WARS of SUCCESSION

Contents

WARNING

A printed game manual is a document that is prepared usually 6-8 weeks before official release of the first version of the product. Therefore it is common that between the time the manual was written and the release some elements of the game will change through the later stages of beta testing. Ageod games also receive improvements via post-release patches or updates, which may render some sections of a printed manual no longer accurate.

Therefore we recommend that you always check for the latest PDF version of the manual on the Ageod Wars of Succession forum in case of doubt, and remember that in-game information is more recent and accurate.

Should you need more details and precise answers, ask on the Ageod forums. The team will always be glad to answer you there.

— The Development Team, July 2017

Introduction

Wars of Succession (WOS) is a historical strategy game using simultaneous turn resolution – also called a WEGO system – that places players at the head of one of the great European powers or Alliances during the Wars of Succession era (1700-1721). It can be played either against the computer's artificial intelligence (AI) or against a human opponent(s) using file transfer protocols such as email or online file sharing services (PBEM).

Players assume the role of military and political leaders leading the Armies and Fleets of their nation during these ten years of bitter struggle throughout a divided Continent, or in smaller scenarios or campaigns depicting only a portion of the Succession wars. Both sides will strive to capture and hold key Objectives, destroy enemy forces in order to break their will to fight and hopefully win the war.

Although clearly focused on military operations, diplomatic as well as key political and economic factors are also modeled in great detail by historical options and regional decisions that can affect the course of the war. There is more to war than battles: the parties may work to create or destroy Coalitions, prevail in the economic war of blockade and commerce raiding, and seek to wreak havoc on the enemy economy and divert their troops by raiding behind the lines. Many events have a substantial impact on National Morale, which reflects the struggle to break the enemy's will to continue the fight. If neither side can break the other's morale, victory points will determine the result of the game.

Installation

Start your computer and insert the DVD labeled WOS into your DVD drive (or click on the installer link you have just downloaded if not a physical copy). The setup program will start automatically. Follow the on-screen instructions to install the game.

If Autoplay is not activated, start the setup program by double clicking on My Computer, then on the icon of your DVD drive and finally on "setup.exe".

If Microsoft (R) DirectX 9.0c (R) is not present on your PC, please launch the DirectX installer, which can be found on the DVD.

Once the game has been installed, you can start it from the Windows Start menu, the desktop shortcut or by inserting the DVD. Note that the DVD is not required to play the game.

Removing the game: select "Add/remove programs" in the Control Panel. Select WON, and then click "Add/remove". This will uninstall WON, **including saved games** (so back them up beforehand).

System Requirements

Minimum Requirements
Processor: Intel Pentium or AMD, 1500 MHz
RAM: 2 GB
Graphic Card: 128 MB RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible
CD Rom: x 8

Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows XP, Vista, Seven
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Recommended Requirements
Processor: Intel Pentium IV or AMD Athlon, 2000 MHz
RAM: 2 GB
Graphic Card: 128 Mb RAM, DirectX 9.0c compatible
Sound Card: 16-bits, DirectX 9.0c compatible
CD Rom: x 8
Peripherals: Microsoft compatible keyboard and mouse
Operating System: Windows XP, Vista, Seven (1536 Mb of RAM for Vista)
Hard Disk: 2000 MB free disk space
DirectX: Version 9.0c

Updates and Forum Support

AGEOD strives to fix any identified problems as soon as possible with "patches" which can be downloaded on the following web page: http://www.ageod-forums.com/.

Updates found there may add further content to the game from time to time, and DLCs may be available for purchase.

In case of technical problems, support@ageod.com is available to you and you may ask for help on the AGEOD forum. A proof of purchase (serial number) may be asked for in some cases.

INTERFACE

A wealth of game information can be accessed through so-called "tooltips". If you hover your mouse long enough over a particular item on the screen, a text box will appear with detailed information about the corresponding feature.

Figure 1: Hovering your mouse over a region will display a black "tooltip" box with additional information about the region.

The tooltip delay is set to "instantaneous" by default, but it can be adjusted in the Options Menu.

NOTE: Tooltips are extremely valuable for accessing information about almost everything in the game, including features not documented in this manual. Don't hesitate to explore the various tooltips for the game screens as these can aid greatly in understanding the details of the game.

The **Esc** key (at the top left of most keyboards) allows you to close any window currently open. If you hit the **Esc** key while on the main map, you will be returned to the Main Menu where you can save and/or quit the game in progress. Note that the game automatically saves your position when you End Turn or exit to the Main Menu, so nothing is lost by accidentally escaping out of the main game.

Finally, there are many keyboard shortcuts that are listed on p. 136–138.

Main Menu

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

Options

Media

You can activate/deactivate music and sounds, choose the language used in the game, adjust the tooltip delay) and adjust the combat animation delay. You can also select the way that Units will be displayed on the map ("Leader on Top" and "Regroup Armies" options) as well as whether the turn resolution should be paused for immediate inspection of battle results ("Pause after Battle") in addition to being reported in the Message Log for the turn.

Game

In this menu, you can activate/deactivate the Fog of War , Activation and Withdrawal rules. You can also play with Leaders randomized to various degrees: in this case, leader attributes are randomized when you create a new game. We recommend leaving the default settings for your first game.

You can also adjust whether armies delay before committing to battle, and the level of routine attrition you choose to model. You may select Extended Force Pools to relax the historical limitations on available Units by doubling or tripling them (expect great divergence from historical patterns if you choose this option).

In addition you can set options that alter how the game plays. Options available include the Easy Supply rules, simplified Naval Box handling, several degrees of automated replacements, the new traffic rules (which penalize moving

too many units in a region) and a variety of other options. We believe the best historical feel is achieved by using the default settings.

AI

This is where you select the difficulty level and adjust the intelligence, aggressiveness, activation bonus, and Detection ability of your computer opponent – the Athena engine. Even a slight improvement to Detection has a significant impact on Athena's ability to strategize. Adjusting difficulty can give Athena a bonus or penalty – for example, "Lieutenant" ranking gives the AI better movement speed, cohesion recovery, and reduced command penalties for under-commanded military forces – but no direct combat advantages. You can also allow the game more time to process between turns, improving the opposing military planning AI (which is the most processing-intensive). The game campaigns and scenarios have been optimized for the default settings (e.g., middle box for Activation, second box for Redeployment and for Delayed Commitment, and Low for AI Detection).

System

You can adjust technical settings here. These include "Region Pre-caching" and "Textures Init." which allow for smoother scrolling. The AGEOD forum can help you decide which settings are best for you. There is also "CPU Sleep Mode" which suspends CPU usage while the game is not the active application. This can be turned off or on as can some settings that reduce graphics load times.

Scripts

This allows you to enable or disable major historical events if provided for by the scenario or campaign.

Note that the "reset" button on options pages allows you to reset that page to its default settings.

Campaigns & Scenarios

When starting a new game, you will be presented with several types of scenarios to choose from. There are basically two levels of play ranging from the shorter scenarios, involving a limited number of Units for a short period of time on a portion of the map, to the full Grand Campaign covering a complete Succession War:

❧ The 1700 Grand Campaign covers the whole duration of the **GREAT NORTHERN WAR** up to the end of 1721 using the whole **Eastern part of the map**. You

begin in January 1700 with Sweden facing sudden attack from Denmark, Poland, Saxony and Russia.

- The 1701 Grand Campaign covers the whole duration of the **SPANISH SUCCESSION WAR** up to the end of 1713 or 1715 using the whole **Western part of the map**. You begin in July 1701 with the Bourbon Alliance facing sudden Habsburg opposition in Northern Italy (and the war will soon extend to other nations in Western Europe).

- Medium Campaign Scenarios are more limited in scope and feature operations on the Spanish Succession War at two different starting points of critical importance, 1706 and 1706.

- Italy scenario: this short introductory scenario covers a few months of the early stages of the war, between 1701 and 1702, in Northern Italy.

LOADING, DELETING, & RENAMING A GAME

Instead of starting a new game, you can resume a game you previously saved or that was saved automatically. You also have the option to rename, delete or restore a previous turn, of any saved game, as indicated by each entry's tooltip (there is a settings file that adjusts the number of turns saved). Hovering the mouse over the game in the Load Game window provides you with the shortcuts to these file manipulation options. It is not advised to rename a saved game other than through this WOS interface. It is best to rename files only through this

interface. To go back to the end of the last turn played, hover over your current save and type "Home" as described in the menu. It erases the current save and loads the save from the end of the previous turn. This can be used repeatedly to access an even earlier save.

⟢Saving a Game (& PBEM)

At any time during a game, you can reach the Main Menu (Esc key). From here, you can select the Save Game menu. You don't generally have to save a game, as this is done automatically each turn once you hit End Turn. As explained previously, you have the option to restore the 24 previous turns of any saved game. Usually, the only cases where you would want to manually save a game is either if you halt your planning in the middle of a turn and want to resume giving orders after quitting the game or to change the name of the save game from its default. **In other words, if you click End Turn, watch it unfold and only check your forces without**

entering new orders, you can quit safely and everything is saved by default.

Play by Email (PBEM)

WOS can be played against another human opponent using PBEM or any other valid file transfer protocol, such as Instant Messaging. One of the players (the "Host") will have to initiate the game. The procedure is detailed below:

1. Create a game:

   The Hosting player chooses a Campaign/Scenario and a side and starts the game as usual. This automatically generates a sub-folder in the C:\Program Files\Wars of Succession\WSS\Saves\ directory, named after the Campaign or Scenario selected (1701 Campaign if you play the "1701 Campaign" scenario, for example). Please note that a number helps differentiate between multiple instances of the same Campaign/Scenario. However, the best way to avoid confusion is to rename the in-game Save (e.g. 1701 Campaign John vs. Joe) from the load game window. Do NOT rename any WOS files externally to the game.

   In this newly created folder you will find a single **HST** file.

2. Host sends HST file to opponent:

   The Hosting player now sends his opponent the **HST** file with the opponent's designation (i.e. if you play the Swedish Alliance, then send the SWA file to your opponent). The opponent must store this file in the folder named WoSGame\WSS\Saves\. It is advisable

to use subfolders to keep all PBEM games in progress separate. For example, the opponent could save the **HST** file under the WoSGame\WSS\Saves\JohnVsJoe subfolder.

It is possible for up to seven players to be involved in the Grand Campaign (one for each major nation). In this case one should be designated the host and the host needs to send each player the .hst file.

From experience of multiple player scenarios in previous AGEOD games (such as AJE, RoP, RuS, PoN), it has often been found to be easier to use a file hosting service (such as drop box) as this simplifies file exchange.

> **NOTE:** In order to avoid possible data corruption if transferred by E-mail, it is strongly advised to transfer files saved using some type of compressed format such as ZIP or RAR (one in game option is to ensure your saves are in this format by default).

3. Non-Host sends **ORD** file to Host:
   Each player now loads the game and gives his orders for the upcoming turn. When ready, each player saves the game. This will generate an **ORD** file (in the folders mentioned above). **Important**: do not click on **End Turn** at this step.

   The Non-Hosting player(s) then sends his **ORD** file to the Hosting player.

4. Host resolves turn

The Hosting player saves all **ORD** files received from the opponent(s) into the appropriate directory and loads the game again. He now clicks on **End Turn** to launch the turn resolution, where all orders are then executed. A new turn is now ready to start. Go back to step # 2 and repeat.

Winning the Game

Automatic Victory (or defeat) is achieved when one side reaches its his victory condition. In scenarios, you win by reaching a very high "National Morale" (NM) level and likewise you lose if you reach a very low national morale. In the grand campaign, that's a different affair. You win if you have much more victory points compared to the challenger player (the one with the 2nd rank). To check your progress and your opponents, see the Objectives screen (F9) and the victory indicator. However, if the game ends without reaching an Automatic Victory, the "Victory Points" (VPs) of each side determine the winner. The side with more VPs wins the war and the level of victory is based on the VP difference.

Victory Points (VP)

Each side accumulates VPs every turn by controlling important cities and Objectives or by destroying enemy Units (or their component elements).

The Objectives page (shortcut: F9) shows on the left page how many VPs you accrue each turn (VPs can be expended during the course of the game, as a currency, but remember, he who has the most at scenario's end wins if nobody achieves an Automatic Victory). On the right page, each Objective is listed with its worth (this amount is how much NM is gained/lost when capturing/losing an Objective). Current VP Level is also tallied in the upper left corner of the main screen and is your main indicator of how well you are doing in the game.

VP Accumulation:
Strategic City – 1 VP/Turn
Objective City – 1-3 VP/Turn depending on the value set by the scenario
Destroyed Units – Per element destroyed

Note that you don't lose VPs when your own Units are destroyed.

National Morale (NM)

For both sides in the conflict, the will to fight is tracked by their National Morale (NM). Above and below certain levels, you instantly win or lose the game. These thresholds will vary during the course of play depending on the political situation.

Current NM for your nation can be found on the 'Scores and Objectives' screen in the top left hand box:

The victory and defeat thresholds of both sides are displayed in the Objectives screen of the Strategic Atlas (shortcut: F9) (and as a tooltip in the upper left corner of the screen).

NM is influenced by several factors:

- Capturing the Objective regions set by the current scenario will increase the capturing player's NM and lower the enemy's by the values indicated in the Objectives screen. These include strategic cities and symbolic objectives.

- Winning a battle will boost the winner's NM while reducing the enemy's according to the number of enemy Unit and general elements taken out of action).

- Promoting junior officers over senior ones or dismissing leaders with political favor will lower your NM see p. 51).

- In the late years, war weariness gradually reduces each side's NM.
- Some Historical Options have an impact on NM, as indicated elsewhere (for example, raising Exceptional Taxes).

Below a certain depressed level, as long as a side is still in control of its capital, it will start to regain NM (this is called War Resilience).

> **NOTE:** This makes it difficult to drive the NM of your enemy low enough to trigger an Automatic Victory unless he lost his capital.

In addition to triggering Automatic Victory conditions, NM also has an impact on the following:
- Unit Cohesion (i.e., how fast they move and how well they fight)(so defeats can become a vicious circle)
- Economic output
- Number of recruits (referred to generally as "Conscripts")

GAME SCALE

- Turn Length – One Month
- Units – Regiments (infantry and cavalry), gun Batteries, Ships, Squadrons, and Fleets
- Map – Regional areas of most of Europe States and map "boxes" representing important regions outside Europe

The Map

1. **Active Side, Main Functions (Production, Decisions, Strategic Atlas) and National Morale**

   National Morale is the main indicator of your success. The three round buttons give you to the respective

Figure 2: The Main Interface

important game functions of Production, Decisions and Strategic Atlas. Check the tooltips for additional details.

2. **Available Assets**

Key assets such as Victory Points, Money, Conscripts, War Supplies, Horses and Engagement Points that are currently available.

3. **Current Date & Main Commands**

The current date is displayed here. The tooltip tells you how many turns remain before the game ends. The three icons to the right of the current date allow you to start the Resolution Phase, to reach the Main Menu or to Save the game respectively.

4. **Filters, Region Terrain and Minimap**

The different Map Filters see p. 38) can be accessed from here. You also see information on the currently selected land, sea or navigable river region (terrain and supply). The minimap shows the whole geographic scope of the

war with your troop dispositions and allows you to jump to any location by clicking on it.

5. **Stack Panel Tabs for Stacks in Region**
Each tab represents a Stack in the currently selected region.

6. **Stack Panel and Unit Counters**
The lower part of the Stack Panel displays the Units present in the currently selected Stack see p. 41). When no Stack is selected, the panel is removed from view to show more of the map. You can use the buttons located at the left-hand side of the panel to change the posture and engagement orders (a.k.a. postures) of the selected Stack see p. 74), and the Special Orders (crossed rifles, tent, and hammer) buttons to issue specialized commands.

7. **Inspection Panel**
The small panel on the bottom right shows the main information about the currently selected Stack. If you click on a specific Unit counter in the Stack Panel, the Inspection Panel will slightly change to show the selected Unit's component elements. By further clicking on these element icons, you will access the element details window which provides extensive details regarding that element see p. 44). Reviewing this information is not necessary to play the game, but can sometimes provide advantages in organizing and using your forces.

8. **Army Outliner**
This small square counter located on the upper-left hand side of the screen is a convenient shortcut to one of your armies on the map (there might be as many squares as you have armies on the map).

In addition the game map includes specialist shipping boxes that regulate trade and the movement of supply across the oceans. The example below, from the North Sea shows French merchant shipping.

The full map also shows a number of land 'offmap boxes' They are located all around the main map and usually connected with it via "Transition Link" (a way to reach one box from another or from the map, and vice versa).
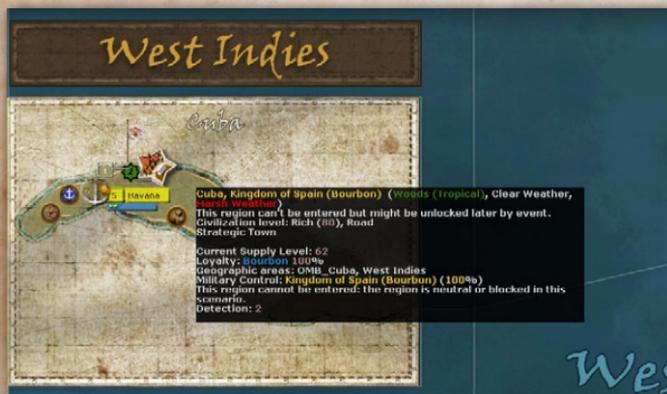
Message Panel

This panel can be accessed by clicking on the Message Bar buttons that show at the bottom right of the screen when no Stack is selected. The six buttons allow you to filter the messages by categories (check the tooltip for details). You can always return to the Message Log message list by right clicking anywhere on the map. Red messages are events of particular importance. Click on the icon to the left of the messages to center the map on the region corresponding to the message or open details for a red message. For notable events, special message icons appear along the lower right side of the screen which disappears as you select them.

