

Napoleon at War: Mediterranean Kingdoms Expansion Introduction

Napoleon at War – Mediterranean Kingdoms Expansion (NAW-MKE) adds eight playable civs to the NAW basic game. These nations are largely Germanic, consisting of Algeria, Egypt, Two Sicilies, Papal States, Portugal, Sardinia, Tuscany, and the Kingdom of Italy (Venice).

Each new civ has its own unique ability (UA) or trait, along with two new unique buildings (UB). They also begin the game with additional Gold and Culture, to help make them more survivable.

The new civs use the standard units in NAW – and each civ has a National Promotion as in the basic game. These promotions adjust combat capabilities based on the unique strengths/weaknesses of that particular civ. Each new civ also has an economic handicap. These adjustments are in tables in the next few pages.

These civs have the lower build limits for ships (8 Frigates, 6 Ships of the Line).

NAW is required for the Mediterranean Kingdoms Expansion to work properly. The mod is in BETA form, and although thoroughly tested for stability, there may still be issues with playability. Please report any problems you have via the Steam page for the mod.

New Maps

1. "The War of the Fourth Coalition" (1806-1811). Revised for Mediterranean Kingdoms Expansion.

Map Name:

"NAW - 1806 – Mediterranean Kingdoms Expansion.Civ5Map"

This map is the same as the basic game 1806 map, with the 8 new playable civs added in place of the City States they replace. The main difference in the scenario is on the diplomatic front: all nations are at peace, with the exception of France and the UK – who remain in a state of Permanent War. Other nations may make/break alliances as they see fit. The scenario runs longer than the basic game map (5 years / 260 turns) in order to give the new civs, which are very small nations, a chance to grow their tech/economy and perhaps have a chance to survive, and possibly even win the game.

2. "The Battle for Italy" (1797-1798). (102 Turns)

Map Name: "NAW - 1797 – Battle for Italy.Civ5Map"

This map depicts the situation on the Italian peninsula in 1797, at the trailing end of the War of the First Coalition, when Napoleon was beginning to exert more and more influence in both French political and military circles. Italy offered him the chance to push back Austria from French borders and perhaps end the war – if they could be beaten severely enough. It also provided France the opportunity to extend revolutionary fervor, which was still quite predominant in French society, to other kingdoms beyond their own lands.

The map has 9 playable civs: Algeria, Austria, France, Ottoman Sultanate, Papal States, Sardinia, Sicily, Tuscany, and the United Kingdom. The main struggle for supremacy in the game is between Austria and France, as it was historically.

The player who controls the most Italian cities at the end of the game wins. The Italian cities that count toward victory are Cagliari, Florence, Naples, Palermo, Rome, Turin, and Venice. If more than one civ controls the same number of Italian cities, the player with the highest game score wins.

During the game, the AI civs will receive a substantial number of reinforcements and additional gold every 5 turns. Most civs have a 50% chance of receiving 1-2 Conscript units, and 1-2 Fusilier/Light Infantry units. Additionally, each city has a 50% chance of generating additional Gold (call it a war tax) of 5-50 Gold in each city. If a civ is over its unit supply limit, no additional reinforcements will be spawned. Also, if the city is in resistance, it will not generate and reinforcements or Gold.

The Ottomans have a 50% chance to receive 1-3 Conscripts (Egyptian Tufekchi), 1-3 Light Infantry (Cebelu), and 2-4 Partisan units (Bashibazouk) in each city. They also receive 5-20 Gold. The United Kingdom does not receive any reinforcements, to demonstrate their relatively weak position, at least with respect to manpower available to field infantry units.

Civilizations

Player Civilizations: There are eight new historical civilizations available to play in NAW-GNE:

1. Regency of Algeria, led by Mustapha VI



UA: "**Algerine Brigandage**" – All Algerian naval melee units start with "Prize Ships" promotion, and naval maintenance -50%. Land units can pillage without cost.

