 275 soldiers. Each figure of a cavalry unit represents approximately 100 troopers/horses. Each figure of an artillery unit represents approximately 2-4 guns. These, of course, vary from nation to nation, and differ during even the course of the mod. But they give one a ballpark estimation of how much was required to man, equip, use, and lose these assets.

While it may not be accurate down to the "one figure in the unit represents 275 men" hopefully, it will still be fun to outguess, outplan, outmaneuver, and outfight enemies across the map set on a grand scale.

The Ottomans are heavily nerfed, both militarily and economically. This was essential, as Live Tuner testing showed a tendency to dominate the map in a way that was simply not historically possible. The current settings were arrived at after literally hundreds of games until the behavior is more along historical lines.

The Napoleonic Era was one of rapid technological advancement, social upheaval, and military experimentation. Hopefully the adjustments to the existing game rules and other added features better help portray those issues. While it is important to spam out units during wartime, one can't fall too far behind in tech, otherwise those late-game units can significantly disadvantage a player with the older formations only.

The AI is sometimes a true pain to get working in any fashion that looks like logic or some historical behavior. Many of the tweaks, limitations, and other game changes are here to try and force some common sense into the AI. This is especially true of the Tactical Maps. The AI just isn't programmed to think like a battlefield commander. Usually, in these battles, units were ordered to seize a piece of ground for whatever objective the generals wanted. This required a singular focus and all resources available were brought to bear to achieve this objective.

The normal AI takes a rather zen-like approach to warfighting. Units move hither and yon, and if they engage in battle it is usually more by random accident than anything else. This is especially true of naval warfare. The Trafalgar Tactical Map is a good example. The AI needs to be put on a leash for several turns to get it to look anything like a real naval battle. The end result is OK, but not exactly realistic. I've started work on the modified "Hunter/Killer" AI that will give naval units better movement/attack strategies in the next game release.

One of the features still not completely solved is to put limits to military maneuvering which might have been limited by non-military concerns. This is a fairly abstract concept and putting modified behavior in code isn't always easy. For example, often in play testing the Ottomans easily made inroads into Italy, frequently capturing Rome itself. Had this happened historically, one can only imagine how the warring parties in Europe might respond. I originally had an ingame function that changed all war states and alliances when Selim III took Rome – which started to look like the First Crusade scenario from 800 years earlier. Much of this started to feel quite ahistorical, so I took it back out. However, it still leaves in place the difficulty of accommodating *political* concerns into *military* planning. Ultimately, I decided there are and always will be limitations in the Civilization V

game engine that simply cannot completely recreate the experience of actually being there.

In the end, I decided to abandon the problem for now, and decided to add the Partisan unit and Fire ships, which can become large pains in the a** to deal with. It's especially "fun" in the 1812 scenario which adds large numbers of Partisans every 5 turns or so throughout Russian. They are total pests and require significant time and resource to destroy, only to see them replaced again in a few turns. Irritating. I'm sure that's what Monsieur Napoleon was thinking himself at the time...

Planned Upgrades

In the next version of NAW, I hope to add the following functionality:

- Custom scenario Front End – to simplify the starting of the scenario and map loading
- Get the Horse Artillery unit working and added to the scenarios
- New Battlefield Maps – Wagram, Jena
- Create a "Hunter AI" – especially for Trafalgar/Nile scenarios – one that finds the nearest enemy, then engages. If more than one, pick the most appropriate one to attack (either the strongest or the weakest, depending on playtesting).
- Give Austria a different name in 1805 and earlier (HRE/Francis II), and after (Austrian Empire/Francis I)
- Update Ottoman Great General artwork to something more appropriate
- Change Austrian unit skins to the more historical white colors, rather than team color – maybe...

Known Issues

There are a few still being worked:

- The game seems to require more clearing of the cache files, located in C:\Users\ *User* \Documents\My Games\Sid Meier's Civilization 5\cache. If you're experiencing CTD, the first thing to try is clearing ALL of the files in that folder then reload.
- Caravan/Cargo Ship flag – triangle instead of pentagon
- Naming script seems to work in most cases, however, on reloading the number sequencing starts over at 1, i.e. "1st". Will fix that the next iteration. Also, City State great people naming could use some work.
- Save game names don't line up with modified turn durations
- Turn change announcement displays year, not week or minutes.
- The "Change of Day" message on the Cairo battlefield map appears three times