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

The Strategic Atlas

Many of the game functions are accessed from here. Click on the book-button (the right button in the top left corner of the main screen) and you will open a new window. Click on the thumbnails (or use shortcut keys F1 to F10) to cycle between the different screens see p. 110 **Managing Your Nation** for details).

Figure 4: Many critical game functions are accessed through the Ledger, such as Military or Government decisions (use F1 to F10 shortcut keys).

Navigating the Map

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

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

Regions & Sea Zones - Terrain & Structures

Stacks and Fleets move and battle across land regions, sea zones and navigable river regions. Tooltips indicate the different characteristics of each region and sea zone. Terrain type and weather are also displayed at the top of the minimap.

Note that sections of navigable rivers may be moved into by ships or by ground troops using riverine movement.

> **NOTE:** Regions are further grouped into [reword] borders can be displayed on the map using the appropriate filters (see below).

Civilization Level

The different Civilization Levels are:
- Wild
- Cleared
- Civilized

Depending on the Civilization Level (and other factors), unsupplied troops in an enemy region have a limited ability to live off the land each turn see p. 86).

Transport Network

- None
- Tracks
- Roads
- Major Roads

Units moving into regions with tracks will never pay more than 150% of the clear terrain cost, whatever the terrain type.

Units moving into regions with roads will not pay more than half of the clear terrain cost, whatever the real terrain type.

Units moving into regions with major roads will not pay more than a quarter of the clear terrain cost, whatever the real terrain type.

Terrain Type

Different terrain types have varying effects on movement, combat and Supply:

Terrain	Obstacle to movement and Supply transport	Effect on Attacker	Effect on Defender	Notes
Hills	Moderate	Slight bonus if Irregular (such as Partisans or Bandits)	Moderate bonus	Bonus of 1 to Hide Value.
Marshes / Swamps	Severe	Moderate bonus for Irregulars when ambushing. Combat is mostly limited to inconclusive skirmishing.	-	Bonus of 1 to Hide Value.
Impassable Mountain	Impassable	n/a	n/a	-
Steppes	-	-	-	Slight penalty to foraging
Reg / Desert	Important on supply	-	Slight in Reg-	Each day spent in a desert incurs severe attrition losses.

Terrain	Obstacle to movement and Supply transport	Effect on Attacker	Effect on Defender	Notes
Major River/ Lake	Severe obstacle to land movement. River boats may navigate major rivers.	-	Major bonus if attacker crosses the river.	May freeze during winter, blocking all naval movement.
Minor River *Same picture as Major River/ Lake*	Moderate obstacle to land movement. Not navigable at all.	-	Minor bonus if attacker crosses the river.	-
Ferry or Bridge *Same picture as Major River/ Lake*	Moderate obstacle to land movement. Not navigable at all.	-	Minor bonus if attacker crosses the river.	-
Shallow Waters *Same picture as Major River/ Lake*	Land Units can cross shallow waters at a cost. Seagoing vessels cannot navigate in shallow waters.	-	-	May freeze during winter, blocking all naval movement.
Coastal Waters	River going ships may navigate in coastal waters.	-	-	-
Ocean	Non-seagoing Units (e.g. river boats are not allowed inside open seas oceans)	-	-	-
Clear	-	-	-	Slight bonus to foraging.

Terrain	Obstacle to movement and Supply transport	Effect on Attacker	Effect on Defender	Notes
Woods / Bocage	Slight	Slight in Bocage-	Slight bonus	Bocage uses same picture as Woods
Forest / Wooded Hills / Moors	Moderate to important (in Moors)	Slight in Moors	Moderate bonus	-
Wilderness / Jungle	Severe	Severe penalty for line Units. Moderate bonus for Irregulars, when ambushing.	-	Bonus of 1 to Hide Value.
Mountain / Alpine	Same as wilderness, with increased penalties for wheeled and mounted Units. Alpine are even worse (no movement allowed in winter)			
Transit Link *No picture, often illustrated by an arrow between off map boxes*	Travel to and from an off-map box takes one full turn.	-	-	Transit links connect off-map areas to on-map areas.

STRUCTURES

All structures provide shelter for friendly land Units in the region against bad weather see p. 87). Ports do the same for ships. When there are Units actually inside a structure, this

is indicated by the presence of small squares by the structure icon (light brown for land Units, light blue for naval Units). Clicking on those squares will display these Units in the Stack

Panel. The currently selected Stack will also be represented in the region on the map.

Important: Doing a control-click on a structure allows seeing all the building there. *Figure 3: The square denotes a single land stack is inside the city (if a naval unit was there it would also have a blue square).*

🔊 **City**: Controlling cities is critical to winning the game see p. 20). Cities cannot be destroyed, except for Indian villages. On the map, Units inside a city are not displayed but rather are indicated by small boxes as shown above. Each dot (green or blue) represents 3 Units in the structure.

Cities have a Level between 1 and 20 noted on the Box before their name on the city's nameplate. There are 5 different "looks" to cities (Western, Northern/Scandinavian, Mediterranean, Orthodox/Eastern, Oriental) mostly used for flavor (no impact on the game).

🔊 **Depot:** It can be built at a cost of two Supply Wagons (or by two transports ships if a harbor is in the region). They can also be destroyed. Depots are able to stockpile and pass on Supply during the Supply

Distribution Phase. A good network of Depots is critical to move Supply from your rear areas to the front. Presence of a depot inside a city is indicated by tents and cannon balls.

- **Permanent Fortification:** Either made up of older walls or more modern star-shaped fortifications, they are shown by a sets of walls and bastions around the sprite. Permanent fortifications can't be destroyed. There current level (value between 1 and 5) is indicated in the colored star shape located on the bottom left of the sprite (here 4, orange colour).

- **Ports:** Ports provide Supply unless blockaded. Fleets in ports cannot be attacked. On the map, naval Units inside a port are not displayed but indicated by a blue square next to the city sprite. Click on it to access the naval Units. Ships are produced in ports and need a port to repair.

There are also a few off-map boxes displayed on the borders of the game map. They represent areas that are distant but had some influence over the conflicts in Europe, or had conflicts of themselves that were important at the time (wars in West Indies for the Maritime Powers, or North America for Queen Ann's War, etc… will be used in different scenarios).

⌐Entrenchments (a.k.a. Trenches)

Trenches represent the variety of entrenchments and other temporary field fortifications built by stationary infantry and artillery Units that provide defensive benefits to their

occupants depending on their Level (1 to 8). They can be of major importance in defensive battles. Trenches are not considered to be structures, although they do provide limited shelter against bad weather. They are not subject to siege.

Units automatically start entrenching if they don't move during a turn and can keep improving their entrenchments over a period of weeks or months. A Stack only needs a few days to dig into Level 1. Each additional level requires increasingly more time to build (i.e., building a trench from Level 2 to Level 3 takes longer than expanding a trench from Level 1 to Level 2). The building leader's Strategic Rating plays a key role in the speed of the process, especially for low-level trenches. Except in rare cases (garrisons and artilleries) you can't achieve a higher level than one in entrenchment with infantry units.

Levels 5-8 can only be achieved if there is artillery present in the region. These levels do not provide more protection but do increase the firepower of the artillery batteries. In addition, such emplaced batteries will defend the river(s)/seacoast in their region and fire on moving enemy Fleets. Batteries may also engage bombarding ships and can block enemy Supply transport by river.

Trench Levels are shown graphically on the map. In a battle report, the average level of entrenchment of a Stack is represented as a percentage of level 1 (e.g., 200 means 200%, average entrenchment level of 2).

Auto-Garrisons

Structures defined as having the auto-garrison feature (e.g., cities, forts, outposts and depots – mostly depending

on scenarios) spawn an automatic garrison if enemy forces appear in the region. These range in size depending on the structure and prevent it from being taken without a fight. An enemy attack will also release Units present that are otherwise permanently fixed in position.

Provinces (a.k.a. Areas)

Each **province (or Area)** has limited resources, so it can only field a limited number of troops for the side controlling it. You won't be able to raise more Units in a province than this maximum "Force Pool" value. In addition, you can only draft Units in a province if you control at least one of the province's Strategic Cities, and heavy equipment such as artillery requires the presence of industry (e.g. a gun foundry). Strategic Cities are shown on the map with a star by the city name. Several political and economic decisions are also declared at province-level see p. 112 and 115).

Theaters

A **Theater** is usually a collection of individual provinces. Using the filter displays them on the map with specific colors. Some rules and special abilities work only at the province level, and the highest-ranked leader with the most seniority in the province is treated as commander in chief.

Map Filters

There are eight filters in WOS to help visualize information on the map. To activate them, use the 1-8 keys or click on the buttons located on top of the minimap (see smaller screenshots below). The different filters are:

1. **Military Control**: Shows which side has the dominant military presence in each region (even if you don't have a Stack present). See p. 89.

2. **Supply**: Crates and cannonballs indicate the quantity of General Supply and Ammunition respectively that are present and regions highlighted in green indicate how far your Supply network extends. See p. 80. Tooltips provide specific information regarding Supply levels in particular regions.

3. **Objectives**: Highlights Objectives and cities granting VPs and indicates their owner. See p. 114.

4. **Loyalty**: Shows the local population's bias towards one of the sides in the conflict. See p. 93.

5. **Province/Area**: The different provinces are shown with different colors. See p. 37.

6. **Theaters**: Each Theater is shown with a different color. See p. 38.

7. **Weather**: shows the current weather on the map. See p. 87.

8. **Terrain**: shows the current terrain type. See p. 29 above.

9. **Minimap**: shows the minimap overlays. Not in version 1.00.

Loyalty

Objectives

Owners

Political control

Terrain types

Weather

Troops Organization

Understanding the Stack Panel

There can be a variety of Stacks in a region and/or in the structures therein. The purpose of having separate Stacks is that they can be issued different orders. The size of a Stack is potentially unlimited but for it to fight effectively it must be properly commanded see p. 48).

Figure 4: Stack Panel Details

When you click on a playing piece or structure on the map, the window in the Stack Panel shows Units in the region **(1) (on map –** with tooltip showing detailed summary of stack content - **and UI).**

> **HINT:** Use the arrow buttons on each side (2) to scroll between a Stack's Units if they are too numerous to fit within the Unit Panel. The mouse wheel will also scroll the panel.

Additional Stacks in the region are each indicated by a tab **(3)** along the top of the Stack Panel. To switch Stacks, click on its corresponding tab and it will become the active Stack. The active Stack is also represented on the map by a Stack counter, which can be selected to receive its orders.

The Unit currently selected within the Stack has its name, composition, current position and destination indicated in the top left corner **(4),** just after the parchment icon (which allows selecting the special orders for the Unit in question).

Essential information about a Stack (level of General Supply, Ammunition, etc.) can be displayed in a tooltip by hovering your mouse over the different icons in the Inspection Panel to the right of the Stack Panel **(5).**

What is a Unit?

The Unit Panel shows all of the different components of a Stack (see illustration above), which fall under the term "Unit". There are many types of Units in the game representing anything from full regiments to independent artillery batteries or logistical units (supply wagons), but they all share the ability to be moved and be given orders individually if needed. This makes them the smallest elements in the game that you can manipulate, although they seldom operate alone and are usually grouped into Stacks, as explained above.

Leaders are also treated as Units in most respects and can be manipulated the same way. However, they are rated differently. The main characteristics of combat Units see p. 51) and leaders see p. 48) are displayed right on their counter in the Unit Panel.

What is an Element?

Units are made up of 1 to 18 Elements (also referred to as sub-units), which are displayed in the Inspection Panel when a Unit is selected in the Stack Panel. Elements are an integral part of their parent Unit and cannot be manipulated separately.

> **Procedure:** To display the list of a Unit's elements in the Inspection Panel, click on a Unit to select it (this is indicated by a gray square around the counter).

Figure 5: Here, the Frenc 'Gassion' regiment is made up of six infantry companies elements, as shown by the NATO symbols displayed on the right (you can click on this symbol to open a detailed window describing the element). When hovering the mouse on the unit square in the UI, a panel pop-ups above to display the actual content of elements in the unit (nb: the same as the NATO symbols displayed on the far-right side of the UI, with pictures).

Each single element is in turn differentiated by its attributes, as explained on p. 51.

Figure 6: This French regiment has a 6 Infantry companies in it. By clicking on the NATO symbol, you open the models detail panel that offers all explanations on that element.

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

Manipulating Stacks

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

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

In order to issue a movement order to a Stack, either select it and drag & drop its counter from its region to its destination or drag its corresponding tab from the Stack Panel directly to its destination on the map. You can also move Units between Stacks by dragging and dropping them onto the destination

Stack's tab. Finally, you can merge Stacks in the same location by dragging and dropping one Stack tab onto another.

In Wars of Succession, instead of just using the traditional AGEOD drag&drop method to control movement, you can alt-click on the destination region and selected stacks will move towards that destination.

Fixed Units

Figure 7 Fixed Stack

In some scenarios and campaigns, you will come across fixed Units identified by a padlock and **a red diagonal stripe** on their counter. This indicates it cannot move - the tooltip will explain why. Usually, they can move if a specific event indicated on their tooltip occurs, such as a number of turns pass or enemy enters their region. In some cases, Units are permanently fixed and will not move under any circumstances.

Command Chain

Figure 8 Stack Name and Army outliner should match (showing the commander's name on the outliner)

Army Outliner

An "Army" is a symbolic representation of a large stack of units and its commanding leader.

In short, the Army Outliner on the left edge of the screen is a series of counter images (leader portrait in a flag), one for each large stack (so-called Army), which when clicked refocuses your view on that stack on the map. In other words, it's a useful shortcut to where your big stacks of units are located

Leadership

Leaders have an enormous impact on the effectiveness and efficiency of military forces. Inadequately led Units suffer movement and combat penalties. Leadership ratings reflect their historical abilities, and these ratings affect almost every aspect of the game. Leaders can be wounded or die, so they may be available for a longer or shorter duration than they were in history. Good performance by a leader can lead to advancement in seniority and promotions. Some leaders are valuable behind the lines for their special abilities to increase recruitment or train conscripts under their command up to a regulars.

At any time, the "Command Cost" of the troops in a Stack is compared with the "Command Points" of the leaders present in order to determine whether a penalty applies as well as the size of the penalty. To see the details of the calculation, check the tooltip of the command icon of your Stack.

> **Note:** Command Penalties can be quite severe. A small and well-commanded Stack moves much faster and has as much hitting power as a larger Stack lacking leaders.

The ability of Leaders to effectively command military assets is expressed as a comparison of their rank in relation to the number (and size) of the units under their command. **Command Points** Each Leader provides Command Points

(CPs) according to his rank. When multiple Leaders exist in a single Force the Command Points they provide are cumulative and applied to the Force as a whole.

Command Points Summary

- ✎ A 1-star Leader provides **six (6)** Command Points to units in his Force.
- ✎ A 2-star Leader provides **twelve (12)** Command Points to units in his Force.
- ✎ A 3-star Leader provides **twenty-four (24)** Command Points to units in his Force (also a 4-star or Emperor, which are cosmetic displays for a top-ranking 3-star).

Command Cost

Each unit is given a Command Cost which reflects the difficulties a Leader would have in 'leading' it efficiently (large formations are unwieldy). Each Force has a Command Cost equal to the cumulative Command Costs of its component units.

Command Cost Summary

- ✎ Large unit (5-10 elements full strength): **two (3) CP**
- ✎ Small unit (1-4 elements full strength): **one (1) CP**

Increased or Decreased Command Costs are used to represent cultural differences in command and control methodologies between nationalities. As an example, despite their size and power (11+ elements, very strong), Roman Legions have a relatively lower command cost.

Exceeding Command and Control

It is perfectly permissible for a Leader to be put in command of units that exceed his ability (i.e. Command Costs are greater than his Command Points). When this occurs, the Unit Panel displays a warning in the form of a percentage loss of movement and combat effectiveness. The penalty is equal to roughly 5% per Command Point available below the Force's Command Cost.

Figure 9 Command Penalty. At the start of the Campaign, contains units requiring 21 command points total, while his rank allows him only 12 and his subordinates gives and extra 6, for a total of 18. A penalty of 14% is therefore indicated on the tool-tip and by the flashing red 14% on the Detail Panel (right hand side).

Command Point Modifications

The total number of Command Points that can be provided by Leaders in a single Force **is limited to an unmodified maximum of 48**. This number can be modified by Leader Special Abilities.

> **NOTE:** This simulates both the military doctrine of the day, as well as the chaos inevitably generated when a place gets too crowded.