UB: "**Barbary Lair**" - Adds +15 XP to naval units built in the city, and adds +4 defensive strength to the city. Available at Compass. Requires Harbor.

UB: " **Medersa**" - Adds +2 Production, +2 Science, and +2 Gold. Available at Theology. Requires Library.



2. Eyelet of Egypt, led Ibrahim Bey



UA: "**Jewels of the Nile**" – Egypt receives +50% more Trade Routes, and each yields +2 Gold. Land Trade Routes have 50% greater range. Mines +1 Production, Farms +1 Food.

UB: " **Muntajae Sihi**" – Adds +2 Culture, +2 Happiness, and +1 Gold to the city. Available at Architecture. Requires Aqueduct.

UB: "**Jami'ah**" - Adds +1 Science per 2 population, +2 Science Specialists, and +25% Great Person generation. Available at Education. Requires University.



3. The Papal States, led by Pope Pius VII



UA: " **Papal State Influence**" – The Papal States can create 50% more Trade Routes. Influence with City-States degrades at half speed and recovers twice as fast; may move through City-States without angering them.

UB: " **Papal Chapel**" – Adds +1 Culture, +2 Happiness, and adds 2 slots for Great Works of Art. Available at Acoustics.



UB: "**Ecclesiastic Court**" – Adds +2 Production and +1 Happiness. Available at Guilds. Requires Market.



4. Kingdom of Portugal, led by Queen Maria I



UA: "**Braganza Rehabilitation**" - Portugal can create 50% more Trade Routes. Portuguese naval units receive +1 to movement and sight, and cost 25% less maintenance.

UB: "**Sagres Academy**" - Adds +15 XP to all naval units built in the city. Available at Acoustics. Requires Harbor.



UB: "**Estudo Geral**" – Adds +2/+15% Science, 1 Science Specialist slot, and +25 Great Person generation to the city. Available at Education. Requires Library.



5. Kingdom of Sardinia, led by King Victor Emmanuel I



UA: "**Savoy-Faire**" – Land units repatriotic war cieve +15% Combat Strength on friendly territory and move faster in hilly terrain. Sardinian naval units cost 25% less maintenance.

UB: "**Collegio delle Province**" – Adds +2/+25% Science, 1 Science Specialist slot, and +25 Great Person generation to the city. Available at Education. Requires Library.



UB: "**Comune Savoyard**" - Adds 25% additional Gold, and +2/10% Production, plus 1 Engineer Specialist slot. Available at Printing Press.



6. Kingdom of Sicily, led by King Ferdinand III



UA: "**Vita Mezzogiorno**" - The Kingdom of Sicily can create twice as many Trade Routes. Its units fight at full strength even when damaged. Its naval units receive +1 movement and +1 visibility when built.

UB: "**Stabian Academy**" - Adds +15 XP to all naval units built in the city. Available at Acoustics. Requires Harbor.



UB: "**Neoclassical Basilica**" – Adds +2/25% Culture, +1 Science, +2 Happiness, plus 1 Great Work of Art slot. Available at Military Science.



7. Grand Duchy of Tuscany, led by Grand Duke Fernando III



UA: "**Festina Lente**" – Units receive +20% combat bonus against larger Civilizations. Trade Routes with other Civilizations provide +3 Gold and +2 Culture. +10% Gold in all Cities.

UB: "**Accademia**" - Adds +2/+25% Science, 2 Science Specialist slots, and +25 Great Person generation to the city. Available at Education. Requires Library.



UB: "**Uffizi dela Citta**" – Adds +2/10% Production, +2 Gold, +2 Culture, plus 2 Engineer Specialist slots. Available at Economics. Requires Market.



8. Kingdom of Italy (Venice), led by Viceroy Eugene de Beauharnais



UA: "**L'aquila in Italia**" – Units earn points toward a Golden Age for each enemy unit killed. +15% Gold, +3 Culture in all Cities.

UB: "**Palazzo**" - Adds +4 Culture, 2 Great Works of Art Slots, 2 Artist Specialist slots, and +25 Great Person generation to the city. Available at Architecture. Requires Castle.



