

Napoleon at War: The Ottoman World Expansion Introduction

Napoleon at War – The Ottoman World Expansion (NAW-TOW) adds eight playable civs to the NAW basic game. These nations are subordinate states of the Ottoman Empire, consisting of Algeria, Egypt, Greece, Montenegro, Serbia, Tripolitania, Tunis, and Wallachia. The design assumption was that many of these states had a high potential for rebellion against the Sultan of the Ottoman Empire, and this mod provides a player the opportunity to free their land from a distant, often detached and turbulent monarch.

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). Additionally, Algeria, Tripolitania, and Tunis may not build Ships of the line – they have the "Prize Ships" promotion when built, so these civs have to get Ships of the Lines

the way their Barbary Pirate ancestors did – by taking them in combat.

NAW is required for the "The Ottoman World 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 Fifth Coalition" (1809-1814). Revised for The Ottoman World Expansion.

Map Name: "NAW - 1809 – Ottoman World Expansion.Civ5 Map"

This map is the same as the basic game 1809 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 Balkans Uprising of 1820" (1820-1821)

Map Name: "NAW – 1820 – Balkans Uprising.Civ5 Map"

This map provides a hypothetical "what if" scenario that allows you to play as one of the Balkans territories that were part of the

Ottoman Empire at the time, but were also primed to rebel against foreign occupation of previously free kingdoms.

Playable civs: Greece, Montenegro, Serbia, Wallachia, and the Ottoman Empire.

The diplomacy is complicated, as it was during this time. There are two large European powers on the map (Austria and Russia). They have a defensive pact with each other and will not declare war on any of the "Balkan" states (Greece, Montenegro, Serbia, and Wallachia). The Ottoman states (Ottoman Sultanate, Egypt, and Tripolitania) have a defensive pact, and are at permanent war with Greece. The Ottoman Sultanate is at permanent war with both Greece and Wallachia. Much of this diplomatic entanglement was an attempt to recreate the situation in 1820, but some changes were made to try and get better performance out of the AI, especially concerning Egypt and Tripolitania.

At the start of the game, the Ottoman nations are at war with Greece and Wallachia. There is a chance they will declare war on the other Balkans nations at any time. They can also make peace with these nations, but unlike the basic game, these peace treaties can be broken at any time (not 30 turns or later). No one can declare war on the Sicilian city state.

The scenario runs 130 turns, and the Ottoman Sultanate player must control capitals of the Balkans states to win the game. There are 5 capitals that determine who wins or loses the game: Istanbul, Athens, Belgrade, Bucharest, and Montenegro. How many capitals the player owns at the end of the game determines the scale of the victory, or loss. The Ottoman player must own 4 capitals or more capitals to win the game, all 5 to win the game decisively. Anything less than 4 is a loss of some kind. This would mean that at least 2 of the Balkans nations had maintained their independence over 2 years of revolt, which would

have caused serious repercussions throughout the Ottoman world and its surroundings.

If the Ottoman player fails to win the game, then all of the surviving Balkans nations will be considered the winner. As in history, you win by surviving.

During the game, the AI players will receive reinforcements. Every 8 turns, the Ottoman Sultanate player will receive a small army near its capital, consisting of 4-14 units of varying types. Every 8 turns, the Balkans nations have a 50% chance of spawning 1-2 skirmisher type units at each of their cities. Every 20 turns, there is a 50% chance Egypt or Tripolitania will spawn an invasion army and send it north to fight in the Balkans.

3. "The Greek War of Independence" (1821-1832)

Map Name: "NAW – 1821 – Greek War of Independence.Civ5 Map"

The Greek War of Independence, also known as the Greek Revolution, was a successful war of independence waged by the Greek revolutionaries between 1821 and 1832 against the Ottoman Empire. The Greeks were later assisted by the Russian Empire, Great Britain, the Kingdom of France, and several other European powers, while the Ottomans were aided by their vassals, the Eyalets of Egypt, Algeria, and Tripolitania, and the Beylik of Tunis.

This map allows either Greece or the Ottoman Sultanate as playable civilizations. Both Egypt and Tripolitania are on the map, but as they played a relatively small part in the war, they are simply allies of the Ottoman Sultanate, and not playable. Albania is also included as an allied City State of the Sultanate. There is a permanent state of war between the Greeks and the Ottoman players.

This map depicts the war on a large map, with plenty of room to maneuver, both on land and sea, to achieve your objectives: if

you are playing Greece, simply surviving is enough to win. You are trying to keep your rebellion going long enough for your friends and allies throughout Europe to raise enough sympathy and support for your cause. Your main goal is to enlist the help of allies powerful enough to join your cause and help obtain your freedom from the sultanate. If playing as the Ottomans, you must crush the rebellion and eliminate all of its soldiers.