Promoting & Relieving Leaders

Officers who have shown favorable results in their current rank may become eligible for promotion to the next rank. This is shown by a flashing promotion icon on its counter (you also get a message in the Message Log). Be aware that promoting a leader to 3 star who is considered too junior by the military and political establishment (i.e., there are other more senior officers of the same rank) will cost you NM and VPs, depending on the "bypassed" leaders' Political Cost.

Please note that an officer's abilities may change (for better or worse!) after getting promoted, depending on each individual's talents.

Unit Attributes

Unit counters are differentiated by the following:

- Nationality (background color)
- Special Abilities (left hand side)
- Unit Type (top right corner, illustrated by a NATO symbol – See Appendices for details)
- Combat Power("PWR" - the numerical value at the top)
- Number of Elements (number of ribbons on the left hand side
- Experience (color of the ribbons on the left hand side)
- Cohesion (purple column)
- Manpower (green column)
- Captured Support Unit (Gray Background with 'capt.' noted on Unit also)

Figure 10: Some Units have Special Abilities, as denoted by the icons on the bottom of the left side.

Nationality

Most Units belong to the an organized European state (such as France). Partisans factions can also be activated by events (invasion of the country) or play of Regional Decisions.

Special Abilities

Any Special Abilities of the Unit are listed, and their description is on the symbol's tooltip (see also page 140).

NATO Symbol and Unit Type

There is a NATO symbol on the Unit counter to show the primary type of the elements it contains. For example, an

Infantry Brigade is an infantry Unit, but in addition to infantry regiments may contain artillery batteries and cavalry, shown on the Inspection Panel. You can click on any NATO symbol, on the Unit or on the elements, to get even more details.

Each element is of a specific type, with corresponding strengths and weaknesses, as shown in the elements details Window accessed through the Inspection Panel (see *Element Attributes* below). A Unit's characteristics are derived from the attribute values of its elements.

Upgrading

If new equipment becomes available, elements (sub-units) are automatically upgraded into other, more effective.

Combat Power ("pwr")

This gives an indication of the lethality and staying power of a Unit during combat. It is a number used to provide a quick and general assessment of a Unit's combat power, but is not a number used during battle. The Combat Software Engine works at the element level, taking each parameter of each element into account to simulate the outcome of every battle (gun range, rate of fire, discipline and such).

> **Note:** Cohesion and Manpower effects are already factored into PWR. E.g. a Division with a Cohesion Level of 1 will have a very low Combat Efficiency.

Number of Elements and Experience

The ribbons on the left-hand side of a Unit indicate both the number of elements in the Unit and their Experience. There are three Experience Levels (bronze, silver and gold). Units gradually gain experience with each battle, increasing both their overall efficiency in combat and maximum Cohesion level.

Cohesion

Cohesion represents a Unit's general readiness for combat. It is critical to a Unit's overall efficiency as it impacts almost every aspect of the game, such as morale, speed, firepower and the ability to "March to the Sound of the Guns".

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

Movement and combat reduce a Unit's Cohesion. Resting see p. 64–65) gradually improves its Cohesion until

it ultimately reaches its maximum level, which depends on training and Experience. NM affects a Unit's maximum Cohesion and its Cohesion recovery rate when resting.

Manpower

A Unit's remaining number of men, indicating its ability to fight and sustain further damage. Passing the mouse over the PWR number box on a Unit counter shows the manpower and further details instead of the Unit name. This is also indicated by the level of the manpower bar and as a red area within individual element symbols in the Inspection Panel.

Element Attributes – Inspection Panel

Figure 11: Click on an element's NATO Unit type symbol in the Inspection Panel to display the element details window, which provides several pages of detailed information on the Unit and all of its different attributes. Here, the Swedish Grenadiers element's details are shown.

Each single element of a Unit has several attributes (such as discipline or weight) influencing a variety of mechanics (combat, transport, etc.) throughout the game, as indicated elsewhere.

Leader Attributes

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

> **Note:** Try to use your leaders to the best of their abilities. For instance, some are good on the offensive while others are better at defending.

Figure 12: A leader's counter only shows two pieces of information: Rank (number of stars) and Special Abilities (icon(s) in the bottom-left). Selecting a leader displays more data in the Inspection Panel on the right.

In addition to providing CP see p. 48–49), as every leader does, the commanding officer of a Stack (i.e. most senior leader of the highest-rank in the Stack) improves the capabilities of his subordinate Units with his Offensive/Defensive Rating (+5% to combat for each point) and his Special Abilities. His Strategic Rating also has a critical impact on the Stack's performance (see below).

If a leader is alone in a region with enemy Units, he may be detected and eliminated.

Figure 13: More information about a leader can be displayed by clicking on his rank icon. Here, we see that famous British general Marlborough has many particular traits, in particular being a Great Strategist.

Rank

Rank is shown by the number of stars on a leader's counter. It determines the CP contribution of a leader see p. 49), as well as the highest type of command he may assume. Every Leader in the game is assigned a rank ranging from 1-star up to 3-stars. Sometimes another symbol is displayed for historical flavor (a crown for a king, eagle for the Russian Czar), but the rank equivalent is always indicated. (Naval Leaders are all referred to as Admirals regardless of rank.)

- ✺ 1-star General: usually General
- ✺ 2-star General: can be King, Prince, General
- ✺ 3-star General: can be King, Prince, General or Emperor

Special Abilities

Leaders may have Special Abilities, denoted by one or more icons see p. 140). The tooltips will provide more details. They are usually beneficial. Some of these abilities apply at all times and others conditionally. Likewise, some only apply to certain Units while others affect the whole Stack or even other Stacks in the theater.

Examples: The Cavalryman Special Ability only benefits cavalry Units and does not apply in mountain terrain, whereas the Ranger Special Ability affects the whole Stack but is only useful in wooded country.

Strategic Rating & Activation – Important

Each turn, each Stack commanding officer makes a test based on his Strategic Rating. If he fails (indicated by a brown envelope icon on the Stack counter and in the Stack's Inspection Panel), the leader is deemed *inactivated* for the coming Planning Phase and will suffer the following penalties:

- Reduced movement (-35% speed)
- Combat penalties in hostile regions (up to –35%).
- Offensive Posture prohibited (does not affect admirals).

Not being activated can represent delayed orders, over cautiousness, or even incompetence at the operational level or above.

> **NOTE:** A very cautious Army commander can even impact negatively the Activation Check of subordinate Corps commanders.
>
> **TECHNICAL NOTE:** You may de-activate the activation tests rule in the Options Menu.

Leaderless troops are always activated, as they don't have leaders, but suffer from movement and combat penalties (due to the lack of CP). They are not prohibited from assuming Offensive Posture (the unknown colonel commanding is willing to take action but is not the best man for the job).

OFFENSIVE & DEFENSIVE RATINGS

These ratings are used as a bonus in combat when attacking or defending).

SENIORITY

Order of seniority differentiates leaders of the same Rank. It is expressed as a number (with 1 being the most senior) and has a direct impact on promotion see p. 51). Seniority is affected by winning and losing battles. In case of a seniority tie, the officer who held the rank earlier is senior.

Political Cost

The Political Cost of a leader is a measure of a leader's place within the military hierarchy (Rank and Seniority), as well as his political influence and level of popularity. It has a direct impact on promotion.

Experience

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

After each battle, Leaders are individually checked to see if they have gained or lost experience. This determination is based upon the Leader's ratio of losses suffered/losses inflicted and has nothing to do with winning or losing the battle. It is quite possible for Leaders on the losing side to gain experience while leaders on the winning side may lose experience. Leaders that gain experience become eligible for eventual promotion if all other conditions are met.

Effects of Leader Experience
Leaders gain tangible benefits from their experience levels just as units do. These benefits are accrued as follows:

- Strategic Ratings do not change because of experience.
- A Leader's **Offensive Rating** is increased by +1 for each **Even** level of experience (2, 4, 6, etc.).
- A Leader's **Defensive Rating** is increased by +1 for each **Odd** level of experience (1, 3, 5, etc.).

Fleets

Figure 14: The Swedish Fleet (Sverige Flotan) moored at her base in Karlskrona (southern Sweden).

Naval Stacks are treated in much the same way as land Stacks, except that Command Chain rules don't apply. Naval leaders are called Admirals (irrespective of Rank) and cannot command land Stacks (and vice-versa). An Admiral makes an Activation Check each turn, but, if he fails, he is only delayed in his actions and not prevented from setting his Fleet to an Offensive Posture.

Orders

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

Basically, you can plan your Stack movement and general behavior (see Postures, page 74), but you will have to trust your general's judgment to carry out your orders as well as possible during the turn resolution. Please note however that your Stacks have a limited ability to dynamically adjust to the enemy's movements in the form of Interception Orders see p. 72).

In between turns (i.e., after the Resolution Phase of a turn, but before the Planning Phase of the next turn), a number of activities are automatically carried out in the "Hosting Phase", notably Supply distribution and weather-related Attrition.

> **NOTE:** Your forces will not blindly follow your orders. For instance, if a Stack in Offensive Posture comes across a larger enemy force, it will try to engage as ordered, but will then attempt to retreat once it realizes it is facing a superior enemy.

Movement

The default order you issue to your land Stacks is to move by land, but you can combine land movement with naval and river movement. Note that movement is severely restricted by the presence of enemy Units see p. 62).

Naval Units face limitations depending on their type: some can enter ocean regions while others are limited to coastal regions. Shallow draft vessels are the only ones allowed to move along rivers.

> **HISTORICAL NOTE:** Great Britain's naval capacity was far superior to that of France and their continental allies.

The speed of movement is based on Cohesion, because exhausted and disorganized Units will travel much slower than fully-rested ones. Movement also has a Cohesion Cost, which varies greatly depending on the enemy military presence in the region see p. 62), as well as the type of terrain crossed and the type of transportation (as indicated below):

Regular Land Unit Movement is affected by weather, terrain type and the level of road infrastructure. Forced March can be faster but greatly increases the Cohesion Cost of movement. Posture also has an influence, with Offensive Posture Units incurring increased Cohesion loss and Passive Posture Units incurring reduced loss. Without any modifications, a Stack moving one day will spend one Cohesion point in doing so.

- **River Movement** costs only a minimal amount of Cohesion and is very fast.
- **Naval Transport** costs only a minimal amount of Cohesion, except in harsh weather.
- **Ships** lose Cohesion depending on the weather and the ship type.

In Wars of Succession, instead of just using the traditional AGEOD drag&drop method to control movement, you can alt-click on the destination region and selected stacks will move towards that destination.

In addition, Units will take a number of hits from Attrition proportional to this Cohesion loss each time they move).

Procedure: Use drag and drop to move each Stack. The estimated number of days required to move from a region to another is indicated for each leg of the movement path. The game will auto-plot a path that is the fastest route, considering terrain and infrastructure and the retarding effect of enemy forces. This may not be the most direct or strategically wise route, so you can also order movement in stages by selecting each leg of the journey yourself. In order to cancel the last leg of a move, press the Delete key. To cancel the whole movement, drag and drop the Stack on its original region. To add another leg to an existing movement path drag and drop the copy of the Stack counter which is shown at its current destination to the next desired destination in its movement path. The Tutorial explains in full detail how to manipulate Stacks.

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

Resting

Units can recover Cohesion if they don't move.

The Base Daily Rate for land Units is 0.75 Cohesion point, modified by:

- ❧ Entrenched and outside of a structure: +0.5
- ❧ Inside a structure: +0.75
- ❧ In a loyal region: up to +0.5
- ❧ Besieged land Unit: -1.5
- ❧ Besieger (unless in Passive Posture): -0.5
- ❧ Land Unit transported aboard a ship: -0.5
- ❧ Offensive Posture: -0.5
- ❧ Land Unit in Passive Posture: +1
- ❧ Irregular: +0.5

The Base Daily Rate for naval Units is two provided the Fleet is in a port (modifiers above are not applicable).

These rates are further modified by NM). Note that the fastest recovery is resting in Passive Posture in a structure within a loyal region. Resting also allows a Unit to gradually fill in its ranks with replacements if you have some available see p. 111).

Traffic penalty

If you are using the optional rule 'traffic penalty' then moving in the same turn too many units through the same region will create bottlenecks and a slowdown of all movement there.

Blocking Movement & Evasion

Enemy presence (especially Forts) inhibits movement in a land region. If this presence is strong enough, your Units won't be able to bypass the defender to penetrate further into

the enemy's rear areas unless they fight to push the enemy back. However, some troops are particularly stealthy and can more easily manage to sneak into the enemy's rear. This is represented by the Patrol and Evasion Values of the moving and blocking Stacks, as well as by the Military Control exerted over the region.

You cannot enter a land region if the enemy's Patrol Value divided by your Evasion Value is greater than your Military Control of the region.

PLAY NOTE: This basically means you can fall back on friendly regions but are usually prohibited from moving further into enemy territory, unless your force is particularly stealthy and/or the enemy lacks proper reconnaissance Units.

Patrol and Evasion Values also play a role in avoiding combat, if your Stack is on Passive Posture or if you have the 'Evade Combat' Special Order enabled see p. 69 and 75).

PROCEDURE: Regions your Stack is prohibited from entering will pulsate in red. An icon on the Unit Panel provides you with detailed information.

Patrol Value

This value represents your troops' ability to block the enemy's movement. The sum of your Units' Patrol Values is added to any Fort's Patrol Value, if present. The level of Military Control you exert over the region also comes into play in this calculation. Note that each Unit type has different Patrol Values depending on its mobility and size.

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

Evasion Value

This value represents your troops' ability to infiltrate rear areas and to avoid contact with the enemy. Here too, each Unit type has different Evasion Values according to mobility and size. Stacks qualifying as Small Forces have better Evasion Values. Similarly, Large Forces suffer a penalty. Harsh weather and terrain which provides cover also increase Evasion Values.

> **PLAY NOTE:** These "cat and mouse" rules allow you to attempt cavalry raids, or prevent the enemy from reaching an important city, if you are in front of him with enough troops.

Finding the Enemy at Sea

You cannot directly stop an enemy's movement through a sea region (or river), but Evasion and Patrol Values will determine the probability of a naval engagement occurring.

Example 1: A Raider (high Evasion Value) can reasonably attempt to reach the open sea by outrunning opposing ships.

Example 2: Frigates (high Patrol Value) are fast Units which help their Fleet locate and engage any enemy trying to sneak around them.

Example 3: Sailing past enemy Forts is always a risky proposition. Some admirals have a special ability that will help.

Interception & Combination

There are cases where you don't want to move to a specific region but rather intercept a moving enemy Stack wherever it goes. You may also need to join and merge with a friendly Stack. Both are handled similarly.

PROCEDURE: Drag and drop your Stack onto an enemy or friendly Stack and your army/fleet will attempt to intercept the enemy or join the friendly Stack by adjusting its destination each day toward the then-current location of the targeted Stack. If it does not reach its target during the Resolution Phase, it may continue moving to intercept into a later turn if the target remains visible.

If your intercepting Stack cannot locate the enemy), the intercepting Stack will stop its movement. An enemy Stack you are following may also split, in which case the intercepting Stack will usually go after the larger enemy formation. Intercepting Stacks also may be engaged by enemy before they arrive at their target.

Special Orders & Movement

Special Orders allow you to fine-tune how your Stacks move and react to the enemy during the upcoming turn and to issue a wide variety of specialized movement and non-movement orders. Special Orders are located on the Special Orders bar, which is accessed by clicking one of the three Special Orders buttons (rifles, tent, or hammer) to the left of the Stack Panel tabs. Available orders are affected by the type of Unit and current conditions. Note that inactive leaders lose the ability to perform some Special Orders.

Example: Only Irregulars in difficult terrain will have the "Ambush" Special Order active and available.

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

- **Split Stack:** this order will split the stack in two equivalent parts.

- **Ambush:** Non-moving Irregular Units (Indians, Rangers, etc.) can try to set an ambush in wild, swampy, hilly or forested regions. If they succeed they will have enhanced combat benefits against an enemy entering the region, including first fire and the possibility of retreating easily.

- **Forced March:** Forced March allows the Stack to move at a faster pace but at a loss in Cohesion due to stragglers. Light Units get a bonus.

- **Enter Structure:** The Stack will enter the friendly city/Fort in the region where it ends its move. Success is automatic. This will also Stack your Units to move into a nearby city (located in the same region) if they suffer from a retreat in battle.

- **Sortie:** Your Stack is currently within a besieged Fort/city. This orders it to join any combat initiated by a relief Stack against the besiegers. If the Stack has a leader, he must be Active.

- **Naval Bombardment:** Your Fleet will bombard the first coastal structure or entrenched position it meets, provided you have a land Stack in the target region. The enemy can retaliate if he has emplaced batteries (trench Level 5+) or a Fort. A structure under bombardment will display a specific on the map.

- **Build Depot:** The Stack will expend two Supply Units and build a Depot in the current region.

- **Destroy Depot:** The Stack will destroy any Depot present in the current region.

- **Build Fortification:** The Stack will expend two Supply Units and four artillery batteries (i.e. elements) to build a field fortification.

- **Destroy Fortification:** The Stack will destroy any low-level Fort in the region

- **Delayed Move:** units will be delayed by random, 1, 3 or 5 days.