UB: "**Maggior Consiglio**" – Adds +2/10% Production, +2 Gold, and 2 Engineer Specialist slots. Available at Guilds. Requires Market.



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, including the original NAW civs, as well as the new NAW-GNE civs:

	Player Civ	Economic Handicap
NAW	Austria	+0%
	France	+8%
	Ottomans	-8%
	Prussia	0%
	Russia	-4%
	Spain	-5%
	United Kingdom	+3%
NAW - GNE	Algeria	-15%
	Egypt	-11%
	Papal States	-2%
	Portugal	-4%
	Sardinia	-6%
	Sicily	-4%
	Tuscany	-2%
	Kingdom of Italy	-2%

Units

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
Algeria	Algerine Brigandage	-25%	-15%	-15%	1
Egypt	Jewels of the Nile	-20%	-10%	-10%	- -
Papal States	Aquila Rapax	-15%	-8%	-8%	- -
Portugal	Braganza Rehabilitation	-15%	-8%	-8%	- -
Sardinia	Savoy-Faire	-12%	-10%	-10%	3
Sicily	Vita Mezzogiorno	-15%	-8%	-8%	- -
Tuscany	Festina Lente	-10%	-5%	-5%	- -
Kingdom of Italy	L'aquila in Italia	-10%	-5%	-5%	2

1. Pillage costs no movement points
2. Units earn points toward a Golden Age for each enemy unit killed.
3. Patriotic War = +15% strength in friendly territory

NAW-MKE MOD Notes

The overall goal of the Napoleon at War – Mediterranean Kingdoms Expansion was to add smaller playable civilizations at the request of several players, for the sake of variety – and I suspect for national pride in some cases...

One should not expect to dominate Europe in the few years set in the map's time frame, if you are the leader of one of these small kingdoms. For example, it wasn't likely that Algeria would conquer Europe in 1809 given its relative lack of resources, especially compared with much larger and much richer empires of central Europe.

The main goal for most of these lands is to simply survive the onslaught when the large empires decide to attack. And as you probably know from playing Civilization V in the past, when one attacks, they all attack. Playing as Tuscany is a particularly difficult challenge, as the French attack early, and often.

The main challenge if you only have one or two cities is to generate the science you need to discover technologies to keep pace with your larger neighbors. Building enough units to deter aggressions while meeting all of your other priorities is a tricky balancing act. Play testing points to the use of spies and maxing the Rationalism policy tree at game start as possible methods of keeping pace.

I will be the first to admit the amount of creativity employed in the unique abilities and buildings is not as extensive as other mod, but I also will admit I'm not sure how much demand there is for playing these smaller, less important countries. The artwork (Dawn of Man & Diplomatic screens, background maps, etc.) isn't always as accurate as I would like it, but if there isn't much

interest in the mod, I didn't want to invest too much time updating fairly cosmetic game features.

When calling these new civs less-important, I mean less important with respect to their historical impact in the overall Napoleonic Era. If the mod somehow becomes popular, I'll be glad to take suggestions on how to expand the creativity of the civs and their settings. So, since I was struggling for direction when defining the civs, I'd be more than happy to take recommendations on how to improve them.

The mod started as an attempt to add 15 playable civs to the NAW basic game. I added and tested each civ one at a time. Unfortunately, at about civ 13, the game began experiencing significant load time delays and numerous (50% of the time or more) crashes to desktop. I know there is a limit to 22 playable civs in a normal Civilization V game, as NAW is kind of a memory hog, the game engine just wasn't able to accommodate 22 civs with an acceptable degree of stability.

So, the decision was made to cut the mod in half, and group the nations together in two mods, focusing on the north and the south of Europe for better contrast. By doing this, the game became much more stable with significantly less waiting time between turns. As a side benefit, a lot of the diplomatic chatter was cut as well.

Known Issues

There are a few still being worked:

- The game seems to require more clearing of the cache files, located in C:\Users\Use\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.