The scenario lasts 130 turns, and provides each side reinforcements through the game. For the Greeks, they receive reinforcements every 8 turns. Between 0 and 3 Klephtes (Partisans) and between 0 and 2 Armatoloi will spawn at each city they control. If the Greek player is human, they will receive 0-2 and 0-1 units, respectively (1 less than the AI Greek player). Every 8 turns, the Greeks also receive a random amount of gold – between 10 to 50 Gold for each city they own.

The Ottoman Sultanate will receive a large army of 4 to 16 units every 8 turns. This army will consist of Conscripts (Egyptian Tufekchi), Light Infantry (Cebelu), Line Infantry (Sanjaks), and Lancers (Pendari). They will also receive a Great General to lead this army. The army spawns near their capital.

Both Egypt and Tripolitania will also receive reinforcements during the game. Every 20 turns, there is a 50% chance an army will spawn – near Crete to help ensure the AI will use these units in an attack on Greece and not send them off exploring. These armies consist of 4-16 units broken down along the same lines as the reinforcement army of the Sultanate.

There are large areas in Thrace and Macedonia where no Ottoman cultural boundaries reach. This is to depict the lack of central authority control over these areas, especially when the closely related southern Greeks were in a state of revolt. The barbarians that spawn in these lawless areas demonstrate the challenge the Ottomans had in building forces to prosecute the war while also maintaining order in lands the nominally owned.

Civilizations

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

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. First Hellenic Republic (Greece), led by General Theodoros Kolokotronis



UA: "**Diafotismos Ellinika**" – Land units always fight at full strength, move faster in Hills, and +25% strength in friendly territory.

UB: "**Filiki Eteria**" – Adds +2 Gold, +2 Gold when connecting to another civ, and +50% range for land trade routes originating from this city. Available at Printing Press. Requires Library.



UB: "**Straton Armatoloi**" – Adds +15XP to all land units built in this city. Also adds 4 to city defense, 20 city hit points, and +1 Happiness. Available at Gunpowder.



4. Prince-Bishopric of Montenegro, led by Vladika Petar I



UA: "**Stara Crna Gora Freedom**" - Units earn points toward a Golden Age for each enemy unit killed. Land units move faster in Hills, and +25% strength in friendly territory.

UB: "**Monastar**" - Adds +2 Culture, +1 Happiness, +1 Science, +1 Food, and +1 Gold. Also adds 1 Great Work of Art slot. Available at Architecture. Requires Temple.



UB: "**Guvernadur**" – Adds +2/10% Production, 2 Engineer slots, and +25% Great Person generation. Available at Civil Service. Requires Constabulary.



5. Principality of Serbia, led by Vozd Dorde Petrov



UA: "**King of Kings, Ruling Over Kings**" – +50% more Trade Routes, land routes go 50% further. Foreign Trade Routes +2 Gold. Land units +25% strength in friendly territory.

UB: "**Praviteljstvujusci Sovjet**" – Adds +2/10% Production, and +25% Great Person generation. Available at Printing Press. Requires Constabulary.



UB: "**Velika Skola**" - Adds +1 Science per 2 population, +2 Science Specialists, +1 Production, and +1 Happiness. Available at Education. Requires University.



6. Eyalet of Tripolitania, led by Pasha Yusuf Karamanli



UA: "**Tree Pirate Cities**" - Naval melee units start with "Prize Ships" promotion, and naval maintenance -50%. Foreign Trade Routes +2 Gold.

UB: "**Kagithane**" - Adds +2 Happiness, +2 Culture, and +2 Gold. Available at Theology. Requires Castle.



UB: "**Tajir**" – Adds +2/20% Production, +2 Gold when connecting to another civ, and adds 2 Merchant Specialist slots. Available at Economics. Requires Market.



7. Beylik of Tunis, led by Bey Hammuda ibn Ali



UA: "**Barbarossa's Coarse-Heirs**" – All naval melee units start with "Prize Ships" promotion, naval maintenance -50%. +50% more Trade Routes.

UB: "**Yalis**" - Adds +3 Culture, +3 Happiness, and contains a Great Work of Art slot. Available at Architecture. Requires Castle.



UB: "**M adhabib**" – Adds +2/10% Production, +2 Science, and +25% Great Person generation. Available at Education. Requires University.



8. Principality of Wallachia, led by Prince Alexander Mourousis



UA: "**Dacian Enlightenment**" – +50% more Trade Routes. Land routes go 50% further. Foreign Trade Routes +2 Gold, +2 Culture. Mines provide +1 Production.

UB: "**Brancovan Han**" - Adds +15 XP for all military units produced in this city. Also adds +6 strength to city defense, 25 city hit points, and +2 Culture. Available at Gunpowder. Requires Barracks.



UB: "**Suditi Quarry**" – Adds +2 Production, but also provides +2 Iron and +1 Coal. Available at Iron Working. Requires Workshop.