- **Distant Unload:** The Stack is ordered to unload into the designated land region adjoining the destination sea or river zone of the transporting ships as soon as the ships arrive there.

- **Promote Leader:** The leader is eligible for promotion to the next rank, though at a possible Political Cost. Demote leader (with a red stripe on button) does the opposite. A Political cost will be paid also.

- **Combine Units:** The selected Units can be combined into a single one. This is not used for now in this version of the game. It can be also used to merge weakened Units into a stronger one). The Unit selected first will absorb the other Unit, which returns to the Force Pool.

- **Split Units:** the opposite of the above (e.g., removing all Units from a group of units).

- **Create Unit:** not used in this version of the game (reserved for future use).

- **Form Army:** not used in this version of the game (reserved for future use).

- ↫   **Dismiss Army:** not used in this version of the game (reserved for future use).
- ↫   **Create Corps:** not used in this version of the game (reserved for future use).
- ↫   **Dismiss Corps from Army:** not used in this version of the game (reserved for future use).
- ↫ **Intercept:** The moving land or naval Stack will try to intercept an enemy Unit or Stack passing by.
- ↫   **Evade Combat:** The moving land or naval Stack will try to avoid contact during movement). Inactive leaders may not use this order.
- ↫   **Disband:** selected Stack will be disbanded at a cost in VPs.
- ↫   **Surrender:** selected Stack will surrender.
- ↫   **Blockade:** your fleet will blockade the nearby port
- ↫   **Synchronize Movement/Don't Synchronize:** not used in this version of the game.

Regular Sea Movement

You must use individual transport ships to transport troops by sea. The first type of seaborne (or Riverine) movement is to transport Units from one friendly port to another. In this case the Units automatically disembark when they reach their destination port.

> **PROCEDURE:** First, merge the transporting Fleet and the Units to be transported in the port of departure, then order the combined Stack to move to the destination port.

Note that the transporting Fleet needs to have enough transport capacity to do so.

Embark and Disembark to Port

You can embark Units by dragging them onto the transport Units Stack or Stack Panel Tab and they will sail away after they finish loading. A land Unit contained on a naval transport Unit will automatically disembark upon reaching a port.

Amphibious Landing

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

1. Move the transport Fleet and its cargo to a water zone adjacent to the landing spot as you would for a regular transport.

2. The turn after your Fleet reaches its destination, split the Stack and order the detached land Units to move ashore. The Distant Unload order will do this automatically as soon as the Fleet arrives, but will send every land Unit being transported ashore. The Fleet disembarking Units this way can be given a move order and will sail away after disembarking is complete.

3. You can reverse the procedure to embark Units from coastal regions unto naval transports in an adjacent water zone and the transport will sail away according to its orders when the loading is complete.

River Movement

A Stack will move by river using the same procedure as regular sea movement, the difference being that only river-able vessels can be used on the major rivers.

Postures

The offensive or defensive stance of a Stack is called its "posture". Four buttons represent the different postures. Once a posture is selected, a corresponding icon is displayed over the counter as a reminder.

The possible postures are:

> **Assault:** Your Stack will attack any detected opponent it comes across. During a siege, your Stack will attempt to storm the Fort/city - expect heavy casualties unless the defenses have been breached see p. 129).

> **Offensive:** Same as Assault, except during a siege your Stack will not attempt to storm a Fort/City (it will continue the siege instead).

> **Defensive:** Your Stack won't engage enemy Units. If attacked, it will defend with the benefit of the region's terrain bonus, if any. It will continue an ongoing siege.

Passive: This is the same as Defensive Posture but with combat penalties if you are attacked. However your chance of withdrawing from combat is increased. Passive Units also won't increase the Military Control of their region.

Rules of Engagement (ROE)

The Rules of Engagement options available are different according to the Stack's assigned Posture.

Assault and Offensive Posture ROEs

The possible ROE options for a Stack in either an **Assault** or **Offensive** posture are:

All-Out Attack: A Stack will not attempt to retreat during the first two (2) combat rounds of a battle. The chances of attempting a retreat are reduced during subsequent combat rounds. Losses are increased for both sides.

Sustained Attack: A Stack conducts combat normally. This is the default ROE for Stacks in Assault or Offensive posture.

Conservative Attack: A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.

Feint/Probe Attack: A Stack attempts to withdraw from the battle beginning with the

second combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are greatly increased. Losses for both sides are significantly reduced.

Defensive and Passive ROEs

The possible ROE options for a Stack in a **Defensive** posture are:

❧ **Hold At All Costs:** A Stack will never attempt to retreat. Routing is still possible. Losses for a defending Stack will be increased.

❧ **Defend:** A Stack conducts combat normally. This is the default ROE for Stacks in Defensive or Passive posture.

❧ **Defend and Retreat:** A Stack attempts to withdraw from the battle beginning with the third combat round unless it appears as if victory is at hand. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced.

❧ **Retreat if Engaged:** A Stack will attempt to withdraw beginning with the first combat round. The chances of succeeding in withdrawing from battle are increased. Losses for both sides are reduced. A 'Retreat if Engaged' ROE is automatically assigned to a Stack adopting a Passive Posture.

Postures and ROEs are assigned to Stacks individually and independent of assignments made to other Stacks. In other words, it is permissible (and indeed likely) that multiple

friendly Stacks located in the same region of the game map will have different Postures and ROEs. Such groupings of Stacks treat the presence of enemy forces according to their individually assigned Postures and ROEs.

Raids

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

- Your Stacks will automatically capture any Supply stockpiles from enemy structures which fell into their hands during movement. They will first replenish their own Supply reserves, the remaining Supplies stay on map and change ownership. Structures also remain intact and change hands.

- Stacks assigned the "Evade Combat" Special Order are raiding. After replenishing their Supplies they burn all Supply stockpiles in their path except in their destination region. Structures remain unharmed and simply change hands.

- To destroy a Depot or Fort, a Stack must start its move in the target region and use the "Destroy Depot" and/or "Destroy Fort" Special Order. This will take some time and will be resolved before any planned movement, so arriving enemy may interfere.

- Raiders are special Units identified by their "Pillage" Special Ability icon (e.g. Russian Cossacks or Spanish partisans). They destroy all Supply, Depots and Forts

they come across after replenishing their Supplies.

The probability of successfully carrying out such operations depends on the Pillage Value of the Stack.

Last but not least, marauding raiders block Supply transport through the region they are in. Also, don't forget

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

that you need at least 25% Military Control in a region for your Supplies to pass through it.

Fog of War

A player will only see enemy Units if they are detected. The Hide Value of the enemy Units is compared to the friendly Detection Value in the region: if your Detection Value equals the Hide Value of your opponent, you detect him. Extra Detection points above that increase the accuracy of the intelligence gathered.

Detection Value

Detection Points in a region are generated by 3 sources (not cumulative, use only the highest value):

1. At least 51% Military Control in your favor: 2 points
2. At least 51% Population Loyalty in your favor: 2 points
3. Troops: Highest Detection Rating present

Detection also extends to adjacent regions but with a −1 reduction. A region is grayed out if your Detection Level there is 0.

Hide Value

If a Stack is in a region with a structure (friendly or enemy), its Hide Value is set to 1 unless in Passive Posture.

Otherwise, a group possesses the Hide Value of its Unit with the worst Hide Value, modified as follows:

- Only leaders present: +1
- Small Force or Passive: +1
- Large Force: -1
- Sneaky terrain: +1

> **HINT:** Stacks near enemy territory or troops are automatically detected, unless the region is completely wild (i.e. no structure present). Stacks in your rear areas, however, usually remain unspotted. Some Irregular Units such as Indians, Rangers, etc., are good choices to recon and spot enemy Units doing the same.

↬ Bad weather: +1

See the glossary for definitions of a Small Force or Large Force.

Supply

Supply is divided into two categories: **General Supply** (such as food, water, clothing, etc.) and **Ammunition**. They are tracked separately but follow the same rules. Armies and Fleets need General Supply each turn to keep operating

Figure 14bis: The Supply Button showing the regions in supply.

while Ammunition is only used during battles. Both are produced and distributed in similar fashion but are accounted for separately. General Supply represents consumable items

used by military units to maintain their manpower in good fighting order (i.e. food, water, clothing, etc.) Ammunition primarily represents the supply of projectiles and powder.

Many Units normally carry two turns worth of General Supply and enough Ammunition to last for two battles. They will try to replenish their stockpile each turn. Hover your mouse over a Stack's cauldron or cannonballs icon to check how much General Supply and Ammunition it carries.

Out of Supply Penalties

Military units (including naval vessels) require General Supply each turn to maintain their operating efficiency. Ammunition is required **only** when military units engage in combat.

Units that are unable to satisfy their General Supply requirements are considered 'Out of Supply' and operate at a reduced level of efficiency (in addition to suffering other ill-effects). Units that are unable to satisfy their Ammunition requirements are considered 'Out of Supply' for combat purposes and participate in combat at a significant disadvantage.

Units lacking General Supply will start taking hits and lose Cohesion. They also incur a moderate combat penalty. Units lacking Ammunition will incur a severe combat penalty.

Special Leadership Abilities Affecting Supply There are several Special Ability leadership attributes which have an effect on supply.

Icon	Special ability description	Effect	See notes
	Supply ranger	General supply consumption reduced by 15% in wild regions.	1
	Master logistician	General supply consumption is reduced by 25%.	2
	Forager	Reduces chance a region will be pillaged when foraging by 25%.	2
	Expert forager	Reduces chance a region will be pillaged when foraging by 50%.	2
	Pillager	Regions entered are pillaged. Only regions that are both loyal and policed regions are spared.	2

Notes:
1: effect is applied to the entire Force
2: if Special Ability is possessed by the commanding officer

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

Supply Sources

Forces will draw supply from their units' inherent supply reserve and from any Supply Wagon in the force.

Units and wagons will then replenish supplies from the region they are located in, or from an adjacent region. This order ensures that wagons are drained before inherent supply ceases to be replenished.

Supply is generated in amounts expressed in supply chips (SC), which come in two varieties: a **full** SC holds 5 supply

points and 2 ammo points, while a **basic** SC only holds 5 supply points.

Each turn, supply points (both General Supply and Ammunition) are produced and stored in friendly-controlled **cities, ports, fortifications, and depots**. Supplies are produced and distributed on the first day of each game turn and generated solely in basic or full SC increments The number of full or basic SCs produced by a structure depends primarily on the level of the structure, but other factors modify that number.

- ✤ The countryside of a region generates 0-4 basic SC to unbesieged units (depending on civilization level, weather and looted status). When enemy armies co-exist in the same region, the region's supply is distributed in proportion to the percentage of military control. For the moment there is no cavalry, light troop or irregular advantages to foraging.

- ✤ Level 1 cities and Raider villages generate 1 basic SC.

- ✤ Unbesieged level 2 (or +) cities, all fortifications, depots and unblockaded harbors generate full SCs as follows (cumulative):

- ✤ 1 / city level

- ✤ 1 / port level

- ✤ 5/ fort level if there is a fort in the region

- ✤ 10/ depot level if there is a depot in the region

SCs do not accumulate from one turn to another: they only serve to replenish units and wagons in the same turn. Any surplus is lost.

You can check the total supply generated in each region by hovering the mouse over the region.

Important: Besieged units (unless in an unblockaded port) can only draw supplies from Supply Wagons (in addition to burning up their remaining inherent reserves, if any).

> **Note:** Most supply is generated by friendly structures. Countryside supply is very limited and only used as a last resort, usually resulting in looting (see below).

You can check the total General Supply generated in a region with its tooltip.

> **Design Note:** These values may further be altered during Beta Testing. Please check the ingame tooltips for the latest values.

Supply Wagons

Supply Wagons are special Units which act as moving Supply stockpiles and thus provide you with limited direct control over Supply. They fill up during the Supply Distribution Phase. Supply Wagons allow you to keep selected Stacks supplied, even if they operate far from their Supply bases. However, this will only last until they become empty and need to be resupplied themselves from a regular Supply source.

Supply Wagons tend to slow down the Stack they accompany and cannot be used by naval Units.

Supply Wagons also have the following additional benefits:
- ❧ They provide a +10% fire bonus during battles (provided they have some ammo left)
- ❧ They protect Units from bad weather effects by trading hits for Supply

A Supply Wagon or transport ship is able to supply any land Unit with both General Supply and Ammunition if it is in the *same or an adjacent region*.

> **NOTE:** If you have too many depleted Supply Wagons near the front, you can move them back by train to rear areas stockpiles so they get replenished. This is one manual means that players have to control precisely where they want Supply. Most of the micro-management burden is handled by the automated Supply Distribution Phase.

Naval Units

Fleets at sea can replenish General Supply from adjacent land regions with a stockpile, but they can only replenish Ammunition while in port. Naval Transport Units can also be used to manually transport General Supply for troops located in adjacent coastal regions, similar to Supply Wagons.

NOTE: Any Naval Transport Unit in the corresponding Naval Commercial Box will also help shuffling supply to coastal regions related to that commercial box. Naval Supply is as important as supplying your land Units, and can be trickier. Ships with low supply will lose cohesion quickly and must be returned to port to regain it. By manually rotating fully-Supplied transports to the naval boxes you can maintain them at sea for a much longer time (until they need to replenish Ammunition in port).

Foraging

Out-of-Supply Units located in an enemy region have a chance of finding enough subsistence by foraging to momentarily avoid the penalties due to lack of General Supply. This depends on the terrain and Civilization Level of the region, as well as the time of year. A leader with the "Forage" Special Ability also improves his Stack's chances. One at a time, each Out-of-Supply element will make its own test to see if it forages enough General Supply.

However, as soon as a single test is failed, the region is considered to have been looted and pillaged, as shown by the pillage icon, and will not provide any more Supply until it recovers, which happens during the harvest season.

Looting also occurs if structures (cities, forts, depots, harbors, etc.) do not provide enough supply and the force must then resort to living off the region's countryside. This

does not apply, however, if the region has a loyalty of 75%+ (as the people freely provide General Supply to friendly forces).

A looted region only provides one third of its normal supply.

Fleets can replenish General Supply from adjacent land regions just as armies do, but they can only replenish ammo in ports. Ships also tend to use up ammo faster than ground units.

> **TECHNICAL NOTE:** The Supply calculations use sophisticated pathfinding algorithms that can take between 5 and 30 seconds to process, depending on scenario size and your CPU's power.

CLIMATE & WEATHER

Weather plays a critical role in the conduct of operations. It affects movement, Supply and combat in many ways, as shown on the following chart. Fair weather is usually the norm.

IMPORTANT: Stacks in a reasonably loyal region with a friendly structure ignore Attrition due to bad weather. Please note that the Stack does not need to be located within the structure to benefit from its protection: the structure provides shelter to all Stacks in the region, both within and outside the structure (this avoids needless micro-management).

Weather	Movement & Supply Transport	Combat	Attrition
Mud	Moderate penalty. River crossing more difficult.	Slight penalty for the Attacker	Mountain regions suffer Attrition
Snow	Moderate penalty.	Moderate penalty for the attacker. Battles start at close range.	All Stacks suffer Attrition (unless sheltered)
Frozen	Moderate penalty. Bodies of water may freeze, as shown by the ❄ icon.	Moderate penalty for the attacker.	Same as Snow, with slightly greater losses
Blizzard	Severe penalty. Bodies of water may freeze.	Severe penalty for the attacker. Battles start at close range.	Same as Frozen, with even greater losses

ATTRITION

Contrary to popular belief, most casualties during wars in this period were caused by **Attrition** (disease, cold, desertion, etc.) rather than direct battle losses. In WOS, the following activities will result in Units taking hits:

- ⚜ **Movement**:

  Hits are proportional to the Cohesion cost of the move.

- ⚜ **Desert Terrain**:

  Each turn spent in desert terrain results in *severe* Attrition losses.

- ⚜ **Lack of General Supply**:

  Units will take Attrition hits (in addition to Cohesion losses and combat penalties)

- ⚜ **Bad Weather**:

  Units lacking shelter will take a number of hits depending on the severity of weather conditions (see table). Supply Wagons see p. 84) in a Stack automatically "shield" Units from Attrition by expending 5 General Supply points per Attrition hit negated. Fleets do not enjoy this benefit.

- ⚜ **Epidemics**:

  Large concentrations of troops are particularly vulnerable to disease.

Attrition is slightly reduced if in civilized regions (x 0.9), if there is a Supply Wagon present in the Stack (x 0.9), or if Units are entrenched (x 0.8).

Military Control

Military Control is represented as a percentage of control in each region. As such, a region's control ranges from 50/50,

representing a region that is equally contested by both sides, to 100/0, where one side has absolute control of the region.

If both sides have troops present in a region, neither may increase Military Control until one side assumes an Offensive Posture see p. 74) in an attempt to increase control of the region. If the attacker is successful, the beaten defender will lose a portion of Military Control and either retreat locally, in which case it will stay in the region, or retreat to an adjacent region if soundly defeated.

Note that Stacks in Passive Posture or those composed exclusively of support Units will not contest control of a region, meaning the enemy will increase its Military Control without fighting.

If you manage to push back the enemy from a region and leave some Units to occupy it, you will gain complete Military Control in one or two turns, depending of the amount of troops you have. A Corps on the march can even convert a region in a few days!

—Effects

Having Military Control of a region greatly increases both your chances of stopping an enemy Stack trying to cross it and the Cohesion cost incurred by enemy Units moving into/through the region.

In addition, if you control at least 51% of a region your Detection Level will increase.

Finally, you cannot retreat from battle into completely hostile regions (i.e. less than 5% Military Control).

> **NOTE:** Engaging in a battle deep within enemy territory is a very risky proposition, as losing will result in complete destruction for lack of a retreat path!

In regions with 5% or less Military Control (i.e., enemy territory), a Stack will automatically adopt Offensive Posture in an attempt to get a foothold there. However, Stacks in Passive Posture or those composed entirely of cavalry, Irregulars or support Units may transit through enemy territory without switching Posture.

> **NOTE:** When penetrating into enemy territory, a Stack will have to face opposing forces blocking the main avenues of advance, unless it is fast-moving/stealthy enough to attempt infiltration deeper into enemy territory. A Stack can also attempt to retreat to its lines through enemy territory, trying to avoid contact.

During amphibious assaults and river crossings into regions where you have 10% or less Military Control, your posture is also automatically set to Offensive (unless the Stack is entirely composed of Irregulars).

NOTE: Armies amphibiously landing or crossing a river have no choice but to fight the enemy defending the crossing or beach at a disadvantage. However, Stacks crossing/landing into a region where you previously secured a beachhead/bridgehead (more than 10% Military Control) can reinforce it without fighting. Irregulars are also considered stealthy enough to cross/land unopposed.

Controlling Structures

To control a structure, you must simply be the latest to have occupied it with a combat Unit.

NOTE: You don't necessarily need to leave a Unit garrisoning the structure, although it is good practice to do so even if it has its own "auto-garrison" Unit.

Partisans will only take control of a city if the population in the area is friendly (51% Loyalty or more). They cannot capture Depots or Forts and will instead destroy them automatically.

Loyalty

Loyalty is a measure of the local population's inclination for one side or the other and is independent of Military Control. You can quickly occupy an enemy region with your troops, but winning its population to your side is a far slower process. High Loyalty within a region will give the following benefits:

Loyalty Effects

- You don't need to garrison Objectives in order to earn VPs.
- The locals will provide you some intelligence as to the enemy's whereabouts see p. 78).
- The region will produce more Supply, Money, and Resources.
- If the enemy occupies a region loyal to your side without leaving enough of a garrison, its Military Control will gradually shift in your favor and there is a chance that Partisans will appear in the region.
- If a region is very hostile to the occupant (10% or less Loyalty), non-garrisoned cities may even openly revolt, in which case an enemy Unit will appear and take control of the city.
- You can ask regions with high loyalty when negotiating peace treaties (see Diplomacy)

Influencing Loyalty

Over time, Martial Law imposed by the occupant will slowly shift a region's Loyalty in his favor. This is particularly true

if a leader with the "Occupier" Special Ability is present, but the process remains a slow one. The only way to really get population to stop supporting their side is to demoralize the enemy by capturing Strategic Cities. Each time this happens, the bad news triggers a wave of Loyalty Checks across the map depending on the distance:

- ↴ One check for each Strategic City on the map
- ↴ One check for each region with a Strategic City in the State
- ↴ One check for each adjacent region

> **NOTE:** The news spread faster in large cities, and their psychological impact is highly influenced by proximity. Conversely, remote areas are less volatile in their loyalties.

THE WAR ECONOMY (RESOURCES)

To raise Units, you will need Men, Money, War Supplies and Horses: this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each Country can only provide a limited share of its resources to your war effort.

Men

You will receive this key resource from two main sources. Regular additions to your force pools will come from cities and regions you own. In addition, you can use various regional decisions to raise extra manpower.

Money

In addition to Men and War Supplies, every Unit and replacement has a cost in Money, as do most of the Government or Diplomatic Policy options. Money is produced each turn in places such as your national capital, key regions of the nation (i.e. wealthy agricultural lands), financial centers, arsenals, foundries, trade ports and other structures of various kinds. You can also raise extra money by emergency measures such as plundering regions.

Supplies

Supplies come in three varieties in Wars of Succession. Cities will produce these three kinds of supplies each turn based on their size.

War Supplies

This is a general term representing the heavier equipment needed by your troops. Heavy ships and artillery cost lots of War Supplies, as they require industrial capacity and raw materials. Infantry, on the other hand, costs few, since rifles and other light equipment are easier to manufacture.

General Supply

Armies and Fleets need food, clothing, and other basic supplies to keep on moving and fighting. These are all grouped into the term "General Supply" (as opposed to "War Supplies") and are distributed to your Depots and your troops every turn).

Ammunition

Another commodity you will need to keep your troops battle ready is Ammunition, which is tracked separately from General Supply but otherwise follows the same production and distribution mechanisms.

Blokade & Raiding Commerce

The British, with their mighty Fleet, will strive to block French commerce with the rest of the world in order to ruin their export-oriented economy. In Wars of Succession there is only way to blockade a port and that is by stationing enough ships off shore.

Each eligible port will indicate how many naval elements are needed to blockade.

PROCEDURE: Station enough warships in the sea zone(s) or river stretch (if an inland port) connecting a harbor to the open sea and you will see a "blockade" icon on the map.

The French can try to slip out of their ports with "blockade runners" loaded with trade goods. This is handled using a regional decision

Finally, both the French and British can engage in economic warfare. Various regional decisions allow for smuggling, counter-blockades and forcing French merchant ships to carry vital war supplies rather than luxury goods.

Raising Units

Units are raised via the Construction Mode. To enter Construction Mode, just click on the first round button on the top-left part of the interface (the one showing a gear).

Construction Filters

The Construction Mode is used to allow you to build new Units for the nation you are playing. Of course, some limitations are applied, such as how many your nation is allowed to have (the "Force Pool" concept) in the field, the various assets needed to pay for the construction (recruits, money and war supplies) and also the location of the build, as it is not always possible to construct all kinds of Units everywhere.

There are some filters buttons are used to switch between the various construction possibilities. One set allows you to filter constructions by Unit types while the other allows filtering by sections of the country. In both cases, you may click on the first button (showing 3 stars) to return to the whole list (all Units, all departments).

Constructible Units

Figure 22: French and Allied (here Savoy) units available at the start

Constructible Units are listed in the main interface. You can see all those Units that are still available for construction, and the number of them is indicated in the white square on the upper-left corner of the Unit stamp. A tooltip on each Unit gives you indication on the number of these on map, name, costs in the various assets required (Money, Men, War Supplies) and construction time (in number of days).

Figure 23: Spanish Marine regiment: 3 are already on map and 1 more can be raised, as indicated by the tooltip

Where to Raise Units

When you select a Unit to raise, the map coloring changes and shows you regions in either a green, orange or red background. You can see where a Unit can be dropped for construction as the region is in a green color.

If the region is colored in orange, you could in theory construct there, but you are lacking one (or more) of the assets to do so (Note: drop the Unit there and the error message will tell you the reason). Finally, all regions where construction would not be allowed are colored in a red background. You can find out why by mousing over the red colored region.

> **NOTE:** each Unit has a certain construction weight and a given region has a maximum weight of construction it can support at any one time. This is to represent capacity limits and the distributed nature of recruitment and training.

Figure 24: Map shows where the Bourbons could raise the Spanish Marine troops regiments selected above.

In this game, Unit construction is usually only possible in cities originally belonging to your own nation in 1700. For instance, you cannot build Units in conquered enemy cities.

It is also possible to see the statistics of the elements of the Unit to be raised by clicking on the NATO symbols in the Inspection Panel on the bottom right pane while the Unit is selected.

NEW: You can now assign the construction of your units so that they "gather" at selected location, which avoids the tedious process of finding each unit on the map and then moving it to a gathering point. To do so, just click on one of the three buttons located in the middle of the construction panel (see below).

Figure 24bis: shows the automatic gathering buttons in the middle of the construction panel.

Once their build is complete, the units will move by themselves automatically to the gathering point(s) you have selected when giving the construction order.

How to Raise Units

Select the Unit you wish to raise and drag and drop it on the map in a green-colored region. In other regions, the drag & drop will be refused and a short message will appear in the top part of the interface explaining why: it is usually because the capacity of the chosen site would be exceeded or you lack one (or more) of the required assets (see below).

Possible causes preventing the construction of Units
If the region is in green, you can build the Unit. If the region is in yellow/orange, you could theoretically, if you had enough resources. If the region is in red, there is at least one regional constraint preventing you from building/construction the Unit. Some possible causes are:

- No available Unit in the Force Pool.
- The region's build weight capacity is exceeded.
- The Unit is a ship and there is no harbor.
- The region is not playable in this scenario.
- You don't have enough Military Control in the region.

- The loyalty of the region is too low or the region is in riot (i.e. a demonstration card has been played there)
- The Unit needs soldiers and the region does not have enough population.
- A specific required structure is not there (e.g., War Supplies production for Artillery Units).
- The Unit can only be built in some parts of the map (e.g., British Units are raised in England).
- The Unit can only be built in the capital.

There are some rarer causes preventing you from building in a given region. In all cases, the tooltip will give you the reason.

Construction Assets and Limits

To raise Units, you need Men, Money and War Supplies: this is what your war economy is about. However, you are limited in the numbers and locations of your newly raised Units since each owned city of your home nation (most conquered cities do not contribute, except for some rare cases, can only provide a limited share of its total resources to your war effort.

Conscripts

Except for a very few places which raise a small number of recruits every turn, the only way of recruiting more men is through exercise of Historical Options.

Money

Money is produced each turn **in a few places** such as your national capital or key financial or commercial centers (e.g. major trade ports, central bank, gold mines), but

those sources of income are marginal. The great bulk of your income will proceed from exceptional events (rarely) and, above all, Financial Options taken by the government, such as taxes.

War Supplies

This is a general term representing the heavy equipment needed by some Units. Artillery (mostly) and Cavalry (less) cost usually a lot of War Supplies, as they require industrial capacity, horses and raw materials. Infantry, on the other hand, are easier to build, as muskets and other light equipment are easier to manufacture and therefore represented by the Money cost of the Unit.

Force Pools

Each Nation can only field a limited number of troops at any time. This is what is called its Force Pool (FP). In addition, if all of a Nation's Units are in play, the Nation can't field more Units until some are eliminated.

Units under Construction on the Map

Units appear immediately on the map on the same turn as you request them, but they start completely depleted in Strength and Cohesion, as they are gathering men, training them, collecting supplies, etc.

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

NOTE: Ideally, you should wait until they have completed their training (i.e., health and cohesion is at 100%) before ordering them in harm's way. You can move then in passive mode toward their destination though; they will continue to be completed (all soldiers and equipment are considered present, but the troops are still very green). Note that when a Unit can be moved you get a message in the Message Panel.

After a while, Units under construction progressively lose this 'special' status and can be moved, but rushing those green Units into combat should best be avoided. To get a summary of your Units under construction, press F3 and open the War Department window.

Figure 25: a view of the War Ministry Screen showing Bourbon French Units in production

Build Duration

The build duration is indicated in the tooltip when you hover over the Unit under construction. This is the time in days needed for a Unit to reach its full Strength and Cohesion and depends on Unit type (as well as National Morale which influences it). Within the Unit, the various elements will achieve 100% health at their own construction speed (in essence the time indicated for the whole Unit is the time of the element which takes the longest to build/recruit).
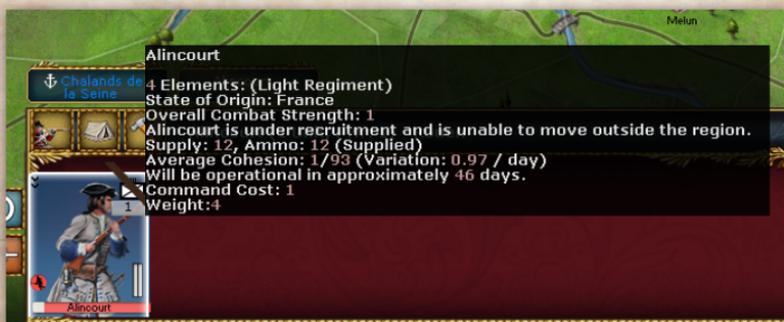
Figure 26: This French light infantry regiment will be ready in 46 days

Example: Light infantry is very useful to counter enemy cavalry, harass him during battle and catch partisans .

Partisans

Partisans can appear in regions where they were historically active. They appear when the enemy controls most of the territory but with too few troops. These Partisan Units are generated by events in this game.

These Units – despite their poor combat capacity – are fast, difficult to locate, can lay ambushes and don't need leaders to operate. If they leave their home state they are severely penalized.

Example: Partisans are typically used to disrupt enemy Supply.

When faced by Partisans, you will have to guard important locations and generally patrol the area and attempt to engage them. However, they will often escape unless your patrols are very mobile.

Gameplay: organization and troop roles

The game parallels history in representing the importance of combined arms to victory– infantry, artillery, cavalry, and supporting specialized combat troops and support troops all have their role to play. Infantry normally make up the entire front line in battle and the reserves that can replace battered front-line regiments. Artillery has the advantage of longer range and supports the infantry with their fire from the second line. Cavalry is excellent for detecting the enemy and pursuing fleeing enemy, as well as raiding. The attributes of other more specialized troops provide their own situational benefits.

For these reasons, artillery is usually present only with big stacks (representing the larger armies). A few cavalry regiments per Stack is required for most purposes. Leaders with abilities that apply to an officer's Stack even if he is not in command are very useful in building strong formations.

Supply Wagons slow the stacks but provide important bonuses and incur no CP cost, so one or more Supply Wagon Units are advisable.

It is sometimes worthwhile to create multiple small independent Stacks to avoid a large CP penalty, but this risks the separate forces being defeated in detail by a concentrated enemy force.

Partisans, and small raiding forces can be elusive and tie down many detachments in garrisons of strategic points. They are best chased down with a mix of flying columns (mounted troops and horse artillery with leaders having relevant bonuses) and a network of garrisons to obstruct enemy freedom of movement. Beware of using unguarded Supply Wagons or Depots with these forces roaming around.

Captured Units are usually remnants of artillery formations. These Units can be useful support in fortified positions or for militia and second-line Units. However, captured Units usually do not receive replacements (a.k.a. "field repair").

Garrison troops are designed to defend a fixed position, so have 0 CP cost but move extremely slowly, so effectively moving them to more useful spots requires waterborne transport.

Dealing with Your Neighbors: Diplomacy

Overview

During the grand campaign, it will be very important to engage in diplomacy, as no nation, Bourbon France included, can resist alone the pressure of a coalition of several major European nations.

To conduct Diplomacy, you can enter the Foreign Ministry with F6.

Figure 27: a view of the SwedishMinistry of Foreign Affaires at the beginning of the 1700 Campaign

The Campaign Scenarios are based on the assumption that both alliances are at war for the full duration of the scenario. However, other nations can join any of the two alliances, or even sometimes leave an alliance to join the other. It can only be done with the play of Diplomatic Options. This makes Diplomacy in Wars of Succession quite simple, like in many other AGEOD games.

Relationship Rating

Each nation has a Relationship Rating towards all other countries, ranging from -100 (hate) to +100 (very friendly). Negative values will slowly drift towards 0 unless you intervene to ensure they stay low. The relationship rating reflects the close ties, visceral hatred, or indifference between you and every other nation. It is rare indeed for a Great Power to be loved by all nations; after all, there are reasons why your nation became a Great Power! Becoming a diplomatic paragon of virtue will require a heavy investment of time and effort in bettering relations between your country and others and an absence of military conflict.

The Relationship Rating is reciprocal, so if Great Britain is friendly towards Holland, then Holland will be equally friendly towards Great Britain. Be warned! If your nation is unfriendly towards another, major nation then they will automatically respond in kind. Minor nations are sometime more prudent and are more easily bullied.

If controlled by AIs, some countries start with, or acquire, biases for or against others countries, which are usually mutual (e.g., Russia vs. Ottoman Empire or France vs. Austria).

Diplomatic actions such as State Visits do much to improve your diplomatic ties; others will be remembered not only by the object of your aggression, but by the other major nations for a very long time.

Impact of the Relationship Rating on Diplomacy

The Relationship Rating does not "do" anything by itself; it is simply a rating of how your nation relates to another.

Managing your Nation

The ledger provides a number of boxes that are critical to managing your nation

Forces

This is a list of all your Units currently on the map. Check the tooltips for sorting options (in this case it only shows active land units and they have been sorted by region).

Production

The production screen gives access to both an overview of units you have ordered and the available replacements. When you start the game you can choose to let the AI take full or partial control over ordering replacements for you or you can keep this under manual control.

Figure 28: Clicking on a Unit's symbol will close the Strategic Atlas and center the map on this Unit.

You access the replacement screen using the buttons at the top of the right hand side of the screen.

The information above each symbol will give you a rough idea how many replacements you need of each type. Very roughly every replacement chit that you buy will be sufficient to replace 10 such losses (but the process is random so the actual effect may vary). If you think you will be fighting a large war, creating a pool of replacements will speed your ability to recover from battle and carry on with your campaign.

Figure 29: Bourbon Production (and replacements) in the early game

Political Options

This screen allows you to choose new options as the game progresses.