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 - OW	Algeria	-15%
	Egypt	-11%
	Greece	-12%
	Montenegro	-12%
	Serbia	-12%
	Tripolitania	-14%
	Tunis	-14%
	Wallachia	-12%

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, 5
Egypt	Jewels of the Nile	-20%	-10%	-10%	5
Greece	Diafotismos Ellinika	-20%	-15%	-15%	4, 6
Montenegro	Stara Crna Gora Freedom	-20%	-12%	-12%	2, 4
Serbia	King of Kings, Ruling Over Kings	-02%	-15%	-15%	3
Tripolitania	Tree Pirate Cities	-25%	-15%	-16%	5
Tunis	Barbarossa's Coarse-Heirs	-25%	-15%	-15%	5
Wallachia	Dacian Enlightenment	-20%	-15%	-15%	- -

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
4. No extra movement cost for hills
5. Naval Melee start with "Prize Ships" promotion
6. Fights at full strength, even when damaged

Units (cont'd.)

Variations: There are several adjustments to available units to better reflect what was actually happening on the ground during this time and in this location. Egypt and Tripolitania use standard Ottoman units, like the Ottoman Sultanate does.

For the Balkan nations, there are much more changes to their infantry units. The basic unit in Greece is a "Syntagma" and for the Slavic nations (Montenegro, Serbia, and Wallachia) they are called "Puka" – these are the equivalent to the basic "regiment" used in NAW.

Like most revolutionary movements, the rebels usually do not start with a trained, professional army. Usually, they make do with whatever forces are available at the time – mostly militia of a type, or some type of conscripts – with similar capabilities. It takes time to develop a more capable force. There is also not a history of military organization, so there will probably be less variation in the types of units a revolutionary movement will attempt to build.

In "NAW-TOW" the Balkans nations have four basic types of units available: Partisans, Conscripts (Slavic nations), Skirmishers (Greece), Line Infantry, and Medium Guards. These units are generally less-expensive than their NAW counterparts, but also less lethal.

For cavalry, the Balkans nations use standard western European formations, also using the "regimental" designation to the formation. This was done to ease coding, but there is some historical precedence – as the Balkan nations actively fought for freedom from Ottoman rule, they attempted to obtain western European support, and did base many of their military efforts based on those western models.

The same is true for artillery and naval units. They use the standard designations.

Units (cont'd.)

The following table depicts the specific changes to Balkans nations units:

	Unit Type	Cost	Str.	Move	Promotions	Prereq Tech	Icon
Basic Infantry	1. Militia	--	--	--	--	--	
	2. Conscripts ("Becari Puka" Montenegro, Serbia, Wallachia)	100	16	2	12	Metal Casting	
	3. Skirmishers ("Syntagma Armatoloi" Greece)	200	22	3	7, 9, 12	Metal Casting	
Main Infantry	4. Light Infantry	--	--	--	--	--	
	5. Line Infantry (Slavic: "Pesad Puka" Greek: "Syntagma Pezikou")	240 270	24 26	2	4, 8	Gunpowder	
	6. Heavy Infantry	--	--	--	--	--	
Guard Infantry	7. Light Guards	--	--	--	--	--	
	8. Medium Guards (Slavic: "Garda Puka" Greek: "Syntagma Evzonon")	350 400	32 36	2	2, 3, 4, 5, 8	Military Science	
	9. Heavy Guards	--	--	--	--	--	
Special	Field Marshals	--	20	4	11	--	
	Partisans (Slavic: "Hajduks" Greek: "Klephtes")	35	7	3	6, 9, 10	Iron Working	

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

NAW - TOW MOD Notes

The overall goal of the "Napoleon at War – The Ottoman World 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 the Strategic Map (1809): 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.

On the other maps (Balkans Uprising of 1820 and the War of Greek Independence) – these are provided to provide a chance to experience what it must have been like to attempt to keep a crumbling empire together, when there were so many forces working against this goal. The Ottoman Sultanate is obviously the most powerful civ in these games, but with so many enemies, it can be a challenge to succeed in accomplishing some very difficult victory conditions.

Playing as one of the Balkans rebelling countries is also very challenging as well. The Ottoman AI has many reinforcements coming in fairly often, and if you only have 1-2 cities to generate troops, wealth, and science, fending off these invading hoards can be a challenge as well.

I will also admit here there is a lack of some of the historical accuracy I'd like to have included in the mod. Unfortunately, many compromises and "approximations" had to be used to get the AI to put up an even limited fight. It isn't easy to get the AI to do this, as it is stubbornly difficult to change its behavior even using the same commands it uses to guide itself.

Ultimately, you just do the best you can, approximate as much as possible, then admit this is all for a little fun and

hopefully can provide a little of the experience of what it was like to manage a large or small country back then.

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.