The impact of each option can be seen by hovering your mouse over the image.

Strategic Map and Regions List

This provides a useful overview of the location of your forces. Clicking on a formation will take you back to the main map.

This provides a useful overview of the different regions in the game (most icons have tooltips giving the extra information required).

Figure 30: Russian Alliance Political options screen in the early game

Figure 31: Clicking on the little square will close the Strategic Atlas and center the map on this Unit

Showing Regions 1 - 16 of 576, sorted by Region name (Ascending order)

Aalst	Rich(00)	Clear	100	100	0	0	0	0	0	0	75	0
Abbeville	Rich(00)	Clear	100	100	0	0	0	0	0	0	0	0
Acadie	Rich(00)	Wilderness	100	100	2	0	0	0	1	1	0	0
Acedo	Rich(80)	Wooded Hills	100	100	0	0	0	0	0	0	0	0
Adaja	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Aequi	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Agen	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Agrigento	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Agudo	Rich(80)	Hills	100	100	0	0	0	0	0	0	0	0
Aix	Rich(80)	Hills	100	100	0	0	0	0	0	0	0	0
Alba	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Albacete	Rich(80)	Clear	100	100	0	0	0	0	0	0	0	0
Albertville	Rich(00)	Alpine	100	100	0	0	0	0	0	0	0	0
Albi	Rich(00)	Clear	100	100	7	0	1	0	1	0	0	0
Albuquerque	Rich(00)	Clear	100	100	0	0	0	0	0	0	0	0
Alcala de Henares	Rich(00)	Clear	100	100	0	0	0	0	0	0	0	0

Forces Production M. Reforms Decrees History Diplomacy Strat. map Regions Objectives Background

Figure 32: Clicking on the region name square will close the Strategic Atlas and center the map on this region

OBJECTIVES SCREEN

This important screen should be closely monitored, as it indicates who owns each Objective and how many VPs it is worth, as well as your current number of VPs and how many you will gain this turn from Strategic Cities and Objectives under your control.

It also shows the NM and victory/defeat thresholds of each side, the number of turns remaining in the game.

Note that to win as your own state, you will need to capture as many of the national objectives as you can. A campaign game of Wars of Succession may see more wars than just those between the Bourbons and Grand Alliance (and their allies).

Each nation has its own list of objectives.

Figure 32: All your objectives appear here

Regional Decisions

This mode uses an intuitive and simple card-based method of playing Regional Decisions that enable the player to interact with the map and get local benefits (such as Supply, Loyalty, or Money), although often at a cost. Some Decisions might also be described as local military actions, political measures, policies, stratagems, plots, or intrigues.

Decision Mode

To enter Decision Mode, just click on the middle round button located on the top-left corner of the screen (the one showing Playing Cards) or press the F12 button. This allows you to make Regional Decisions.

Click on a Decision. Regions where the Decision may be played are displayed in green color (in fact the logic is the same as in the construction mode).

Figure 33: A lot of Regional Decision cards can be played

The different Decisions available are listed in **Appendix G** below**.** Note that to have an effect:

- ✎ All Decisions but those linked to sieges require that you have military control of the region. Siege related decisions require that you are besieging an enemy-controlled city.
- ✎ Most decisions take effect on the turn following play. However, some effects occur for a certain amount of time, and you can only take a Decision a limited number of times as indicated in the interface.
- ✎ The effect of the Decision will be applied at the end of the period unless it specifies otherwise (which means

you normally need to have majority military control of the region for the whole period).

DESIGN NOTE: Not all Decisions are accessible to all sides at all times. Some may only become available after events.

Combat in the Field

Combat happens when two enemy Stacks meet and at least one of them is in Offensive or Assault Posture and has detected the other. It ranges from minor skirmishes involving few Units for a limited time to full-scale battles lasting more than one day.

Figure 34: When battle starts, the battle gauge opens and shows the forces involved and balance

Engaging in Combat

Combat is resolved in a series of one hour rounds between engaged troops at regimental level. Not all elements of a Stack will necessarily participate from the beginning: different bodies of troops will join the fray at different times, especially in large battles. Each hour, a test is made to see which Units reach the battlefield.

Unengaged troops that are not moving, or are in Offensive or Assault posture, tend to join first, though others may join if targeted. For example, if your Offensive Forces are overcome and your Defensive Forces are targeted, they will join in (a Defensive Forces that joins in brings all other Defensive Forces in with it).

Elements fighting are organized in two lines – line troops (infantry and cavalry) in the front line, and support troops (artillery and non-combat Units such as supply wagons) in the second line. An element's special abilities apply to its Unit even if the element itself is not engaged in a particular round of combat.

It is important to understand that Units do not dissipate their fire over the whole enemy force. Elements belonging to a single Unit always target elements of a single enemy Unit, favoring weightier targets. Artillery elements always target the eligible enemy elements on the field with the most hits remaining. This means large Units concentrate more fire on their target, and are able to absorb more damage from the enemy.

Battle Planner

The new Battle Planner interface give the player the opportunity to select a Deployment and a Battle Plan just before a battle starts, but only in the Single Player game (currently not available in Multiplayer games).

Figure 35: A battle planner window which opens just before a battle is started

When the conditions are met to trigger a new battle, the player will see a new window with all the information about the upcoming battle, including the commanders of each side, the estimated PWR of the forces in the region, the weather, and obviously the region where the action is happening.

Based on all that information, the player can select a Deployment and then one of the associated Battle Plans.

These Battle Plans can grant you different bonuses to try to turn the battle in your favor if they succeed, but they can also fail or be countered by the AI Battle Plans.

If the player's Commander is good enough, he may be able to see the Deployment selected by the AI and also the possible Battle Plans that she may choose… but he will not know exactly which Battle Plan will be played, so it will be the player's decision to guess wisely the possible Battle Plan of the AI.

After all is set, the player can now start the battle and see how the action unrolls. When the battle is finished, the player will be able to see the results of his decisions on the Battle Report window.

Charles XII crossing the Düna, 1701

Withdrawal

Withdrawal is an orderly retreat putting distance between opposing forces with minimal risk to the withdrawing force. A Rout, on the other hand, is an unordered disorganized flight for safety due to an overall collapse of troop morale. Before each round, each side checks to see if it will attempt to withdraw. An exception is Units attacking in an amphibious assault as these must fight to the last man because they cannot retreat. The decision to withdraw is based on relative strength, leader aggressiveness (i.e., Offensive Rating) and the presence of fortifications. A Stack that decides to withdraw will automatically change its posture to Passive for the rest of the turn.

Stacks attempting to withdraw must now make a check: the chance to successfully withdraw increases each round and is influenced by Stack size, "Evade Combat" Special Order, commanding leader's Strategic Rating, and the presence of cavalry (on both sides). Units which successfully set an ambush and Units commanded by leaders with the "Skirmisher" Special Ability also have a much higher chance to break contact with the enemy should they decide to try.

If the attempt fails, the Stack fights one more round with a slight penalty and renews its attempt on the next round. If the attempt succeeds, the Stack withdraws.

If there is a non-besieged structure in the region and the Stack has the "Enter Structure" Special Order, it will withdraw into the structure; otherwise it will withdraw to an adjacent region under friendly Military Control. Depending on the level of enemy Military Control in the region chosen

for withdrawal, the Stack may be forced into another battle by the pursuing enemy.

A surrounded Stack (i.e. all adjacent regions are 95% or more enemy controlled) will keep on fighting instead of withdrawing.

Units that retreat or rout may be subject to losses from enemy pursuit. Cavalry and terrain are important factors in pursuit.

Frontage

Depending on a region's terrain, the maximum number of sub-units that can deploy and fight in a battle will vary. Elements unable to deploy will be held in reserve and relieve weakened troops in the frontline during the battle.

> **NOTE:** Fighting in terrain with limited frontage is well suited to delaying tactics. A veteran defending Stack in such terrain may even force the enemy to break and cancel his assault despite a large numerical advantage.

The frontage space occupied by an element depends inversely on its maneuverability in this type of terrain.

Example: On the one hand, regular Units are quite slow and unwieldy in mountain terrain and take up much frontage space in such terrain as a consequence. Partisans, on the other hand, are much faster and more agile in mountains and take up less frontage space. This means you could engage the enemy with many more Partisans than regular Units in this particular case.

Combat Range

The initial range of a battle depends on local weather and terrain. Range will then decrease every round as troops close the distance. Range will determine which elements are able to fire in each round. Close range combat can be very bloody.

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

Fire Combat

High initiative provides big benefits in combat as it is the biggest factor in determining who fires first each round. Elements will fire a number of times depending on their rate of fire (with a minimum of one).

Lack of Command Points penalizes elements in terms of initiative, rate of fire, and chance to hit.

Successful firing depends on an element's Offensive Fire Value (if the Stack is in Offensive Posture) or Defensive Fire Value (if the Stack is in Defensive Posture) and is influenced by the following:

- Unit's Discipline Rating
- Unit's Experience Level
- Leader Offensive Fire/Defensive Fire Rating, as appropriate
- Cover of target Unit provided by terrain or fortifications
- Weather
- Leader Special Abilities

- ❧ Command Penalties (Out of Command Chain status and/or lack of CP)
- ❧ Lack of Ammunition and/or General Supply
- ❧ Friendly Supply Wagon present (+10%)
- ❧ River crossing/Amphibious landing
- ❧ Forced March
- ❧ Failed withdrawal/Passive Posture
- ❧ Trench Level above five (for artillery only)

Infantry and cavalry that score a hit inflict one Strength point loss. Artillery causes two losses and "heavy" Units (siege artillery, ships) can even cause three losses, as indicated in the element details window accessed through the Inspection Panel.

An element that suffers losses equal to its Strength Value is eliminated. However, it will usually rout and flee the battlefield before this happens. Severe losses will also affect an element's chance to break under fire (see below).

Unit Morale

On the one hand, every hour each sub-unit must check its Discipline unless it is intact (i.e., did not take any losses so far during the battle). If the test fails, the Unit becomes shaken and has its rate of fire decreased for the current round.

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

- Militia and Volunteers fighting in their own nation or region of origin.
- Trench Level (capped at Level 4)
- Loss level of element
- Fighting in a Symbolic Objective (your nation's capital, for example)

If it loses this check, it is routed off the field and no longer participates in the battle. In addition, when the number of routed Units becomes too large, the whole Stack becomes routed, withdrawing in flight and suffering increased losses to pursuit.

Melee Combat

If the range ever reaches 0, melee combat ensues. Support sub-units (such as artillery) do not participate in melee.

This close-quarters combat is similar to fire combat, but a sub-unit's Assault Value is used instead of its Offensive/Defensive Fire Value. Discipline, Cohesion and superior quality each play a key role. Both sides deal damage simultaneously and losses can be quite devastating at such a short range.

Play Note: Highly trained Units and some special Units are more effective in close quarters.

Battle Aftermath

The side that withdraws is the loser of the battle, without regard to losses. A battle may end as a draw if neither side withdrew. The winner will pursue the retreating forces and inflict casualties in the process. These losses are much greater if the loser routed instead of executing an orderly withdrawal.

A battle will influence VPs see p. 20), NM see p. 21), and Leader Seniority see p. 51) as follows:

- The winner gains VPs for losses inflicted on the enemy. The loser does not gain any.
- The winner gains NM depending on the losses inflicted. The loser's NM decreases correspondingly.
- Leaders with a good loss ratio (i.e. who inflicted more losses than they received, even if they lost and retreated) gain Seniority while their opponent loses some.

Troops also gain Experience by participating in battles (even if they lost). Leaders must make a check based on their Rank to see if they were wounded or killed in action. A 1 star leader is the most vulnerable while 3 star leaders and above are immune. In addition, winning leaders gain Experience, progressively increasing their attributes and even sometimes getting new Special Abilities. Leaders on the losing side suffer from a slight reduction in attributes.

Battle reports start on a first page summarizing the battle results.

If you click on the small blue symbol at the top right you can see later pages that provide round-by-round and unit-by-unit combat details. A picture of the most senior commander

Figure 36: battle result (losses) summary

involved appears in the upper corner on the first page, with his name and Strategic-Offense-Defense rating and the strength of his forces. He may not have started the battle in the same region, having marched to the sound of the guns. Other participating named commanders are shown in the display, unit by unit, and the condition of each Unit is shown at the start and after each round of combat.

Figure 37: Detailed post–battle report.

Naval Combat

Battles between Fleets are handled similarly to land battles with a few minor twists (no frontage, etc.). Withdrawing Fleets will move to an adjacent sea region/river section. Remember to return damaged ships to port for repairs, as they cannot recover hits while at sea or on a river.

Siege Combat

Sieges happen when one or more Stacks defend in an old-style fort or a star-shaped fortress, a City, a Depot, Outpost

or an Indian village. Two values - one for each side - are randomly generated to resolve the siege. Various bonuses are also added and these are indicated below:

Besieging side:

- ✎ Artillery combat factors
- ✎ Leader with the "Engineer", "Siege Artillery" or "Siege Expert" Special Ability (may not accumulate)
- ✎ Breach achieved (see below)
- ✎ Defender lacks General Supply

Besieged side:

- ✎ Artillery combat factors
- ✎ Leader with the "Engineer", "Siege Artillery" or "Fort Defender" Special Ability (may not accumulate)
- ✎ Fort Level: depending on the value, between 1 and 5 as displayed next to the structure icon

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

- ✎ **SRV > defending Units' average discipline**:
  Defender surrenders and all Units are eliminated unless the defending Stack includes a Supply Wagon that is not empty, in which case the result is ignored
- ✎ **SRV >= 3**:
  A breach is made. The siege icon will change to indicate a breach is in progress (showing the various levels of breaches – up to 5 – corresponding to the max fort level in that game) or achieved   .

Cities Forts are breached after a single breach result while permanent Fortifications require two breach results to be fully breached.

- ✎ **SRV > 0**:
  5 hits are inflicted on the defenders for each point of SRV
- ✎ **SRV < 0**:
  The defender has managed to repair a breach

Besieged Units may only recover hits if they are in a non-blockaded port see p. 83 and 96).

Storming a Structure

A Stack in Assault Posture will try to storm the structure instead of besieging it. The procedure is the same as in regular combat except that the defender enjoys a combat bonus. Forts

> **NOTE:** It is usually advised to defend outside in the surrounding terrain rather in a Depot or Redoubt. The same is true to some extent for cities). Other than running out of supplies, artillery and not manpower is the biggest factor in deciding sieges. Therefore it is usually unwise to pen up a field army uselessly in defenses. A full understanding of combat frontages suggests which approach is preferable given the opposing forces.

provide a great bonus (based on their levels), unfortified cities much less, or even none. Frontage is quite limited in such combat, especially in Forts. Defenders in a Depot don't get any defensive benefit except limited frontage. Entrenchment bonuses still apply in a City/Town/Redoubt etc.

Losses & Replacements

Each basic Unit is made up of sub-units called elements (regiments, batteries, squadrons and individual ships). Combat is calculated, and then losses from battle, damage, attrition, or lack of maintenance are taken as "hits" by these discrete elements (indicated by a number of red heart symbols in the battle report and men icons in the element details window accessed from the Inspection Panel. Each element is destroyed when all its "hits" are used up.

As long as an element is not totally destroyed, it may recover hits by filling its ranks with replacements drawn from the replacement pool during the Hosting Phase if the element didn't move during a turn. This is in addition to recovering Cohesion. If you choose the Historical Attrition setting, land Units must be in a friendly Depot to receive replacements.

The replacement rate per turn, as a percentage of an element's full complement (inside a Unit), is:

 ✺ Base recovery rate for land Units: 5%

 ✺ Irregular: 10%

 ✺ Depot: 20%

- City: 10%
- Fort: 10%
- Naval Unit: 5%/port level

Replacements are not required for maintenance, but you will need to have replacements of the appropriate type see p. 111) available in your pool to recover hits. The number of replacements used up in the process depends on the number of hits recovered and a random factor. As a rule of thumb, one replacement element can replace exactly one lost element or be expected to replace an element's worth of hits lost (with a chance of being consumed for each hit replaced)

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

IMPORTANT: Make sure you always have some replacements in your pool, because Units don't recover any hits if the appropriate replacements are unavailable.

If an element is completely destroyed, the parent Unit will need to draw a full replacement element from the Replacement Pool. This is limited to a single replacement per turn for each Unit.

Finally, remember you can also recover hits by merging similar Units that also incurred losses.

Figure 40: The Bourbon replacement pool as can be seen inside the War Ministry (select F3 and then click on the icon at the top right hand side)

PROCEDURE: Use the Replacements page of the Strategic Atlas to check available replacements in each category. The top number is the number of hits that need to be replaced. The first number below represents currently available replacements while the second parenthesized number shows how many have been ordered this turn.

Example: If a brigade had lost an entire infantry regiment element, you could merge an individual infantry regiment Unit into the brigade. Similarly, if a brigade lost one infantry regiment and one artillery battery element, and you had a brigade which had lost all its elements except one infantry regiment and one artillery battery, you could merge these two Units into a single Unit with a full complement.

NOTE: A Unit absorbed into another one to replace losses is removed from the game and its elements cannot be separated from the merged Unit.

Appendices

Glossary & Abbreviations

Aide de Camp: A non-Army commander leader with a Strategic Rating of 4+ who is in an Army Stack. He provides a bonus to the Stack. Not used in this game.

Element: These are the usually regimental-size building blocks of Units. They have their own attributes but cannot be manipulated except through their Unit.

NM: National Morale. A measure of your side's will to fight, or willingness to surrender if sufficiently depressed.

Stack: A collection of land or naval Unit(s) moving and fighting together as a single force and represented by a Stack counter. You issue orders to Stacks.

Unit: The smallest force you can manipulate in the game, made of 1 to 18 elements. Leaders are a special kind of Unit.

VP: Victory Point

Supply: Both General Supply and Ammunition.

Symbolic Objective: Shown by a star after the city name, this objective motivates its defenders.

"Large Force" – Stack consists of 13+ CP worth of Units or 13+ Units.

"Small Force" – Stack consists of 4 or less CP and 4 Units or less.

⟜Shortcut Keys

Zooming

Mouse wheel: Zoom in/Zoom out

Click on mouse wheel: Alternate between maximum and minimum zoom levels

End: Same

Page Up: Zoom in

Page Down: Zoom out

Manipulating Stacks

Left-click: Select a Stack

Right-click: Unselect (and returns to messages display)

[Ctrl]+click: Cycle through the various region Stacks.

Drag & drop on another region: Move

Drag & drop on same region: Cancel whole move (exception: if **[Shift]** is pressed it allows circular trips)

Drag & drop on another Stack: Either intercept an enemy or merge with a friendly Stack

Drag & drop on city, port: Enter the structure

Drag & drop on a tab: Merge with this Stack

Del: Cancel the last leg of the movement path of an Army/Fleet

C: Center map on selected Stack

[Shift] When an Army Stack is selected: See the Army Command Radius.

[Shift] When a (non-Army) Stack is selected: See the nearby regions and nature of the movement links to them.

[Ctrl] Show number of men

E/R: Cycle through land Stacks. Simultaneously press **[Ctrl]** to skip Units who are not moving.

T/Y: Cycle through naval Stacks. Simultaneously press **[Ctrl]** to skip Units who are not moving.

S (sentry): Selected Stack will be skipped when cycling with keys E/R/T/Y

[Ctrl] +S: Remove all "sentry" orders

[Ctrl] + L: Lock/unlock all Stacks (prevents a Stack drop onto another Stack from merging)

Right-click on a tab: Lock/unlock this Stack against merging. A padlock icon shows locked status.

Alt-click on a tab: Backspace to erase and type to enter a new tab name.

Keys 1 – 9: Switch Map Filter

F1: List of Forces (Ministry of War)

F2: Production (Ministry of War)

F3: Military Reforms (Ministry of War)

F4: Decrees (xxx)

F5: History

F6: Diplomacy (Foreign Ministry)

F7: Strategic Map

F8: List of Regions

F9: Objectives (xxx)
F10: Scenario Background

In the Unit Panel:
Ctrl-click: Select/unselect multiple Units
Mouse wheel scroll: Move through the list of Units
Select Unit(s) then drag & drop on the map: Create a new Army/Fleet. This is used for disembarking in a coastal region without a friendly port, for example.
A, O, D, P: Change the Stack to the corresponding posture

Operational Orders (if applicable)
Shift+T: Enter **T**own upon reaching destination
Shift+F: Build **F**ort
Shift+D: Build **Depot**
Shift+S: **S**ortie from structure
Shift+M: Forced **M**arch
Shift+A: Set an **A**mbush
Shift+R: **R**aze Fort
Shift+B: **B**urn Structure (land Units)
Shift+B: **B**ombard (naval Units)
[Ctrl] +C: When several Units are selected, combine them.
[Ctrl] +D: Detach the Unit if it consists of several Units.

Messages Log:
Simple-click: Go to region where event occurred (if relevant)
Double-click: Display messages content (if message is red) and opens specific message window
Mouse wheel scroll: To scroll up and down the message list

Windows:

Esc: Close the window

Saved Games: When you move the mouse over a saved game on the load game screen, you can either back up one turn (Home), rename it (insert key) or delete it (delete key).

City Icons

Below is a general description of some of the icons you might encounter when viewing cities on the map. This list is not intended to be comprehensive but is intended to give the player a general idea.

(Western Europe)

City   Fortified City

(N Africa / Ottomans)

City   Fortified City

(Russia/Greece]

City   Fortified City

Depot (inside city)   Depot (outside city)

Harbor   Naval Base   Trade Port

Small Settlement (no influence on gameplay – decorative only)

NATO Symbols

- ⊥ Admiral (one or more symbols)
- ⊶ Artillery, Coastal
- ⊡ Artillery, Field
- ⊡ Artillery, Heavy
- ⊿ Artillery, Horse
- ⊡ Artillery, Light
- ⊡ Artillery, Siege
- ⧄ Cavalry
- ⧄ Cavalry, Heavy
- ⧄ Cavalry, Light
- ⊓ Engineers
- ⊔ Flotilla
- ★ General (one or more symbols)
- ★ General/Cavalry Mixed (one or more symbols)
- ★ General/Infantry Mixed (one or more symbols)
- ⊞ Goods
- ⊠ Infantry
- ⊠ Infantry, Heavy
- ⊠ Infantry, Light
- | Irregular
- ⊠ Marines
- ⊠ Militia
- ◣ Privateer
- ⊠ Rangers

Icon	Name
⊠	Sharpshooters
⊗	Supply
▥	Transport
▦	Warship

Special Ability Icon Definition

Units and commanders in WOS may have one or more special abilities. Hovering your mouse over a Special Ability's icon will also display a tooltip with useful information. A list is provided below:

Name	Picture	Description
Militiaman		Discipline bonus of 1, Cohesion bonus of 10 to all Militia in the Stack.
Cavalryman		25% combat bonus for all cavalry Units in the Stack if in clear, prairie or desert terrain.
Artillerist		20% combat bonus for all artillery Units in the Stack.
Defensive Engineer		10% defensive fire bonus and 1 extra protection when the Stack is already entrenched.
Entrencher		10% defensive fire bonus and 1 extra protection for the Unit this element is in, if already entrenched.
Partisan		30% combat bonus and 2 extra protection to all Irregular Units in the Stack. Applies only in difficult terrain.
Irregular Fighting Skill		15% attack and defense bonus to all the Units in the Stack when in combat versus Irregulars, Partisans, Indians Units (only in difficult terrain).
Sharpshooter		This Unit possesses Sharpshooters that impede enemy reaction. +1 Initiative bonus in battle to the whole Unit.
Fast Mover		If the commander, 15% move bonus to the whole Stack.

Very Fast Mover	➡	If the commander, 25% move bonus to the whole Stack.
Very Fast Cavalryman	➡	If the commander, 25% move bonus to all cavalry in the Stack.
Very Fast Raider	➡	If the commander, 25% move bonus to all Irregulars in the Stack.
Slow Mover	◻⇨	If the commander, 25% move penalty to the whole Stack.
Ranger	🎋	25% move bonus to the whole Stack in wild areas.
Pontoneer	〰	Provides a 50% speed bonus to the whole Stack when crossing rivers.
Seaman	⛵	If the commander, provides a 25% move bonus to the whole Fleet.
Supply Ranger	🎋	15% reduction in General Supply consumption to the whole Stack in wild areas.
Master Logistician	🔺	If the commander, 25% reduction on the whole Stack General Supply consumption.
Forager	🌿	This element or commander reduces by 25% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).
Expert Forager	🌿	This element or commander reduces by 50% the chances that a Unit pillages a region when foraging (i.e. when General Supply is lacking).
Siege Expert	⬠	Provides a one point siege bonus to the whole Stack when attacking Forts.
Fort Defender	⬠	Provides a one point siege bonus to the whole Stack when defending in a Fort.
Engineer	⬠	Provides a one point siege bonus to the whole Stack when defending or attacking Forts.
Ambusher	🏃	If the commander, 50% bonus to Irregulars' chance to ambush in non-clear areas
Surpriser	♣	If the commander, 20% chance of surprising the enemy (first fire).
Skirmisher	🕴	If the commander, allows an easier retreat in the first two hours of the battle.

Adept Raider	☗	If the commander, allows a 85% chance of retreat at any round of battle, if overwhelmed. Applies only to Stacks needing 4 or fewer command points.
Reckless	☗	If the commander, will have difficulty retreating on the first two hours of the battle.
Hothead	☗	If the commander, won't be able to order a retreat during the first two hours of the battle.
Patriot	⚑	Gives a 25% bonus to the raise of Partisans and volunteers in the State where he is present.
Recruiting Officer	⚑	Can muster new Conscripts on a regular basis in cities of Level 5+. Must be in the city to do so.
Training Officer	‼	If the commander, will train up to two regiments of Conscripts to regular soldier every turn.
Training Master	⁇	Provides 1 experience point every turn to all the troops in the Stack by drilling them.
Master Spy	◉	If the commander, improves the detection of enemy Units (except Irregulars) within the Department.
Poor Spy Network	◉	If the commander, erroneous reports received which worsen the detection of enemy Units (except Irregulars) within the Department.
Large Transport	⊟	This Unit has a transport capacity of 10.
Medium Transport	⊟	This Unit has a transport capacity of 5.
Transport	⬚	This Unit has a transport capacity of 3.
Small Transport	⬚	This Unit has a transport capacity of 2.
Tiny Transport	⬚	This Unit has a transport capacity of 1.
Charismatic	⸬✚	This leader has a charismatic aura. If the commander, provides +5 maximum Cohesion and a +25% increase in the fatigue recovery rate of Units under his command.
Good Army Administrator	⸬✚	The leader is appreciated by his men and cares about their well-being. If the commander, provides a +15% increase in the fatigue recovery rate of Units under his command.

Dispirited Leader	⁝⁝−	This commander is absolutely not charismatic in the eyes of his men or is a defeatist. -5 Maximum Cohesion to the Stack if the commander, -25% to the Cohesion recovery rate.
HQ Command	⁝⁝+	Because of an efficient command structure, Divisions HQs are able to give +5 Maximum Cohesion and +5% to the Cohesion Recovery Rate, to all divisional elements.
Strong Morale	⁝⁝+	This element is either composed of highly motivated, battle-hardened individuals or is a leader capable of inspiring his men. The inspiration provided gives a +5 Maximum Cohesion bonus to all others elements of the Unit.
Medical Service	⚕	This element is a Medical Service company, able to provide health care even on the battlefield. Give +15% to the Cohesion Recovery rate of all others elements of the Stack they are in.
Hated Occupier	🏠	This leader will apply Martial Law with extreme severity in any rebellious city he has to pacify.
Occupier	🏠	This leader will not hesitate to proclaim Martial Law in any rebellious city he has to administer.
Good Population Administrator	🏠+	If the most senior General in the region, will progressively increase the Loyalty of the population over time. (+1% each turn up to 75%)
Pillager	🔥	If the most senior commander in the region, this leader will let his men burn and pillage the countryside without regards for justice, slaughtering civilians if need be. Only the most loyal and policed regions will be spared by his cruel behavior.
Strategist	⛢+	If the Commander in Chief in the Department, provides +1 Command Point and an additional +1 per ability level, to his Stack and all subordinates Corps.
Good Commander	⛢+	If in command provides +1 Command Point per ability level. (If in command of an Army, subordinates Corps also receive this bonus)
Gifted Commander	⛢+	This general is gifted for command. +2 Command Points and +1 additional CP per ability level above 1, to any Stack he commands. (If in command of an Army, subordinates Corps also receive this bonus)

Good Subordinates	CP+	This general knows how to pick his subordinates and is able to delegate command at the right moment. +3 Command Points to any Stacks he commands. This ability does not improve.
Quickly Angered		This general is quickly angered and is often having arguments with his subordinates. -4 Command Points to the Stack he commands and to subordinates Corps if any.
Over Cautious		This commander is far too cautious when it comes to engaging the enemy, resulting in passivity and a lack of reactivity in the Chain of Command of his Army. -4 CP if the commander of the Stack (applied to subordinate Corps if in command of an Army)
Deceiver		This element or general is adept at establishing dummy positions (Quaker guns and such), camouflaging to the enemy the real strength of his Stack. +1 to the Hide Value of the Stack, if entrenched.
Screener		This element or general is able to screen and mask the progression of the whole Stack with the clever use of scouts, side-tracks, stealthy marches, and subterfuges. +1 to the Hide Value of the Stack and +25% to the Evasion Value, if the Stack is moving.
Deep Raider		This element or general is able to mount deep raids which can avoid enemy patrols, with the use of side-tracks, stealthy marches, and subterfuges. +50% to the Evasion Value, if the Stack is moving.
Patroller		This element or general is proficient in making more effective patrols in the region he is in, by setting an effective picket network or establishing signal towers. +1 to Detection Value; +35% to the Patrol Value of the Stack the element is in, if entrenched.
Sea Spotter		This element or admiral is proficient in surveying the seas and spotting enemy ships. +1 to Detection Value, +35% to the Patrol Value of the Stack the element is in.
Dispersed Move		This general (if the commander) has the bad habit of letting his troops move in disorder, thus reducing their ability to patrol the region or conceal their approach. -25% to Evasion and Patrol, -1 to Hide Value of the whole Stack, if moving.

Blockade Runner		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +35% to the Evasion Value of the Fleet. Works only if moving.
Fort Runner		If the admiral in command, this leader will be adept at running enemy Forts, if need be. +10% to the Evasion Value, -35% to the damage taken from Forts firing on the passing Fleet. Works only if moving.
Sea Raider		If the admiral in command, this leader will be adept at avoiding enemy naval Stacks, if need be. +25% to the Evasion Value of the Fleet. Works even if not moving.
Emplaced Guns		These guns are emplaced batteries and can't be moved outside the region.
Pillager		This element will burn immediately any enemy Depot or Redoubt captured.

Regional Decisions List

Here are charts with the depiction of the various in-game decisions. There are sorted by main categories of usage.

Important Design Note: *Those Decisions will be refined and altered during the last stages of playtesting, so please refer to ingame tooltips for exact conditions and descriptions.*

Loyalty Related

Menu Icon	Name & Map Icon	Description of Decision
	Dragonades	Gain loyalty **Condition(s):** City must have between 25%-75% loyalty **Strategy & Description:** Raising loyalty will improve supply, tax and manpower gains from a city, may remove the need to maintain a garrison
	Draft (forced recruiting)	Lower loyalty, gives conscripts points. **Condition(s):** Level 3 town, at least 35% loyalty and 90% military control **Strategy & Description:** Offers a trade off between gaining conscripts and losing long term loyalty
	Draft (forced recruiting)	Draft people into the army, using recruiting sergeants and troopers. Population will be displeased though. **Condition(s):** You need to control the region where it is played. **Strategy & Description:** This decision will give you extra conscripts, but may probably reduce your military control or even loot the region (as people react against forced conscription)

Money Related

Menu Icon	Name & Map Icon	Description of Decision
	Requisitions	Gain money but at a cost in terms of military control, loyalty and development level **Condition(s):** Must be a city with over 25% development, 50% loyalty and 50% military control **Strategy & Description:** Trades off gaining extra money for long term damage to loyalty and development level

Partisans, Supply & Petty War Related

Menu Icon	Name & Map Icon	Description of Decision
	Traitor	A very powerful decision that will cripple an enemy fortress. Use it wisely, for it is rare to have many traitors planted in enemy cities. (Traitors will ask for money) **Condition(s):** you need to besiege a fortress. **Strategy & Description:** if successful, the besieged fortress suffers 10 extra breaches (i.e. assault can occur at will), which can be decisive on strong ones. This decision is one-shot, it will be removed, whether it succeeds or not once played. You shall get new ones only via random events (rare).
	Surrender	Weaken a besieged enemy by dispiriting the enemy soldiers, enticing them to surrender. This decision is also rare and should be used wisely. **Condition(s):** you need to besiege the enemy. **Strategy & Description:** Weaken a besieged enemy by demoralizing or suborning its troops. The decision will randomly reduce the cohesion of up to a maximum of 15 besieged elements by 50% because parts of the besieged army will defect or hold back from combat when the assault is decided. This decision is one-shot, it will be removed, whether it succeeds or not once played. You shall get new ones only via random events (rare).
	Reconnaissance	Reconnaissance a region, increasing military control, if light elements or cavalry are adjacent. **Condition(s):** you need the cavalry or light infantry troops in the stack. **Strategy & Description:** once completed, you gain 25% military control extra in the target region. It can be very useful to reduce enemy supplies and approaches while keeping the main stack on siege or garrison duty…

Menu Icon	Name & Map Icon	Description of Decision
	Scorched Earth	Pillage a controlled region, reducing its supply output and increasing attrition to marching enemy soldiers. You need some light infantry or cavalry elements to do this operation. **Condition(s):** you need light cavalry or infantry in a friendly region. **Strategy & Description:** This decision will pillage the region, reducing its supply level (and thus making attrition higher there).

Defense Related

Menu Icon	Name & Map Icon	Description of Decision
	Rebuild Walls	Walls often got destroyed during sieges and assaults. The town dwellers would not stay long without rebuilding them. Hastily rebuild a wall around a defenseless city **Condition(s)**: you need a city without walls, money and supplies. Will allow rebuilding a level 1 wall. **Strategy & Description**: This decision will allow you to rebuild a previously destroyed wall on a city at a cost of some money (and time, usually 6 months)
	Build Redoubts	Improve entrenchment to level 4 **Condition(s)**: Requires at least 5 combat regiments. **Strategy & Description**: If placed in a critical province can stall an invasion
	Siege Works	Siege works increases breaches of besieged city (city receives +1 Breach) **Condition(s)**: Must have engineers/pioneers present **Strategy & Description**: Speeds up gaining breaches before assaulting a fortress

	Mines	Allows an extra breach on a fortress, provided you have at least a sapper element. This decision is spent and you'll only get more with special events. **Condition(s)**: you need at least one Sapper unit in the stack, and must be besieging the enemy. **Strategy & Description**: if successful, the besieged fortress suffers 1 extra breach, which can be decisive on strong ones. This decision is one-shot, it will be removed, whether it succeeds or not once played. You shall get new ones only via random events.
	Circumvallation	Increase the defensive force entrenchment level, provided you are in or around a structure. **Condition(s)**: you must be besieging an enemy city or sitting next to yours. **Strategy & Description**: will increase the entrenchment level of your forces to level 4, which can be very useful if you are expecting an enemy attack on your stacks.
	Offer HoW	Offer negotiations for Honors of War to a besieged enemy. If they accept, soldiers will be sent back home paroled and you'll gain the structure without a fight. **Condition(s)**: you must have a leader present in the besieging stack. **Strategy & Description**: offering the Honors of War is an efficient but double-edged sword. If the enemy accepts, the whole garrisons moves away from the city, and is sent back to its own capital. So they shall come back to fight another day (but you get the city quickly and without losses). If he refuses them, his morale and cohesion will be boosted, for some time.
	Accept HoW	Accept the Honors of War offered to you (besieged force moved to your capital). **Condition(s)**: the enemy must have played an "Offer Honors of War" on your besieged stack. **Strategy & Description**: accepting the Honors of War is an efficient way to get all your besieged troops back to your capital. Of course, you lose the besieged city, but you won't lose the troops.

	Reject HoW	Reject the Honors of War offered (siege continues and your soldiers gain cohesion) **Condition(s)**: the enemy must have played an "Offer Honors of War" on your besieged stack. **Strategy & Description**: refusing the Honors of War will boost your besieged troop's cohesion. It might be worth playing if you are about to fall to an assault and you really want to fight for this fortress.
	Walls	Siege works increases breaches of besieged city (city receives +1 Breach) **Condition(s):** Must have engineers/pioneers present. **Strategy & Description:** Speeds up gaining breaches before assaulting a fortress

Succession Wars Timeline

GREAT NORTHERN WAR TIMELINE

1700

23 Feb: The siege of Riga fails

20 Mar: Denmark invades Holstein-Gottorp

21 Apr: Danish armies siege Tönning

4 Aug: Swedish landing in Humblaek (just under the closest zone between Sweden and Denmark). Small advances happen until the 23rd

23 Aug: Denmark surrenders and drops out of the war

30 Nov: Battle of Narva

1701

23 Feb:	The Swedes capture Pechora
19 Jul:	The Swedish army crosses the Duna (the river that ends in Riga) close to the city itself
1 Sep:	Russians enter Stonia in the Southern side of the Peipus
15 Sep:	Russians lose a battle in Rouge

1702

9 Jan:	Sweden loses control of Erastvere
24 Mar:	The Poles stop the Swedish advance at Druskininkai
16 Apr:	Sweden occupies Vilnius
14 May:	Sweden occupies Warsaw
19 Jul:	Sweden occupies Kielce
29 Jul:	Russians assume control of Hummuli (Humelsdorf)
31 Jul:	Sweden enters Krakow
7 Oct:	Russians lay siege to Shlisselburg
22 Oct:	Shlisselburg falls to the Russians

1703

29 Mar:	Battle of Salociai, Swedish victory
1 May:	Sweden defeats the poles at Pultusk
15 May:	Sweden lays siege to Torun
19 Jul:	Russia occupies the land north of modern St.Petersburg (from the coast to the Ladoga)
14 Oct:	The fort of Torun surrenders to Sweden

1704

16 Feb:	The Swedish occupied Poland becomes a country "The Warsaw Confederation"

24 Jun:	Russia occupies Tartu
26 Jun:	Russia occupies Rakvere
5 Aug:	Swedish invasion of Poland across Jekabpils
9 Aug:	Russia besieges Narva
19 Aug:	Sweden occupies Poznan
20 Aug:	Russia captures Narva
4 Oct:	Sweden proclaims Stanislaw I as king of Poland, forming a Polish kingdom as an ally in their occupied lands
28 Oct:	Sweden occupies Janiszewo

1705

1 Jul:	Russians begin to Mar on Riga
17 Jul:	Poland starts to move to Warsaw
26 Jul:	The Russians are defeated in the southwest of Riga. From this point, the Russians begin to conquer Courland until late Aug
31 Jul:	The poles are pushed out of the vicinity of Warsaw
30 Aug:	Russia conquers all of Courland
25 Oct:	Poland tries to assault Warsaw again, being defeated and Sweden advances down the Vistula

1706

5 Jan:	Sweden occupies Grodno
13 Feb:	A Saxo-Polish army is smashed at Wschowa
30 Apr:	Sweden occupies Kletsk, near Minsk
25 Jul:	Swedish armies reach the Neva River but don't take Petrograd
29 Oct:	Poland defeats a Swedish army at Kalisz

1707

1 Sep:	Russian armies advance north in Ingria in direction to Vyborg, which they reach on 12 Oct
12 Oct:	Russian armies reach and besiege Vyborg
26 Oct:	Russia is forced to leave the siege of Vyborg and retreats

1708

7 Feb:	A Russian army is defeated near Grodno and Sweden advances more
14 Jul:	Sweden defeats a Russian army northeast of Minsk
9 Sep:	Sweden reoccupies the Neva river area
10 Sep:	Bitter Swedish advance near Minsk
20 Sep:	First Swedish incursions in Ukraine, concretely in Rajovka up to Kie
26 Sep:	Sweden starts to invade Ukraine massively
28 Sep:	The Swedish army turns south
3 Oct:	The Swedes cross the Dnieper
9 Oct:	Sweden occupies Mogilev
10 Oct:	Sweden is close to Gomel and advance in the south
12 Oct:	Sweden stops the advance near Gomel
17 Oct:	Sweden loses it's last advance into Ingria
23 Oct:	Swedish army stopped close to Starodub but advances in further days
1 Nov:	Russia invades the Cossack Hetmanate and sacks Baturyn
11 Nov:	Sweden crosses the Desna river
21 Nov:	The supporters of Aug II defeat the supporters of Ladislaw (pro-Swedish) at Koniecpol

1709

3 Jan:	Sweden sieges Vepryk (at like 120 km North of Poltava)
18 Jan:	Sweden captures Vepryk
8 Feb:	Sweden reaches the Vorskla river
20 Feb:	The Swedes reach Krasnokutsk (between Kharkov and Poltava) but cannot capture it
22 Feb:	Sweden captures Krasnokutsk
23 Apr:	Cossacks and Swedes are close to Poltava and capture Sokolki
8 Jul:	Battle of Poltava, Swedish defeat
11 Jul:	Russian army pushes the Swedish one and makes it surrender gaining ground
15 Jul:	The Swedish province of Livonia surrenders to Russia
10 Oct:	The Swedish province of Estonia surrenders to Russia
18 Oct:	Denmark-Norway declares war to Sweden
2 Nov:	Denmark lands in the city of Helsingborg

1710

10 Mar:	Danish army is pushed out of Swedish mainland
22 Mar:	Russia lays siege to Vyborg
13 Apr:	Swedish armies leave Poland and the Confederation of Warsaw collapses
12 Jun:	Russia captures the city of Vyborg
3 Jul:	Hannover declares war to Sweden
20 Nov:	Ottoman Empire declares war to Russia

1711

13 Apr: The Ottoman vassal of Moldavia rebels and declares war to the Ottomans, but only modern Bessarabia does so

11 Jul: Russian army advances down the modern Romano-Moldovan border

14 Jul: Russian army captures the city of Braila, in the Danube

18 Jul: Russian army gets surrounded in the border

21 Jul: Ottoman Empire leaves the war and gets the city of Azov

22 Jul: Russian encircled army surrenders

25 Sep: The city of Straslund in Swedish Pomerania is besieged

1712

26 Aug: Russian armies take Kouvola and surrounding areas including the coast

13 Nov: The Swedish dominion of Bremen falls to the coalition

20 Dec: Sweden captures the city of Lübeck

1713

15 Feb: Half of the county of Holstein-Gottorp is occupied by the Danes

13 Mar: All of Holstein-Gottorp is occupied except a fort

8 May: Russians land in Helsinki

22 May: Russian landing at Perna

13 Jun: Russia occupies Southern Finland

26 Sep: Russia takes Turku

17 Oct: Russia captures the city of Pälkäne

1714

7 Feb:	The fortress in Holstein-Gottorp surrenders
2 Mar:	Russia captures Isokyrö
11 Mar:	Russia occupies southwest Finland
27 Jun:	Prussia declares war to Sweden
1 Aug:	Great Britain declares war to Sweden
13 Aug:	Russia takes the Aland islands
18 Sep:	Russia occupies Raahe and starts and advance until Oct in the Bothnia gulf
1 Oct:	Russia occupies Tornio
11 Oct:	Swedish Finland is totally occupied by Russia

1715

8 Aug:	Denmark conquers the island of Rügen except it's easternmost part
16 Nov:	The coalition totally conquers the island of Rügen
24 Dec:	Straslund surrenders to the Danes

1716

8 Mar:	Swedish armies enter Norway in the southern part of the border
19 Mar:	Swedish armies reach the outskirts of Oslo
8 Apr:	Sweden occupies Oslo
13 Apr:	The last town in Swedish Pomerannia (Wismar) surrenders
17 May:	Sweden loses control of Oslo and surroundings
4 Jul:	Sweden captures Halden
12 Jul:	Swedish armies leave Norway

1717

19 Jul: Strömstad captured by Sweden

1718

1 Sep: Sweden invades Norway in Trondelag, reaching halfway to the coast

17 Sep: Sweden reaches the coast in Trondelag, in the town of Stjordal

3 Nov: Sweden is pushed off the Trondelag coast

30 Nov: The town of Halden is besieged by Sweden

1 Dec: Sweden evacuates Halden

28 Dec: Swedish armies lose half of their advance in Trondelag

1719

3 Jan: Swedish invasion of Trondelag repulsed

1 Jul: Russia makes 3 landings, north to Stockholm, in Stockholm and south of Stockholm

26 Jul: Russian armies reach the Stockholm lake in the North

13 Aug: Russian northern army is en route from the Stockholm lake to the coast. Great Britain switches sides (not Hannover)

9 Nov: Swedish Bremen is given to Hanover as Hanover leaves the war

1720

21 Jan: Sweden signs peace with Prussia and gives them a part of Swedish Pomerannia. The rest of Swedish Pomerannia remains occupied by the Danes

20 May: Great Britain leaves the war

3 Jul:	Denmark-Norway makes peace with Sweden, just dropping out of the war
30 Aug:	The war ends as the treaty of Nystad is signed. Sweden cedes the Baltic region and Karelia to Russia

WAR OF SPANISH SUCCESSION TIMELINE

1700

16 Nov:	Philippe d'Anjou becomes King of Spain.

1701

Feb:	France occupies the Spanish Netherlands.
9 Jul:	Prince Eugene forces Catinat to retreat in the battle of Carpi.
1 Sep:	Prince Eugene beats Villeroy at the battle of Chiari.

1702

2 Feb:	French stopped by Eugene of Savoy from entering the Tyrol
20 Feb:	Queen's Accession, on the death of William III.
May:	War of the Spanish Succession begun (May). England, Holland, and the Empire against France and Spain: to determine the succession to the Crown of Spain. Two claimants, Philip, grandson of Louis XIV, and Archduke Charles of Austria, the latter supported by England and her allies.
15 Jun:	Surrender of French garrison in Keyserswert, in the Electorate of Cologne, after a 6th-weeks siege.
	Duke of Marlborough, in command of allied forces, took the strongholds of Venloo, Ruremonde, and Liége; France cut off from Holland and Lower Rhine. Marlborough made a duke.

15 Aug:	Prince Eugene fails to beat Louis-Joseph de Vendôme at the battle of Luzzara.
10 Sep:	Capture of Landau by Prince Louis of Baden.
	Spanish fleet at Vigo captured by Sir George Rooke.
	Godolphin appointed Lord Treasurer, and Nottingham a Secretary of State.
	Louis of Baden defeated by French at Friedlingen.

1703

Second Grand Alliance. (First Grand Alliance in 1689): nearly all Germany, and Savoy join the coalition against the French.

French Maring in the direction of Vienna.

Methuen Treaty; Portugal join the Alliance.

Marlborough hampered by the Dutch Government and unable to follow the French.

Marlborough takes Bonn; giving command of Upper Rhine.

1704

	Battle of Donauwörth. Eugene joined Marlborough.
4 Aug:	Gibraltar taken by Sir George Rooke, Sir George Byng, and Sir Cloudesley Shovel.
13 Aug:	Blenheim. Marlborough and Eugene defeated French and Bavarians under Marshals Tallard and Marsin. Vienna saved: Marlborough received Woodstock Manor as a reward.

Act of Security passed by Scotch Parliament.

1705

Marlborough opposed by Allies, and prevented from Maring into France.

9th Oct:	Barcelona taken by Lord Peterborough; the Catalan district of Spain won for the Archduke Charles.
	Coalition between the more moderate Tories and the Whigs.

1706

	Marlborough opposed by Allies, and prevented from Maring into France.
14 May:	Turin besieged by French
23 May:	Battle of Ramillies, won by Marlborough against Villeroy; Allies occupied Antwerp, Brussels, Ghent, Bruges, Ostend, a line of fortresses cutting off French from Holland.
7 Sep:	Turin siege raised by Prince Eugene.

1707

	Capitulation of Milan signed by Louis: Milan and Naples secured to Archduke Charles.
25 Apr:	Battle of Almanza (Spain)
	English under Lord Galway surrendered
8 May-6 Jun:	Siege of Xàtiva
	Ghent and Bruges retaken by French.
23 Oct:	Union with Scotland: Scotland to send sixteen peers and forty-five Commoners to United Houses of Parliament
	Law and Church of Scotland left untouched: privileges of trade and coinage to be the same for both countries.
	Whig resolution not to make peace so long as a Bourbon ruled in Spain.

1708

11 Jul: Harley and St. John dismissed: Whigs came into power.

11 Jul: Oudenarde: Marlborough and Eugene defeated Vendôme: Lille secured. Bruges and Ghent retaken by Allies.

21 Sep: Minorca captured by General Stanhope.

28 Sep: Battle of Wijnendale

Attempted landing in Scotland by the Pretender prevented.

1709

Peace Conference at the Hague. Louis declined to remove his grandson from the throne of Spain.

11 Sep: Malplaquet: Marlborough and Eugene defeat Villars.

Mons and Tournai taken by the Allies.

Quarrel between the Queen and the Duchess of Marlborough.

Dr. Sacheverell's sermons.

1710

Peace proposals by Louis at Gertruydenberg rejected.

Jun: siege of Douai, lost by France.

Dr. Sacheverell sentenced: Tory party greatly helped thereby.

27 Jul: Battle of Almenara (Spain): French and Spanish defeated by Stanhope.

20 Aug: Battle of Saragossa: French and Spanish defeated by Stanhope.

8 Dec: Battle of Brihuega: Stanhope beaten by Vendôme.

10 Dec: Battle of Villaviciosa: General Staremberg defeated by Vendôme.

Spain secured for Philip V.

Bouchain taken by Marlborough.

Fall of the Whigs.

General Post Office established.

St. Paul's Cathedral finished.

1711

All Whigs dismissed from office, and Tories alone to form the Ministry, thus establishing the principle that the members of the Cabinet should all be of the same political party.

Duchess of Marlborough supplanted by Mrs. Masham.

Death of the Emperor Joseph, and accession of Archduke Charles: no further need now to continue the war.

Tories determined to put an end to the war.

1712

Twelve new Tory peers created to destroy the Whig majority which was in favour of continuing the war.

Marlborough deprived of his command: Ormonde to succeed him.

Peace Conference at Utrecht.

Act against Occasional Conformity.

24 Jul: Battle of Denain: Villars defeats Eugene on the road to Paris.

1713

Siege of Douai, city recaptured by the French

3 Mar: Treaty of Utrecht: Spain to Philip. Minorca and Gibraltar to England. Spanish lands in Italy and

Netherlands to Emperor Charles. Sicily to Savoy. Prussia made a kingdom.

Siege of Barcelona

1714

Quarrel between Harley and Bolingbroke: Harley dismissed.

Schism Act: schoolmasters to belong to the Church of England.

Bolingbroke's free trade proposals defeated by the Whigs.

Death of Electress Sophia: George of Hanover now heir to the British throne.

30 Jun: Death of Anne: Accession of George I.

Treaty of Rastatt

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